

Course Unit	Non-Linear Narrative		Field of study	Communication Science	
Bachelor in	Game Design		School	School of Public Management, Communication and Tourism	
Academic Year	2022/2023	Year of study	1	Level	1-1
Type	Semestral	Semester	1	ECTS credits	6.0
Code	8309-414-1103-00-22				
Workload (hours)	162	Contact hours	T -	TP 60	PL -
			TC -	S -	E -
			OT -	O -	

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 the 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 in cinema.
4. Able to analyze narrative structures using flashback, multiple points of view, temporal, space and history disruptions.
5. Know the audiovisual language: plans, frames, positions and camera movements.
6. Understand and use basic 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: concept definition and your elements:
- concept definitions and your elements
2. Film linear narratives:
- three-act model of Syd Field and the four parts-model of Kristin Thompson;
- the Hero's Journey of Joseph Campbell;
- classic cinema model.
3. Non-linear and multi-linear film narrative:
- historical perspective and the modern and contemporary model of cinema (the puzzle films).
4. Audiovisual language:
- scene, sequence, plans, sound.
5. Game narrative:
- narration concepts and narrative information in games;
- basic narrative structures;
- games analysis;
- cut-scenes writing.

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

- Distributed Evaluation (internal and mobility) - (Regular, Student Worker) (Final, Supplementary, Special)
- Projects - 30% (Group: Script development for a cut-scene;(minimum grade of 7/20;)
- Case Studies - 30% (Group: Game analysis; minimum grade of 7/20;)
- Intermediate Written Test - 30% (Individual: Written test; (minimum grade of 7/20;)
- Development Topics - 10% (Interdisciplinary Week;)

Language of instruction

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

Language of instruction

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
29-10-2022	30-10-2022	12-11-2022	14-11-2022