

Module Specification

Summary Information

Module Code	7602FACT
Formal Module Title	Post-Digital Storytelling
Career	Postgraduate Taught
Credits	30
Academic level	FHEQ Level 7
Module Pass Mark	50%

Learning Methods

Learning Method Type	Hours
Lecture	15
Practical	30
Workshop	35
Private Study	220

Module Offering(s)

Start Month	Duration
January	15 Weeks

Aims and Outcomes

Aims	This module explores narrative and authorship in the context of rapidly evolving post-digital media ecologies. Students engage with emerging modes of storytelling across XR, VR, AR, and MR environments, as well as interactive and generative media forms. Through a combination of theoretical investigation and practice-based experimentation, the module examines how new technologies reshape the relationships between maker, medium, and audience. Alongside creative prototyping, students develop advanced research skills appropriate to practice-based enquiry. The module will develop on the research methods introduced in the research methods module, enabling students to critically situate their own work within contemporary debates in media futures, posthumanism, platform studies, and ethics in emerging media.
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Learning Outcomes

After completing the module the student should be able to:

Code	Description
MLO1	Critically analyse post-digital and emerging storytelling forms, demonstrating an advanced understanding of how technological, cultural, and philosophical developments are transforming contemporary screen practices.
MLO2	Design and develop an experimental prototype or interactive experience that explores narrative, audience agency, and immersion through XR, VR, AR, MR, or other digital environments.
MLO3	Apply appropriate research methodologies to investigate and articulate the relationship between theory, technology, and creative practice within their own work.
MLO4	Evaluate ethical, ecological, and accessibility considerations relevant to immersive and technology-driven media production.
MLO5	Synthesize creative practice and critical reflection to articulate an informed and original position within the field of post-digital storytelling.

Module Content

Outline Syllabus
This 30-credit module is delivered over a fifteen-week semester and is structured to develop advanced creative, theoretical, and research competencies in the design and analysis of post-digital narrative forms. It combines practice-based experimentation with rigorous academic inquiry, providing students with the conceptual and methodological tools required to explore emerging storytelling environments across XR, VR, AR, MR, interactive media, and generative systems. The module is divided into three interrelated phases: context and theory (Weeks 1–5), creative experimentation and prototyping (Weeks 6–10), and research consolidation and critical reflection (Weeks 11–15). Each phase integrates lectures, workshops and individual supervision, ensuring a coherent relationship between creative practice, research methodology, and critical evaluation. During the earlier stages, students engage with the theoretical and critical frameworks underpinning post-digital media cultures. Lectures, workshops and practical sessions address concepts such as posthumanism, platform studies, and media ecologies, exploring how technological developments reshape narrative, spectatorship, and authorship. The module emphasises practical experimentation and iterative making. Through workshops in immersive and spatial audio, interactive narrative design, and real-time engine workflows, students translate theoretical ideas into prototype form. Supervised studio sessions and peer critiques encourage collaborative problem-solving and critical

dialogue. Formative assessment activities occur around Week 7, when students present prototype concepts or early technical tests for feedback. This mid-module checkpoint supports refinement of both creative direction and research framing.

The final phase consolidates research and production through supervision and critical writing support. Students iterate and complete their prototypes, situating their creative work within appropriate academic and professional contexts. Workshops focus on ethical and ecological considerations in digital production, accessibility in immersive media, and reflective writing practices. The module culminates in a presentation or demonstration of the prototype (Week 14) and a reflective session (Week 15), which prepares students for final submission.

Assessment activities are distributed to encourage continuous engagement with both practice and theory. The creative prototype (40%) is the practical culmination of experimental work, evidencing originality and technological fluency. The literature and contextual review (25%) builds directly from the early theoretical phase, requiring students to position their work within current critical discourse. The critical essay or reflective report (35%) consolidates learning through evaluation of research methodology, creative process, and outcomes. The assessments are designed to align with QAA Level 7 expectations for autonomy, originality, and synthesis of theory and practice.

Module Overview

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Learning Outcome Mapping
Artefacts	Creative Prototype	40%		ML02, ML03, ML05
Report	Literature Review	25%		ML01, ML04
Essay	Critical Essay	35%		ML01, ML04