

Course Unit	Non-Linear Narrative	Field of study	Communication Science
Bachelor in	Game Design	School	School of Public Management, Communication and Tourism
Academic Year	2023/2024	Year of study	1
Type	Semestral	Semester	1
Workload (hours)	162	Contact hours	T - 60 TP - 60 PL - TC - S - E - OT - O -
		Level	1-1
		ECTS credits	6.0
		Code	8309-801-1103-00-23

T - Lectures; TP - Lectures and problem-solving; PL - Problem-solving, project or laboratory; TC - Fieldwork; S - Seminar; E - Placement; OT - Tutorial; O - Other

Name(s) of lecturer(s) Joana Ines Veiga Guerra da Costa Tavares

Learning outcomes and competences

At the end of the course unit the learner is expected to be able to:

1. Understand fundamental concepts of audiovisual narrative.
2. Recognize and employ specific writing techniques for audiovisual and interactive formats.
3. Distinguish and understand the different characteristics between linear, non-linear, and multi-linear narratives.
4. Demonstrate skills in analyzing narrative structures that use flashbacks, multiple points of view, temporal disruptions, spatial disruptions, and story disruptions.
5. Understand audiovisual language: shots, framing, camera positions, angle, point of view, and movements.
6. Understand and use fundamental concepts of writing and narration in digital games.

Prerequisites

Before the course unit the learner is expected to be able to:
Not applicable.

Course contents

Cinematic narrative; Linear narrative in cinema; Non-linear and multi-linear narrative in cinema; Audiovisual language; Games Narrative; Script writing for cut-scenes.

Course contents (extended version)

1. Cinematic narrative
 - Theoretical principles of narrative.
 - Narrative structures: the three-act model and de Hero's Journey.
 - Narrative elements: plot, narration, character, space and time.
2. Film linear narratives
 - Classic cinema or Hollywood cinema
3. Non-linear and multi-linear film narrative
 - The modern and contemporary model of cinema.
4. Audiovisual language
 - Scene, sequence, shots, audio, cutscenes, storyboard.
5. Audiovisual plot
 - Idea, theme, storyline, synopsis, treatment, script, cutscenes
6. Interactive narrative in videogames
 - Interactivity and agency
 - Basic narrative structures;
 - Games analysis;
 - Development of scripts for cut-scenes.

Recommended reading

1. Bateman, C. (Ed.). (2007). Game writing: narrative skills for videogames. Boston: Charles River Media. [ISBN: 9781584504900]
2. Bordwell, D. (1985). Narration in the Fiction Film (p. 370). Madison: The University of Wisconsin Press. [ISBN: 9780299101749]
3. Buckland, W. (Ed.). (2009). Puzzle Films - Complex Storytelling in Contemporary Cinema. Malden: Wiley-Blackwell. [ISBN: 9781405168625]
4. Thompson, K. (1999). Storytelling in the new Hollywood: understanding classical narrative technique. Cambridge and London: Harvard University Press. [ISBN: 0674839757]
5. Mancelos, J. (2017). Introdução à Narrativa Cinematográfica. Edições Colibri

Teaching and learning methods

Contact hours Expository method: transmission of knowledge in a structured and continuous way. Interrogative method: development of critical capacity. Active method: resolution of activities, in order to allow the consolidation of knowledge. Non-contact hours Active method: development of the proposed works.

Assessment methods

1. Continuous evaluation (Internal and incoming) - (Regular, Student Worker) (Final)
 - Projects - 30% (Development of a narrative for a game and script for a cutscene; (minimum grade of 7/20;)
 - Case Studies - 30% (Game analysis; minimum grade of 7/20;)
 - Intermediate Written Test - 30% (Written test; (minimum grade of 7/20;)
 - Development Topics - 10% (Interdisciplinary Week;)
2. Supplementary and Special (Internal and incoming) - (Regular, Student Worker) (Supplementary, Special)
 - Projects - 30% (Development of a narrative for a game and script for a cutscene; (minimum grade of 7/20;)
 - Case Studies - 30% (Game analysis; minimum grade of 7/20;)
 - Final Written Exam - 30% (Written test; (minimum grade of 7/20;)
 - Development Topics - 10% (Interdisciplinary Week;)

Language of instruction

1. Portuguese, with additional English support for foreign students.
2. English

Electronic validation

Joana Ines Veiga Guerra da Costa Tavares	Barbara Costa Vilas Boas Barroso	Carlos Sousa Casimiro da Costa	Luisa Margarida Barata Lopes
21-11-2023	22-11-2023	07-02-2024	14-02-2024