國立台灣科技大學 114學年 第2學期　課程大綱

Spring 2026 NTUST Course Outline

授課教師：Aaron

Instructor:Aaron Calbreath-Frasieur

課程名稱：跨媒介敘事:文學、電影、電視與遊戲

Course Title：Multimodal Expressions: Literature, Film, TV and Games

2026/11/3

課程代號： FL3929701 Course Code	必選修：選修/半學年 Required/Electve:Elective/Half Yr.
學分數： 3 Credits	先修課程： Prerequisites
節次教室： W2(RB-201) W3(RB-201) W4(RB-201) Time/Location	
專業核心能力： Core Professional Competencies	☐A1. 具備妥善運用一般英語文的能力 (EGP) ☐A4. 具備專業英語文溝通能力 (ESP/EAP) ☐A5. 具備專案分析、規劃與執行的能力 ☐A6. 具備溝通、協調、合作的能力 ☐A7. 具備提升人文素養的能力
課程網址： Course Website	
課程宗旨： Course Objectives	In this course, students will explore the multi-modal expression of genre, examining how one popular genre is spread across media for worldwide distribution and consumption. Students will research and analyze how media affects storytelling and communication. Adaptation will be explored, but students will go beyond basic adaptation to look at the increasing emphasis on transmedia storytelling in the cultural industries. Media-makers and storytellers have recognized the significance of multi-modality in contemporary society. They are working to spread their message across different media, so the audience must embrace multiple forms of communication to experience complete stories. Using the fantasy genre as a case study, this course will develop students' critical consciousness of the impact of multi-modality on communication in the contemporary media marketplace as part of the AFL Professional English Module. 學生在這門課將探索不同文類的跨媒介敘事，研究受歡迎的文類如何在不同媒體間傳播和使用。學生將研究和分析媒體如何影響敘述和溝通。本課程將探討改編，讓學生用深入的見解來關注文化產業中所強調的跨媒體敘事。媒體創作者和敘述者已經體認到多模態在現今社會中的重要性，他們現在透過不同媒體來傳達訊息，所以觀眾必須接受這種多種形式的溝通才能體驗完整的故事。作為應外系專業英語模組課程的一部分，本課程將以奇幻文學類作為個案研究，培養學生發展多模態在現今媒體市場對於溝通影響的批判意識。
課程大綱： Outline of Lectures	

	This course utilizes a popular media genre, that of fantasy fiction, to engage students in research, critical analysis, and discussion of the impact of multi-modal communication on the cultural industries. As global communication changes to reflect consumers' expectations of multi-modal entertainment, it is necessary for students to develop their critical multi-literacies, enabling them to analyze media messages across multiple platforms and formats. By focusing on a genre students enjoy and are familiar with, the course encourages increased engagement with the materials and emphasizes how critical thinking should play a role in everyday life. Students will examine texts in literature, film, and television. The course will give students a valuable introduction to scholarship around the increasingly significant cultural industry of gaming, both video games and tabletop games. Coursework will emphasize student-led research, oral communication, teamwork, multi-modal research, and interdisciplinary scholarship. Outline 1. Multi-modality and Transmedia Storytelling 2. History of the Fantasy Genre 3. Fantasy Film and Television 4. Fantasy Gaming: From D&D to WOW 5. Adaptation versus Multi-modal Storyworld Expansion 6. Case Study: Harry Potter's Wizarding World 7. Fantasy in the Japanese Context 8. Case Study: Star Wars 9. Medium Specificity: The Effect of Modes 10. Researching Multi-modal Communication
授課方式： Method of Instruction	講授 Lecture：40% 分組討論 Group discussion：20% 案例研討 Case study：10% 操做練習 Practical exercises：30% 講授 Lecture：%
教科書： Textbooks	No Textbook, reading materials will be available via Moodle.
參考書目： References	Convergence Culture by Henry Jenkins
修課須知： Notice	There will be a Teaching Assistant supporting the course. Also please note the course is somewhat experimental and therefore please be flexible when it comes to scheduling and other course matters.
評量方式： Grading	There will be a written Midterm and quizzes. The main project will be a creative project in groups to design your own Transmedia Franchise with your own IP (Intellectual Property).
備註說明： Notes	A strong interest in Media is necessary for this course. At least minimal interest in "fantasy" is recommended, though student projects will NOT be required to focus on fantasy media.