

Course Unit	Creative Writing for Games		Field of study	Game Design/Communication Science	
Bachelor in	Game Design		School	School of Public Management, Communication and Tourism	
Academic Year	2023/2024	Year of study	2	Level	1-2
Type	Semestral	Semester	1	ECTS credits	6.0
Workload (hours)			162	Contact hours	
			T	-	TP
			60	PL	-
			TC	-	S
			E	-	OT
			O	-	
Code 8309-801-2105-00-23					

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) Barbara Costa Vilas Boas Barroso, 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. Recognize and adopt genre conventions in writing for digital games.
5. Apply critical capabilities and analysis at the level of reading diverse texts.

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 diverse 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. Breault, M. (2020). Narrative Design. The Craft of Writing for Games. Boca Raton, FL: CRC Press. [ISBN 9780367191528]
2. Despain, W. (2020). Professional Techniques for Video Game Writing. 2nd Ed. Boca Raton, FL: CRC Press. [ISBN 9780367184773]
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

- FINAL EVALUATION (internal and mobility): - (Regular, Student Worker) (Final, Supplementary, Special)
- Portfolio - 15% (Exercises and activities developed throughout the semester, with peer-review.)
- Development Topics - 10% (Project developed within the scope of the Interdisciplinary Week.)
- Practical Work - 15% (Writing and rewriting of a narrative.)
- Projects - 20% (Writing and developing a pen and paper RPG.)
- Projects - 20% (Writing and developing a text-adventure, using specific software.)
- Projects - 20% (Capstone project between curricular units of the semester.)

Language of instruction

1. Portuguese
2. English

Electronic validation			
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30-09-2023	03-10-2023	13-10-2023	09-11-2023

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