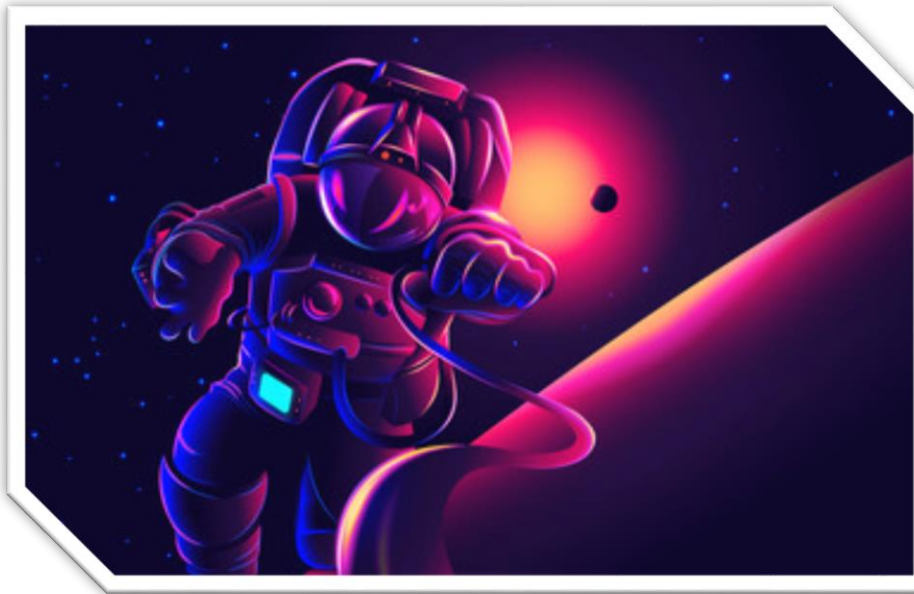


The Digital Interactive Experience



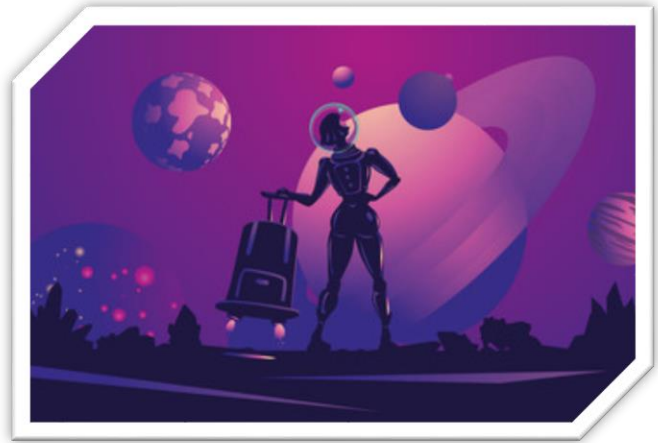
Who could've expected they were taking their villainous plans to the final frontier? Well, now we must too. Over the remainder of the semester, you will design, develop, and launch a **Digital Interactive Experience** (or D.I.E.), after presenting a prototype before the Galactic Council at the end of the unit. This project is no small undertaking, but don't worry: *you won't be at it alone!*

On the following pages, you'll find the guidelines and resources for this project. Remember, you'll want to begin **planning early**, and do your best to stick to the timelines that your group sets.



BOSS FIGHT | THE D.I.E.

The 'Ground' Rules for the D.I.E.



These are the given requirements for the Digital Interactive Experience. If you wish to break any of these rules- you may, but please talk to the GM first.

- ❑ The D.I.E. must be *digital*. In other words, it must be publishable via the internet for the public (and your target audience) to use.
- ❑ The D.I.E. must be *interactive*. The degree of interactivity is up to you, but the user/player must have some level of 'input' that will qualify this as a digital game.
- ❑ The D.I.E. should be something your group is excited about making, and be a useful component of your portfolios.
- ❑ The D.I.E. should aim to take at minimum seven or so minutes of interactive time.

That's it. Those are *all* the rules. I will be grading this project using our [standard rubric](#) based on the specific goals and criteria that you set up for yourself in the Main Quests for this world. Further information on the Galactic Council Presentations will be handed out in-class.

Stay determined, adventurers!

BOSS FIGHT | THE D.I.E.



Resources and Technology For the D.I.E.

There are many resources for game design and digital tools available on our course site's [Tools and Resources page](#).

Remember to check that out- especially the Twine Resources if that's the platform your group is using.

UA's libraries [offer access to all kinds of technology](#), including professional audio recording booths, mics, cameras, green screens, and even laptops. You can check these out (for free!) using the reservations page. Be sure to reserve them in advance.

The [Sanford Media Center](#) not only has resources for all kinds of digital 'making'- they have computers with software, and staff on hand who will work with you 1-on-1 for your project. They also offer guided tutorials for all kinds of software- all you have to do is ask!

All of you now have access to the [Adobe Creative Cloud](#) (including Photoshop, Premiere, Lightroom, etc.). This is an amazing resource you get, *for free!* Use your MyBama login to access this.

Examples of D.I.E. project platforms:

You might build...

- A game or story in Twine
- A hyperlinked PowerPoint
- A choose-your-own series of linked YouTube videos
- An 'audio adventure' in Twine
- A game in Unity, Unreal, or another game engine
- A 'print-and-play' game
- A digital trading card game
- A QR code scavenger hunt