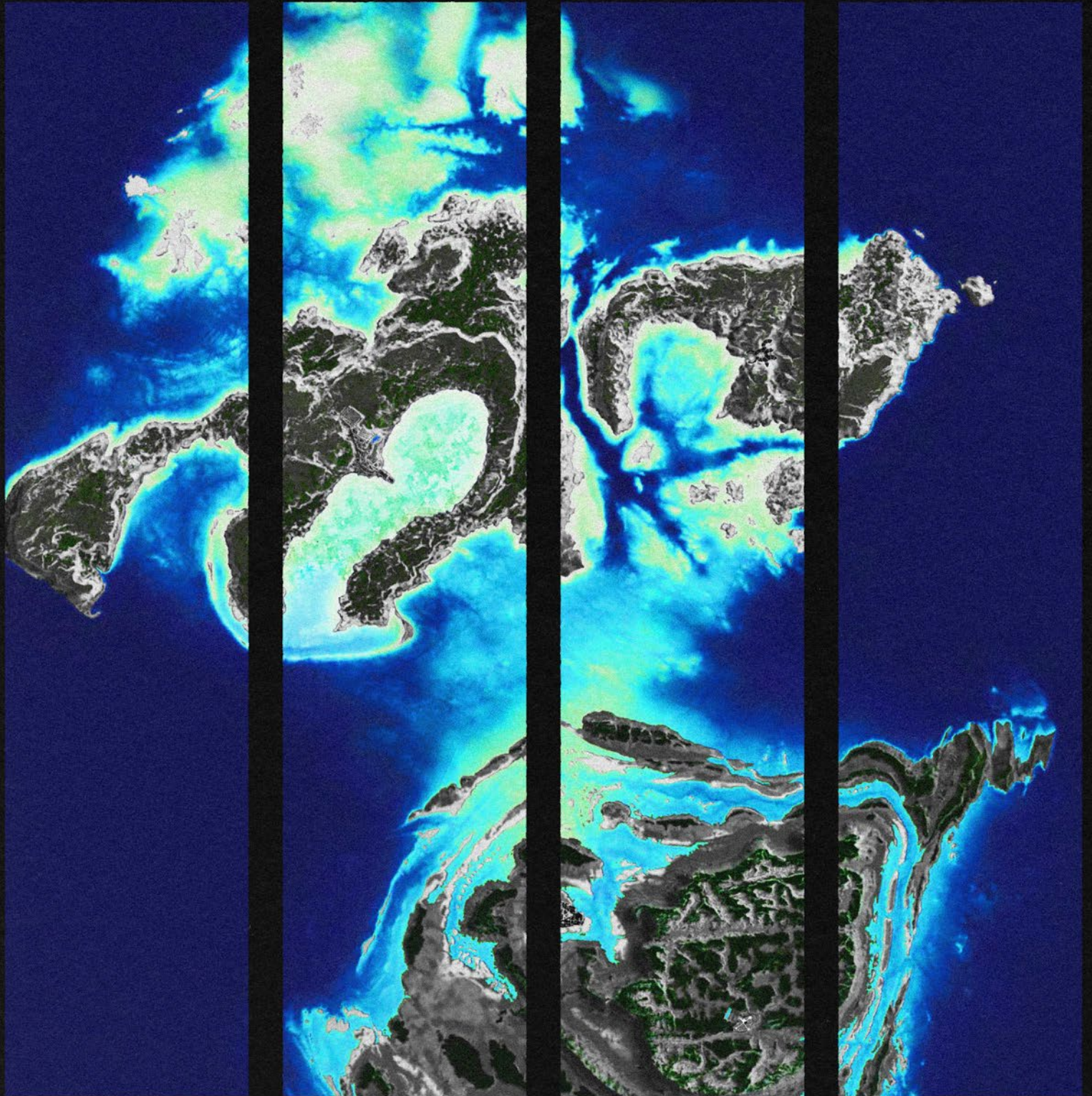


# WUINK



IML\_475 SPRING 2024

SCA MEDIA ARTS + PRACTICE  
USC WORLD BUILDING  
MEDIA LAB,  
LOS ANGELES

# “What if there was a Society 300 years from Now, built from the Detritus of a Former Civilization?”

---

JUNK is a storytelling, design and research class designed to explore the full capabilities of World Building as a narrative design and cross-media storytelling practice. The students will co-create an immersive and holistic world as a container for research, development, discovery and outcome. They will focus on building and inhabiting a unique fictional world set 300 years from now, defined by deep Research, developing Context and a holistic and scaled relationship to Place, mapping the narrative Journey, and the Artifact.

The class is open to students across campus, working in any discipline. It is platform- and media-agnostic. It welcomes students with design and visual language skills, but does not require them. It does require that you step outside of your comfort zone and engage in disruptive collaboration with others. The practice you will learn is broadly applicable. It has been taught to students in politics, film studies, economics, interactive media and games, biology, animation, architecture, journalism, and more. Students will learn to collaborate across disciplines while developing specific outcomes from the world they build that fall within their areas of expertise or interest.

The semester is divided into 3 Stages:

---

1

Research, story and development of a holistic world in full class collaboration

---

2

Prototyping this unique world through multiple lenses, developed by the students in groups

---

3

Development and presentation of final projects, curated by the students.

Students will complete the class with substantive outcomes and an essential capacity for collaboration, co-creation and narrative design within the framework of World Building.