rooster – (project) interactive multimedia (*provisional*)

some periods might contains 5 weeks, which necessitates an (occasional) adaptation of the original schedule of 4 weeks, by the inclusion of an additional *week 0*.

- week 0: introduction(s) – what do I want with this course?
- week 1: preparation(s) – what are (y)our topic(s)?
- week 2: progression(s) – where does it lead to?
- week 3: completion(s) – are we (not) there, yet?
- week 4: presentation(s) – so, what did it deliver?

week 1: preparation(s) – what are (y)our topic(s)?

- **concept(s)** – identity / who are you & what do you want?
- **support(s)** – **ximpel** / manual
- **presentation(s)** – concept(s) / quote(s) / experiment(s)

week 2 – progression(s) – where does it lead to?

- **concept(s)** – composition(s) – **it's all in the game**
- **support(s)** – key(s) / flex/as3 SDK
- **present(s)** – story graph(s) / clip(s)

week 3: completion(s) – are we (not) there, yet?

- **concept(s)** – narrative(s) / (interactive) storytelling
- **support(s)** – ximpel?
- **presentation(s)** – scenario(s) / story board(s) / mini game(s)

week 4: presentation(s) – so, what did it deliver?

- **concept(s)** – viewing(s) / **interactive video(s)** / immersion
- **support(s)** – multimedia development(s) / narrative(s)
- **present(s)** – clip(s) / **roundup**

theme(s): identity – who are you & what do you want?   1 / _ / .

- **introducing**: the **(P)IM** team
- **topic(s)** –
  fundamental(s) / attack(s) / mistake(s)
- **do you know** ...

    - what – happens (2.0)
    - how to connect the – ...**?**
    - the story of copy ... – right & left
    - that everything is ... – miscellaneous
    - who is the ... dick on (y)our site?
    - about the information ... – r/evolution (tube)

- **(y)our opinion(s) of** ... – student(s) today?

presentions(s): clip(s) – final production(s) / roundup(s)   manifesto(s) / choice(s) / / theme(s) / 2
minute(s) max / nominated & selected groups / _ / .

- selection of clip(s) will be made by the **<staff>**
- make sure to have your clips online in time!

clip(s) / display(s) / project(s) / player(s) / vision(s) ! Æ