2025 年度シラバス

科目分類/Subject Categories			
学部等/Faculty	/工芸科学部 ：/School of Science and Technology	今年度開講/Availability	/有 ：/Available
学域等/Field	/全学共通科目 ：/Program-wide Subjects	年次/Year	/２年次 ：/2nd Year
課程等/Program	/英語教育科目 ：/English	学期/Semester	/後学期 ：/Second term
分類/Category	/ ：/	曜日時限/Day & Period	/水 2 ：/Wed.2

科目情報/Course Information				
時間割番号/Timetable Number	10223202			
科目番号/Course Number	10261041			
単位数/Credits	2			
授業形態/Course Type	講義・演習 ：Lecture/Practicum			
クラス/Class	m			
授業科目名/Course Title	English for Sciences and Humanities B : English for Sciences and Humanities B			
担当教員名/ Instructor(s)	/サンドラ ヒーリ：Sandra Healy			
その他/Other	インターンシップ実施科目 Internship	国際科学技術コース提供科目 IGP	PBL 実施科目 Project Based Learning	DX 活用科目 ICT Usage in Learning
				○
	実務経験のある教員による科目 Practical Teacher			
科目ナンバリング/Numbering Code				

授業の目的・概要 Objectives and Outline of the Course	
日	
英	This course is designed to equip students with the ability to communicate effectively in English through multimodal, interactive storytelling techniques. By exploring how narratives unfold across multiple platforms, such as films, games, and digital media, students will enhance their academic reading, writing, presentation, and critical thinking skills in a dynamic and engaging way.

学習の到達目標 Learning Objectives	
日	
英	Apply English language skills in interdisciplinary and professional contexts Enhance communication skills through structured academic writing, oral presentations, and interactive storytelling Analyse transmedia narratives in film, games, and digital media, with a focus on how stories expand across platforms Develop original transmedia story concepts using visual, written, and interactive storytelling methods Critically evaluate digital media and its role in global storytelling

学習目標の達成度の評価基準 / Fulfillment of Course Goals（JABEE 関連科目のみ）	
日	
英	

授業計画項目 Course Plan		
No.	項目 Topics	内容 Content

1

1	日		
	英	Introduction to the course	Orientation and self-introductions.
2	日		
	英	What is transmedia storytelling?	Introduction to transmedia narratives. Examples from films, games, and digital media.
3	日		
	英	Developing transmedia story concepts	Students begin developing their own transmedia story ideas. Group brainstorming and initial concept development.
4	日		
	英	Story construction and platform mapping	Structuring transmedia stories using plot diagrams and branching narratives. Mapping out how the story will unfold across different platforms.
5	日		
	英	Characterization	Characterization
6	日		
	英	Visual storytelling	How visuals impact storytelling in films and interactive media.
7	日		
	英	Writing a transmedia narrative	Writing key scenes, dialogue, and descriptions for transmedia projects.
8	日		
	英	Presentation class	Students present their transmedia story concepts and receive feedback for further refinement.
9	日		
	英	Colour and symbolism	Examining how colour theory is used in films and digital media to convey mood and themes.
10	日		
	英	Sound	Understanding the role of sound design, voice acting, and music across different media platforms.
11	日		
	英	Interactive and branching narratives	Exploring Choose Your Own Adventure stories and interactive storytelling tools like Twine.
12	日		
	英	Project development	Writing a project proposal Students write a detailed plan for their transmedia storytelling project, outlining key elements, platforms, and audience engagement strategies.
13	日		
	英	Developing transmedia project	Students refine their transmedia story concepts and work on their final project.
14	日		
	英	Presenting transmedia projects	Students present their projects, explaining their storytelling choices and media integration.
15	日		
	英	Reflection and discussion	Reviewing key lessons from the course. Discussing future applications of transmedia storytelling in students' fields.

履修条件 Prerequisite(s)

日	
英	

授業時間外学習（予習・復習等）
Required study time, Preparation and review

日	
英	Students are expected to dedicate time outside of class for preparation, assignments, and review, in line with the university's requirements. Before each class, students should review assigned materials and prepare for discussions, while after class, they should summarize key concepts, refine their projects, and complete e-learning assignments. As this course is conducted in English, students are expected to communicate in English at all times. Given the interactive nature of the class, full attendance and active participation are essential.

教科書／参考書 Textbooks/Reference Books

日	
英	Class materials will be provided by the teacher.

成績評価の方法及び基準 Grading Policy

日	
英	E-learning – 20% - Weekly assignments Participation and Homework – 40% - Active participation in class discussions, activities, and timely submission of homework. Mid-term Assignment – 20% Final Assignment – 20% Additional Requirements To pass the course, students must achieve a cumulative score of 60% or higher. Students who are absent four or more times will automatically fail the course.

留意事項等 Point to consider

日	
英	The syllabus is subject to revision based on students' needs, abilities, and any external circumstances that may impact the course. Students must bring laptops to all classes for accessing materials, discussions, and assignments.