



IML\_475 Fall 2021  
**World Building, Narrative  
Design and Design  
Visualization**

Tuesday 0900 - 1150  
Professor Alex McDowell

**IML\_475 Fall 2021 World Building** will ask students to imagine and develop a 20-generation future world called Junk, inhabited by a population that has been forced to survive on the detritus of a former civilization.

Under examination will be economics and trade, systems of governance, a reimagined infrastructure, new cultures and resources, as the basis of the construction of Planet JUNK. Students will develop core ecologies and knowledge-base that define the unique rules of this world. They will collaborate to populate narrative environments with constituents, building stories told through a mediated set of lenses within the world space.

The class will learn the power of collaboration, storytelling and design systems, and how to empower holistic narratives to create change.

World Building is media- and platform-agnostic and the students will be expected consider the ways in which to convey the stories they build collectively and individually.