



SECTION 37452 | 2 units
Tuesday | 9 - 11:50 am PST
Professor Alex McDowell
No D-clearance required

Spring 2021 : IML_475 world building, narrative design and design visualization



“...Sour groun and dead the barrens are you cudnt grow nothing on them only the dry dus blowing in the summer and the grey mud in the winter. Even the wind blowing the dus is some thing moving tho it aint jus only dead groun in a stilness. Seeds blow in the wind and what is earf but a deadness with life growing out of it? Rottin leaves and dead branches and naminal shit and that it all makes live earf on the dead groun and if you look at woodlings edge all roun the barrens youwl see the runty coming up where skin of earf growit back on nekkit groun...” -Russell Hoban, *Riddley Walker*

This Spring 2021 World Building course will ask the students to imagine, ideate and develop a distant future and fictional world called Junk, that is inhabited by a population surviving on the detritus of their history.

They will consider economic trade, hierarchal governance, decaying infrastructure, cultural layers, and limited resources as the basis of the construction of the world. They will interrogate the core ecologies to build a knowledge-base that defines the unique rules of this world. They will develop narrative environments that will provoke characters within the world to tell their stories, and connect the dots between the characters or their areas of influence.

World building is by definition collaborative and engages a holistic world space, so the students should be prepared to build an interconnected world at multiple scales that will evolve based on on their engagement and interaction.

The class will focus on the interdisciplinary opportunities to convey the world and its narratives. The class is media- and platform-agnostic and there will be an expectation that the students will consider the ways in which they convey the stories they generates as a primary outcome of the class.