

Course Unit	Creative Writing for Games		Field of study	Communication Science	
Bachelor in	Game Design		School	School of Public Management, Communication and Tourism	
Academic Year	2022/2023	Year of study	2	Level	1-2
Type	Semestral	Semester	1	ECTS credits	6.0
Code	8309-414-2104-00-22				
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) Jorge Miguel Ferrao Palinhos

### Learning outcomes and competences

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

1. Display creative and technical skills for writing;
2. Apply theoretical and practical tools in the areas of description, narration and poetics;
3. Display specific skills for writing digital games, namely writing: game concepts; in-game and cut-scene dialogues; games based on written components;
4. Apply critical and analytical skills when reading.

### Prerequisites

Before the course unit the learner is expected to be able to:  
Be fluent in Portuguese or English.

### Course contents

Historical and cultural perspectives on Creative Writing; Fundamentals of language; Plasticity of the written language; Literary genres and styles; Introduction to the concept of fiction; Non-linearity and games; Dialogues; Games based on written components; Critical analysis of texts.

### Course contents (extended version)

1. Historical and cultural perspectives on Creative Writing:
  - Creativity;
  - Writing, reading and oral expression.
2. Introduction to the fundamentals of language.
3. Plasticity of the written language:
  - Techniques of description;
  - Voice;
  - Text structure;
  - Figures of speech.
4. Introduction to the concept of fiction.
5. Short story.
6. Graphic novel.
7. Crime novel.
8. Non-linearity and games:
  - Story vs. game;
  - Story immersion techniques;
9. Dialogues:
  - Structure and development of dialogues;
  - The role of dialogue in the game;
10. Games based on written components:
  - Paper & pencil RPGs;
  - Text-adventure games.
11. Critical analysis of texts.

### Recommended reading

1. Carmelo, L. (2005). Manual de escrita criativa. Mem-Martins: Europa-América. [ISBN: 9721055816]
2. Despain, W. (2008). Professional Techniques for Videogame Writing. Wellesley, MA: A. K. Peters. [ISBN: 156881416X]
3. Dille, F. & Platten, J. Z. (2008). The Ultimate Guide to Video Game Writing and Design. Nova Iorque: Lone Eagle Publishing. [ISBN: 9781580650663]
4. Lebowitz, J. & Klug, C. (2011). Interactive Storytelling for Video Games. Burlington, MA & Oxford: Focal Press. [ISBN: 0240817176]
5. Mancelos, J. (2012). Manual de Escrita Criativa. Lisboa: Edições Colibri. [ISBN: 9896892296]

### Teaching and learning methods

Contact Hours: - Content exposition, with the aid of different texts. - Questioning, in order to develop critical skills. - Active method, when the student solves exercises and develops projects. Non-contact Hours: - Active method, when the student completes creative writing assignments and develops projects.

### Assessment methods

- DISTRIBUTED EVALUATION (internal and mobility): - (Regular, Student Worker) (Final, Supplementary, Special)
  - Practical Work - 20% (Writing and rewriting of a narrative.)
  - Portfolio - 20% (Works presented and developed throughout the semester.)
  - Projects - 20% (Writing and developing a pen and paper RPG.)
  - Projects - 20% (Writing and developing a text-adventure, using specific software.)
  - Projects - 10% (Project developed within the scope of the Interdisciplinary Week.)
  - Projects - 10% (Project between curricular units of the semester: Capstone.)

### Language of instruction

1. Portuguese
2. English

## Electronic validation

Jorge Miguel Ferrao Palinhos	Barbara Costa Vilas Boas Barroso	Carlos Sousa Casimiro da Costa	Luisa Margarida Barata Lopes
12-10-2022	24-10-2022	24-10-2022	26-10-2022