

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