# SCR501: Writing for Interactive Storytelling (CFS)

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| **Status** | Approved |
| **Module Name** | Writing for Interactive Storytelling (CFS) |
| **Module Code** | SCR501 |
| **Credit Value** | 30 |
| **Level** | 5 |
| **Pre-requisites** | |
| **Named Module Leader** | Marshall, Kingsley |

# Module Aim

This module aims to give you an introduction into the practices of writing and designing interactive fiction.

# Summary Module Description

This module aims to develop your skills in approaching interactive narrative design. Writing for interactive platforms is an art that takes many forms: through narrative design, prose/screenplay writing, barks and banter, technical writing, briefs and more.

Narrative designers must work across a range of disciplines to tell their stories. They must understand the role that their work will play in the project they are working on as well. Sometimes the writing will be the star of the show, other times it will be a supporting character. But good writing and narrative design elevates the interactive experience for an audience. It can elevate play into role-play.

Working individually you will write and design a short piece of interactive fiction. You will document the details of their characters and settings. You will produce samples of screenplay writing, barks and banter, and the kind of technical writing found in interactive media.

The module will cover the following:

• Breaking down and understanding choice

• Understanding genre, setting and character

• Understanding the process of narrative design for interactive media

• Understanding the politics and ethics of choice

# Module-Specific Employability Skills

The module will offer you an opportunity to practice the following specific skills that can be used in professional settings in film, television and creative industries.

**Industry & Business Knowledge:** You will develop an ability to recognise and apply relevant terminologies, formats, technologies and processes to your creative practice or evaluation of others' work.

**Critical Thinking & Analysis:** You will develop an ability to look below the surface of film and television, make connections and reflect on different social and creative perspectives. Through this process, you will build a more profound understanding not only of film and television but also of values and attitudes in contemporary global societies that influence what you see on the screen.

**Expanded Worldview:** You will appreciate a range of diverse creative practices and modes of expression. You will also develop social and political sensitivity, especially regarding representation.

**Ethical and Legal Responsibilities:** You will progress your understanding of how to work professionally within industry-standard ethical and legal frameworks.

**Problem Solving and Innovation:** You will grow your capability to logically and critically evaluate current screenwriting practices and develop an innovative creative style by applying conceptual models to practical challenges.

**Imagination and Creativity:** You will gain confidence to determine your potential contribution to the creative industries, finding the courage to use creative solutions and produce unique and original work.

**Organisation:** You will advance your project and time management skills.

**Entrepreneurial skills:** You will learn to identify and take advantage of professional and personal opportunities. You will develop your business awareness and understand what effort is required should you choose to work as a freelancer.

**Communication skills:** You will practice an ability to articulate your ideas in writing and speech in a coherent and clear manner that can be understood by non-specialist audiences.

**Personal Development**: You will be advised on how to define your priorities, manage your time effectively, develop an understanding of personal strengths and weaknesses and find ways of responding to constructive criticism and feedback. Your ability to forge productive relationships with others and to understand the essential elements of how creativity is fostered in team environments will go on to support you and your ambitions in your academic career and beyond.

# Learning Outcomes

| LO # | Learning Outcome Name | Learning Outcome Description | Assessment Criteria Category |
|---|---|---|---|
| BASCWASFU01 BA(Hons) Screenwriting (2 year) - CFS v1.1 | | | |
| 1 | Technical | Demonstrate ideas, creative elements, processes and techniques appropriate to a project | PROCESS |
| 2 | Collaboration | Demonstrate constructive relationships and work effectively in the conception and delivery of a team project | None |
| 3 | Communication | Demonstrate professional communication and presentation skills | None |
| 4 | Professionalism | Demonstrate self-management skills and set priorities for personal and professional progression | None |
| 5 | Research | Demonstrate the use of research, resources and methodologies that inform a project | RESEARCH |
| 6 | Analysis | Demonstrate the ability to analyse specialist information and practices | None |
| 7 | Innovation | Demonstrate problem solving techniques, independent enquiry, practice and experimentation in the realisation of a project | INNOVATION |
| 8 | Industry | Demonstrate industry vocabulary and knowledge to support your engagement with the commercial marketplace | None |
| BASCWISFU01 BA(Hons) Screenwriting with Integrated Foundation Year (3 years) - CFS v1.1 | | | |
| 1 | Technical | Demonstrate ideas, creative elements, processes and techniques appropriate to a project | PROCESS |
| 2 | Collaboration | Demonstrate constructive relationships and work | None |

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|---|---|---|---|
| | | effectively in the conception and delivery of a team project | |
| 3 | Communication | Demonstrate professional communication and presentation skills | None |
| 4 | Professionalism | Demonstrate self-management skills and set priorities for personal and professional progression | None |
| 5 | Research | Demonstrate the use of research, resources and methodologies that inform a project | RESEARCH |
| 6 | Analysis | Demonstrate the ability to analyse specialist information and practices | None |
| 7 | Innovation | Demonstrate problem solving techniques, independent enquiry, practice and experimentation in the realisation of a project | INNOVATION |
| 8 | Industry | Demonstrate industry vocabulary and knowledge to support your engagement with the commercial marketplace | None |

# Assessment Methods

| Assessment Method | Description of Assessment Method | % | Learning Outcomes Assessed | Compulsory or Compensatable |
|---|---|---|---|---|
| PO | Portfolio Project for an Interactive Platform(s) | 100 | CLO: 1 , 5 , 7 , 1 , 5 , 7 | Compulsory |

| The following codes for assessment methods apply | |
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| PO | Portfolio |

# Modes of delivery

| **Module Target Learner Hours: 300** | |
|---|---|
| **Activity** | **Hours** |
| Lecture | 36 |
| Seminar | 24 |
| Tutorial | 6 |
| Project supervision | 3 |
| Practical classes and workshops | 6 |
| Guided independent study | 225 |

# Indicative list of resources

**Reading List**

BATEMAN, C. 2006. ***Game Writing: Narrative Skills for Video Games*.** Charles River Media Game Development

DESPAIN, W. 2008. ***Professional Techniques for Video Game Writing*.** A K Peters/CRC Press.

INCE, S. 2006. ***Writing for Video Games*.** Methuen Drama.

HANDLER MILLER, C.  2019. ***Digital Storytelling 4e: A Creator's Guide to Interactive Entertainment.***

PHILIPS, A. 2012. ***A Creator's Guide to Transmedia Storytelling: How to Captivate and Engage Audiences Across Multiple Platforms.*** McGraw-Hill Education

**Refer to the Module Guide for a range of up-to-date resources e.g. films, media, games, scripts, journal articles, websites and podcasts.**

# Named Awards

| Course |
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| BASCWASFU01 BA(Hons) Screenwriting (2 year) - CFS |
| BASCWISFU01 BA(Hons) Screenwriting with Integrated Foundation Year (3 years) - CFS |