In this course, we will explore traditions and emerging practices in multimedia storytelling. We will draw from theories in narratology, media studies, and cultural studies toward understanding narrative practices in literature, film, television, comics, XR, videogames, physical/virtual environments, and other media forms and modalities. What new kinds of narratives can be generated through the mingling and merging of disparate platforms and technologies? An evolving digital culture is changing the ways we create and experience stories, which may be distributed through multiple media channels — installations, live events, virtual spaces, traditional broadcast media — or emerge from transmedial storyworlds or multiply-authored, interactive experiences. In this theory-practice course, we will examine works by innovators occupying these expanding zones of practice and use our own skills as media-makers and storytellers to create narratives across media.