





Chief Storytelling Officer

P.O.P.E. Produce once Publish everywhere

Digital Storytelling with Augmented Reality





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The University of Bridgeport's College of Public and International Affairs is a diverse learning community of faculty and students who share a commitment to intercultural communication and understanding through the study of world politi religion, culture, and the social sciences. The College of Public and I offore six distinct undorgraduate Bacholor of Arts programs as well as four globally fo

language study, internship opportunities, and solid academic preparatio international public service. The administration and faculty of the College pride themselves on being

Key underpinnings of the College of Public and International Affairs include cultural literacy, effective communication, research and writin

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AR can be used to bring animation, digital, products, and people to life within a real-world space and environment. The list of possibilities or experiences that you can or could create is limited only by imagination. Todays Mass Comm students must take this new world head-on to be part of what is coming.

The stories we tell literally make the world. If you want to change the world, you need to change your story. This truth applies both to individuals and institutions.

Michael Margolis

The two magical words – Print and digital – seem to be inseparable today in 2017.

Marketers' PR efforts, storytellers, producers, creative agencies are all directed at finding more innovative ways to let their message speak more powerfully, tell their unique stories, and utilize innovative technology to achieve that. Combined with social media, the brand's story lets you tap into viewers emotions and create a direct link, which ideally leads to greater knowledge and awareness through experience.

