

Degree Level: ✓ Bachelor's Degree ☐ Graduate Diploma ☐ Master's Degree ☐ Higher Graduate Diploma ☐ Ph.D.  Bachelor of Communication Arts Program in Media and Communication (International Program)  Course Title: Mahidol University International Col Course Code: ICMC Fine and Applied Arts Division			
TQF3 Course Specification			
	Section 1 General Information		
1. Course Code and Title	2		
In Thai	ICMC 208 การเล่าเรื่องข้ามสื่อ		

3. Curriculum and Course Type

In English

2. Number of Credits

Media and Communication 3.1 Program of Study

4(4-0-8)

3.2 Course Type Major Core Course

4. Course Coordinator and Instructor

**4.1 Course Coordinator** Assist. Prof. Dr. Wankwan Polachan, Media and Communications Program

0818477042, wankwan.pol@mahidol.ac.th

ICMC 208 Transmedia Storytelling

4.2 Instructor Assist. Prof. Dr. Wankwan Polachan, Media and Communications Program

0818477042, wankwan.pol@mahidol.ac.th

5. Trimester/Class Level

5.1 Trimester 1/ Year 2

5.2 Number of Students Allowed Approximately 40 Students

6. Pre-requisite

None

7. Co-requisites



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None	

# 8. Study Site Location

Mahidol University International College, Mahidol University, Salaya Campus



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### Section 2 Aims and Objectives

#### 1. Course Goals

- 1.1 Have students develop abilities to understand, use and create successful transmedia storytelling content and product
- 1.2 Have students research and analyze transmedia storytelling as a key success of the popular entertainment product

# 2. Objectives of Course Development/Revision

#### 2.1 Course Objectives

Upon the completion of this course, students should be able to understand the multi-dimensional relationship between society and the entertainment creators through different periods of time, and to discover the functions and audience's aesthetics to discover the notion of popular storytelling across transmedia genres from ritualistic to live show and to digital entertainment. Finally, students should be able to create the successful transmedia storytelling product.

### 2.2 Course-level Learning Outcomes (CLOs)

By the end of the course, students are able to

- 1. CLO1 Analyze how transmedia storytelling is a platform of a successful popular entertainment
- 2. CLO2 Apply the concept of media convergence in the creation of a media product
- 3. CLO3 Demonstrate how to use successful communication in the transmedia storytelling project
- 4. CLO4 Create a project of a successful transmedia storytelling product



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## Section 3 Course Description and Implementation

### 1. Course Description

(In Thai) การมีส่วนร่วมในประสบการณ์การเล่าเรื่องเพื่อออกแบบ สร้าง และแบ่งปันเรื่องราวผ่านแพลตฟอร์ม มัลติมีเคียเพื่อความบันเทิง การให้ข้อมูลหรือการพัฒนาทางสังคม การเขียนและการสร้างเรื่องราวในผลิตภัณฑ์สื่อ รูปแบบต่างๆ ที่สามารถเข้าถึงได้ผ่านจุดเข้าใช้สื่อมัลติมีเคีย การสร้างแบรนค์ของผู้สร้างผลิตภัณฑ์สื่อผ่านการเล่า เรื่อง

(In English) Participating in a storytelling experience to design, create and share stories across multiple media platforms for entertainment, informational or social development purposes; writing and creating stories in various forms of media products accessible through multiple media entry points; creating the brand of media product creators through the storytelling

## 2. Number of hours per trimester

Theory	Practice	Self-study
(hours)	(hours)	(hours)
48	0	96
(4 hours x 12 weeks)		(8 hours x 12 weeks)

#### 3. Number of Hours per Week for Individual Advice

4 hours per week or by appointment as indicated in the course syllabus and on instructor's office door



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# Section 4: Development of the expected learning outcomes

1. A brief summary of the knowledge or skills expected to develop in students; the course-level expected learning outcomes (CLOs)

By the end of the course, students who successfully complete the course will be able to:

- 1. CLO1 Analyze how transmedia storytelling is a platform of a successful popular entertainment
- 2. CLO2 Apply the concept of media convergence in the creation of a media product
- 3. CLO3 Demonstrate how to use successful communication in the transmedia storytelling project
- 4. CLO4 Create a project of a successful transmedia storytelling product
- 2. How to organize learning experiences to develop the knowledge or skills stated in number 1 and how to measure the learning outcomes

Course	Teaching and learning experience	Learning outcomes measurements	
Code management		Learning outcomes measurements	
CLO1	Interactive lectures, directed discussions, Case method,	In class collaboration	
CLOI	Inquiry-based learning	Online quizzes	
CLO2	Directed discussions, Case method, Project-based	Transmedia Storytelling project	
CLOZ	learning		
CLO3	Interactive lectures, directed discussions, Case method,	Popular Entertainment report and	
CLO3	Inquiry-based learning, Project-based learning	presentation	
CLO4	Directed discussions, Case method, Project-based	Transmedia Storytelling project	
	learning	Transmedia storytetting project	



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# Section 5 Lesson Plan and Evaluation

# 1. Lesson Plan

		Number	of hours		
Week	Topic/Details	Classroom	Practice	Teaching activities / media	Instructors
		sessions	sessions		
1	What is a Popular Entertain-			Interactive lectures, Directed discus-	Assist. Prof.
	ment and their storytelling?		0	sions, Case method, Inquiry-based	Dr. Wank-
		4	U	learning	wan Pola-
					chan
2	Economic Perspective	4	0	Interactive lectures, Directed discus-	Assist. Prof.
				sions, Case method, Inquiry-based	Dr. Wank-
				learning	wan Pola-
					chan
3	Spectacle	4	0	Interactive lectures, Directed discus-	Assist. Prof.
				sions, Case method, Inquiry-based	Dr. Wank-
				learning	wan Pola-
					chan
4	Performance	4	0	Interactive lectures, Directed discus-	Assist. Prof.
				sions, Case method, Inquiry-based	Dr. Wank-
				learning	wan Pola-
					chan
5	Globalization Vs. Glocaliza-	4	0	Interactive lectures, Directed discus-	Assist. Prof.
	tion			sions, Case method, Inquiry-based	Dr. Wank-
				learning	wan Pola-
					chan
6	Convergence	4	0	Interactive lectures, Directed discus-	Assist. Prof.
				sions, Case method, Inquiry-based	Dr. Wank-
				learning	wan Pola-
					chan



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		Number	of hours		
Week	Topic/Details	Classroom	Practice	Teaching activities / media	Instructors
		sessions	sessions		
7	Group presentation and re-	4	0	Directed discussions, Case method,	Assist. Prof.
	port submission			Project-based learning	Dr. Wank-
					wan Pola-
					chan
8	In-class Quiz	4	0	Inquiry based learning	Assist. Prof.
					Dr. Wank-
					wan Pola-
					chan
9	Group work proposal de-	4	0	Directed discussions, Case method,	Assist. Prof.
	fending and discussion			Project-based learning	Dr. Wank-
					wan Pola-
					chan
10	Group work discussion I	4	0	Directed discussions, Case method,	Assist. Prof.
				Project-based learning	Dr. Wank-
					wan Pola-
					chan
11	Group work discussion II	4	0	Directed discussions, Case method,	Assist. Prof.
				Project-based learning	Dr. Wank-
					wan Pola-
					chan
12	Final Group work presenta-	4	0	Directed discussions, Case method,	Assist. Prof.
	tion			Project-based learning, Inquiry	Dr. Wank-
	and			based learning	wan Pola-
	Final QUIZ				chan
	Total	48	0		

# 2. Evaluation of the CLOs

# 2.1 Measurement and Evaluation of learning achievement

#### a. Formative assessment

- Inquiry-based learning activities completed in class during weeks 1,2,3,4,5,6,7, 8 and 12 to provide feedback to student on their understanding of course topics



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- Workshop sessions conducted in class during weeks 9,10,11 and 12 to provide feedback to student on the development of their spreadable media project

### b. Summative assessment

(1) Tool and weight for measurement and evaluation

Learning Outcomes	Measurement Method	Weight	
Learning Outcomes	Measurement Method	(Perce	entage)
CLO1 Analyze how transmedia	In class learning activities	10	
storytelling is a platform of a	Online quizzes		40
successful popular entertain-	Online quizzes	30	40
ment			
CLO2 Apply the concept of me-	Group presentation and report	20	20
dia convergence in the creation			
of a media product			
CLO3 Demonstrate how to use	Group production-based project	20	20
successful communication in			
the transmedia storytelling pro-			
ject			
CLO4 Create a project of a suc-	Group production-based project	20	20
cessful transmedia storytelling			
product			
Total			100

### (2) Measurement and evaluation

Grade	Achievement	% Range	GPA
А	Excellent	90-100	4.0
B+	Very Good	85-89	3.5
В	Good	80-84	3.0
C+	Very Satisfactory	75-79	2.5
С	Satisfactory	70-74	2.0
D+	Poor	65-69	1.5
D	Very Poor	60-64	1.0
F	Fail	0-59	0.0



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Assessment Criteria for In Class Learning Activities					
Criteria	Excellent	Good	Satisfactory	Poor	Fail
	(A)	(B to B+)	(C to C+)	(D to D+)	(F)
Preparedness	Often prepared	Sometimes pre-	Occasionally pre-	Rarely prepared	Not prepared to
	to engage in	pared to engage	pared to engage	to engage in	engage in learn-
	learning activities	in learning activi-	in learning activi-	learning activities	ing activities
		ties	ties		
Collaboration	Substantial en-	Good engage-	Satisfactory en-	Poor engagement	Did not engage
	gagement with	ment with others	gagement with	with others dur-	with others dur-
	others during	during learning	others during	ing learning activi-	ing in learning ac-
	learning activities	activities	learning activities	ties	tivities
Connections	Clear compre-	Good compre-	Satisfactory com-	Poor comprehen-	Unable to
	hension & appli-	hension & appli-	prehension & ap-	sion & application	demonstrated
	cation of topics	cation of topics	plication of topics	of topics in learn-	comprehension &
	in learning activi-	in learning activi-	in learning activi-	ing activities	application of
	ties	ties	ties		topics in learning
					activities

Assessment Criteria for Quizzes					
Criteria	Excellent	Good	Satisfactory	Poor	Fail
	(A)	(B to B+)	(C to C+)	(D to D+)	(F)
Knowledge &	Demonstrated	Demonstrated	Demonstrated	Demonstrated	Unable to
comprehension	comprehensive	good knowledge	satisfactory	poor knowledge	demonstrated
	knowledge & un-	& understanding	knowledge & un-	& understanding	knowledge or un-
	derstanding of	of subject	derstanding of	of subject	derstanding of
	subject		subject		subject
Application	Demonstrated	Demonstrated	Demonstrated	Demonstrated	Unable to apply
	substantial appli-	clear application	satisfactory appli-	poor ability to	concepts
	cation of con-	of concepts	cation of con-	apply concepts	
	cepts		cepts		
Analysis	Demonstrated ex-	Demonstrated	Demonstrated	Demonstrated	Unable to ana-
	cellent ability in	good ability in	satisfactory ability	poor ability in an-	lyze & draw con-
	analyzing & draw-	analyzing & draw-	in analyzing &	alyzing & drawing	clusions
	ing appropriate &	ing conclusions	drawing conclu-	conclusions	
	inventive conclu-		sions		
	sions				



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Assessment Criteria	for Written and Oral	Case Study Reports			
Criteria	Excellent	Good	Satisfactory	Poor	Fail
	(A)	(B to B+)	(C to C+)	(D to D+)	(F)
Problem state-	Problem state-	Problem state-	Problem state-	Problem state-	Problem state-
ment	ment is clear, &	ment is quite	ment is stated,	ment is barely	ment is not dis-
	well discussed	clear, & is well	but does not	stated	cussed at all
		discussed	clarify it enough		
Organization	Report is well or-	Report is orga-	Organization	Organization is	No organization
	ganized. All the	nized & reveals	needs clarity but	quite basic. The	present. There is
	facts and details	details. Most of	it is still under-	focus on the	no focus on the
	support the dis-	the information	standable. Infor-	topic is present,	topic & facts &
	cussion in an or-	supports the dis-	mation is too de-	but the infor-	details do not
	dered way. Fol-	cussion & is logi-	pendent on sec-	mation is not	support the argu-
	lows the correct	cally stated. Fol-	ondary sources.	processed deeply	ment.
	layout.	lows the correct	Mostly follows	enough.	
		layout.	the correct lay-		
			out.		
Application	Demonstrated	Demonstrated	Demonstrated	Demonstrated	Unable to apply
	substantial appli-	good application	satisfactory appli-	poor ability to	concepts
	cation of con-	of concepts	cation of con-	apply concepts	
	cepts		cepts		
Interpretation &	Interpretation	Interpretation &	Interpretation &	Interpretation is	There is no pro-
analysis	matches the in-	information is es-	information	too basic, no par-	cess of interpre-
	formation & the	sentially correct,	would have ben-	allel analysis	tation & the infor-
	analysis is fully	but more atten-	efitted with more	done & analysis	mation given is
	checked with par-	tion should have	parallel analysis	too basic	not further ana-
	allel material	been given to			lyzed
		parallel material			
Final Observa-	Observations &	Observations &	Observations &	Observations are	Observations are
tions & conclu-	conclusions are	conclusions are	conclusions are	not clear & con-	not clear, & con-
sions	clearly stated, &	stated, but more	present, but any	clusions is very	clusions are miss-
	really matching	discussion could	link with the	weak	ing or completely
	the introductive	have been done	statement in the		off-topic
	statement	to connection	introduction is		
		with the initial	missing		
		part			



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Assessment Criteria for Production-Based Projects					
Criteria	Excellent	Good	Satisfactory	Poor	Fail
	(A)	(B to B+)	(C to C+)	(D to D+)	(F)
Key Principle	Understanding of	Understanding of	Understanding of	Understanding of	Absence of rele-
	key principle is	key principle is	key principle	key principle	vance & focus in
	tight & clearly-fo-	adequately fo-	needs more fo-	lacks relevance &	understanding of
	cused with excel-	cused & relevant	cus with fair ap-	focus with limited	key principle with
	lent application	with good appli-	plication	application	no application
		cation			
Production	Demonstrated	Demonstrated	Demonstrated	Demonstrated	Unable to use
	substantial use of	clear use of pro-	satisfactory use	poor ability to	production meth-
	production meth-	duction methods	of production	use production	ods
	ods		methods	methods	
Creativity & Aes-	Consistent & in-	Mainly consistent	Some inconsist-	Inconsistencies in	Many inconsisten-
thetics	novative use of	use of creativity	encies in the use	the use of crea-	cies with limited
	creativity & story-	& storytelling	of creativity &	tivity & storytell-	creativity & no
	telling with very	with mostly ap-	storytelling with	ing with limited	storytelling & is
	appealing aes-	pealing aesthetics	appealing aes-	aesthetic appeal	unappealing aes-
	thetics		thetics		thetically

(3) Re-examination (if the course allows any)

N/A - (Not applicable with MUIC)

# 3. Students' Appeal

A written explanation providing facts and evidence should be submitted to the instructor explaining why the assignment grade should be changed. This should be done within one week after an assignment is returned to students. The instructor will use this to reconsider the grade for that assignment. Instructor will reply within one week.

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# Section 6 Teaching Resources

# 1. Required Texts

- 1) Popular Entertainment edited by Barbara McKean and Carrie J. Cole, Cognella, 2013
- 2) Entertainment Goes Global: Mass Culture in a Transforming World by Johanna Blakley, the Norman Lear Center, 2001
- 3) What's Entertainment? Notes toward a Definition by Stephen Bates and Anthony J. Ferri, Studies in Popular Culture, 2010

# 2. Suggested Materials

- 1) Poetics by Aristotle, Translated by Malcalm Heath Penguin Books, London, 1996
- 2) Folklore, Cultural Performances, and Popular Entertainments edited by Richard Bauman, Oxford University Press, Oxford, 1992



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## Section 7 Evaluation and Improvement of Course Implementation

## 1. Strategy for Course Effectiveness Evaluation by Students

- 1.1. Formal student evaluations of course
- 1.2. Student anonymous suggestions for improvements to the course
- 1.3. Informal discussions between instructor and students

## 2. Strategy for Teaching Evaluation

- 2.1. Peer observation and discussion of teaching methods
- 2.2. Observations and reflections by instructor
- 2.3. Results from examinations and assignments
- 2.4. Verification of results from student evaluation of course

## 3. Teaching Improvement

- 3.1. Reviewing teaching notes of difficulties and improvements from last time
- 3.2. Meeting of program faculty members to discuss difficulties and improvements
- 3.3. Updating teaching methods through attending conferences, seminars or training

### 4. Verification of Standard of Learning Outcome for the Course

- 4.1. Analysis of students' learning outcomes using scores and feedback on assignments
- 4.2. Discussions with students and peers on learning outcomes and evaluation criteria
- 4.3. Formative feedback on students' assignments are clearly explained and communicated to students with students given a chance to formally respond to assessment feedback

#### 5. Revision Process and Improvement Plan for Course Effectiveness

- 5.1. Lecturer reviewing course and teaching notes before the trimester starts
- 5.2. Dialogue with peers, alumni, and people in industry on topics and assessments
- 5.3. Applying recommendations from peer observations and student evaluations
- 5.4. Attending academic conferences, seminars, or training to stay abreast of topic and teaching methods



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# Appendix

# Relations between the course and the program

<u>Table 1</u> Relations between the course and the PLOs

Transmedia Storytelling	PLOs						
	PLO1	PLO2	PLO3	PLO4	PLO5	PLO6	PLO7
ICMC 208							
	R	R	R	R	R	R	R

<u>Table 2</u> Relations between CLOs and PLOs

ICMC 208	PLOs						
ICIVIC 200	PLO1	PLO2	PLO3	PLO4	PLO5	PLO6	PLO7
CLO1 Analyze how transmedia		2.1					7.1
storytelling is a platform of a suc-							
cessful popular entertainment							
CLO2 Apply the concept of me-					5.1		7.1
dia convergence in the creation					5.2		
of a media product							
CLO3 Demonstrate how to use						6.1	7.1
successful communication in the						6.2	
transmedia storytelling project							
CLO4 Create a project of a suc-	1.1	2.2	3.2	4.3			7.1
cessful transmedia storytelling							
product							

<u>Table 3</u> ELOs that the course is responsible for

ELOs	Sub ELOs
ELO 1 Apply ethics in the	1.1 Create media products and strategies that ethical to the society
professional practice of	and to the world.
craft-led works and aca-	1.2 Be ethical and professional in all tasks of media product creation
demic studies.	and media planning.



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ELO 2 Solve problems to creatively overcome theoretical and pragmatic obstacles related to content creation.  ELO 3 Value creativity and global thinking to embrace cultural diversity in national and global perspectives.  ELO 4 Develop high quality media content.  ELO 5 Execute media convergence and media convergence and media convergence strategies, respectively.  ELO 6 Use media for communication from the level of interpersonal into the global.  ELO 7 Create thesis products and strategy creations.  2.1 Apply and creatively.  3.1 Demonstrate cultural awareness and foster understanding of diversity into media products and strategy creations.  3.2 Apply the global trends and their effects on local media issues.  4.2 Apply audio and visual communication skill in digital media content creation.  4.3 Formulate media content from various sources with in-depth thoughts and value and can create dramatic content.  ELO 5 Execute media  convergence strategies, respectively.  5.2 Apply the knowledge of one content and expand and distribute it into various platforms.  5.3 Implement the concept of media convergence and can execute strategies to lead for the digital media industry.  ELO 6 Use media for communication from the level of 6.1 Operate media in various forms to communicate with the targeted audiences with the set objectives successfully.  6.2 Execute different level of communication to serve the purpose interpersonal into the effectively.  global.  7.1 Develop thesis projects that reflect the student's learning outcomes throughout the 4-year study of the program.		
retical and pragmatic obstacles related to content creation.  ELO 3 Value creativity and global thinking to embrace cultural diversity in national and global perspectives.  ELO 4 Develop high quality media content.  4.1 Evaluate what is good vs. bad media content.  4.2 Apply audio and visual communication skill in digital media content treation.  4.3 Formulate media content from various sources with in-depth thoughts and value and can create dramatic content.  ELO 5 Execute media convergence and media convergence and media convergence strategies, respectively.  ELO 6 Use media for communication from geted audiences with the set objectives successfully.  ELO 6 Use media for geted audiences with the set objectives successfully.  ELO 6 Use media for geted audiences with the set objectives successfully.  ELO 6 Ouse media for geted audiences with the set objectives successfully.  ELO 6 Use media for geted audiences with the set objectives successfully.  ELO 6 Use media for geted audiences with the set objectives successfully.  ELO 6 Use media for geted audiences with the set objectives successfully.  ELO 6 Use media for geted audiences with the set objectives successfully.  ELO 6 Use media for geted audiences with the set objectives successfully.  ELO 6 Use media for geted audiences with the set objectives successfully.  ELO 6 Use media for geted audiences with the set objectives successfully.  ELO 7 Create thesis prod-  7.1 Develop thesis projects that reflect the student's learning out-	ELO 2 Solve problems to	2.1 Apply critical thinking skills.
cles related to content creation.  ELO 3 Value creativity and global thinking to embrace cultural diversity in national and global perspectives.  ELO 4 Develop high quality media content.  ELO 5 Execute media content.  ELO 5 Execute media convergence and media convergence and media convergence strategies, respectively.  ELO 6 Use media for communication from the level of 6.1 Operate media in various forms to communication the level of interpersonal into the global.  ELO 7 Create thesis prod-  S.1 Demonstrate cultural awareness and foster understanding of digital media products and strategy creations.  3.1 Demonstrate cultural awareness and foster understanding of digital media issues.  3.2 Apply the global trends and their effects on local media issues.  4.1 Evaluate what is good vs. bad media content.  4.2 Apply audio and visual communication skill in digital media content trent creation.  4.3 Formulate media content from various sources with in-depth thoughts and value and can create dramatic content.  ELO 5 Execute media  5.1 Understand the different characteristics of each media platform and their shared qualities, and can use them to serve the purpose successfully.  5.2 Apply the knowledge of one content and expand and distribute it into various platforms.  5.3 Implement the concept of media convergence and can execute strategies to lead for the digital media industry.  ELO 6 Use media for communication from geted audiences with the set objectives successfully.  6.2 Execute different level of communication to serve the purpose interpersonal into the effectively.  9 Global.  6.3 Apply communication skill in conducting research and scientific thinking process.	creatively overcome theo-	2.2 Develop research-based media products and strategies academ-
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	raduate Diploma 🔲 Master's Degree 🔲 Higher Graduate Diploma 🔲 Ph.D. ım in Media and Communication (International Program)			
Course Title:	Mahidol University International College	Mahidol University International College		
Course Code: ICMC	Fine and Applied Arts Division			
culmination of the pro-				
gram ELOs.				