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Course Unit	History, Fantasy and Science-Fiction					Field of study	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	ECTS credits	6.0
Type	Semestral	Semester	2			Code	8309-801-2203-00-23		

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 historical fiction, fantasy and science fiction as cross-media genres.
2. Explain the historical, social and cultural context.
3. Develop reading and analysis skills of literary, movie and gaming genre narratives.
4. Develop creative skills to create a story/idea with specific features of these genres.

Prerequisites

Before the course unit the learner is expected to be able to:
Recognize basic audiovisual language

Course contents

The study and analysis of different genres of fiction as the fictional matrix of digital games, makes it possible to distinguish and understand their main characteristics, as well as their context and historical evolution. At the same time, the study of adaptation processes and methodologies, in the most varied narrative supports, allows us to highlight potential difficulties in their applicability, namely in terms of an interactive play structure.

Course contents (extended version)

1. General history of Genre Fiction
    - Connections between genre fiction and digital games
    - Introduction to the history of genre fiction
2. The adventure and adventurer of Genre Fiction as the matrix of the videogame narrative structure
3. Intertextuality and Adaptation
    - Principles, methods and problems
    - Case Studies: the same fictional universe in books, films and games
4. Historical Fiction
    - History, features and examples
    - Subgenres: Alternate history, time travel
    - Case Studies
5. Fantasy
    - History, features and examples
    - Subgenres: High Fantasy, Sword-and-Sorcery, Dark Fantasy, Horror
    - Case Studies
6. Science Fiction
    - History, features and examples
    - Subgenres: High Science Fiction, Cyberpunk, Space Opera
    - Case Studies

Recommended reading

1. Clute, J. e Nichols, P. (1993). The Encyclopedia of Science Fiction. London: Orbit Books. [ISBN: 9780246110206]
2. Fowkes, K. A. (2010). The Fantasy Film. New York: Wiley-Blackwell. [ISBN: 9781405168793]
3. Sanders, J. (2006). Adaptation and Appropriation. Oxon: Routledge. [ISBN: 9780415311724]
4. Vandermeer, J. (2013). Wonderbook: The Illustrated Guide to Creating Imaginative Fiction. New York: Abrams Image. [ISBN: 9781419704420]
5. Abbott, H. P. (2002). The Cambridge Introduction to Narrative. Cambridge: CUP. [ISBN: 9780521715157]

Teaching and learning methods

a) Expository method, viewing of audiovisual material;
b) Interrogative method, so that students develop critical skills;
c) Active method, through the development of work in group and individual dynamics, encouraging active teaching, and allowing the construction of knowledge collectively, through thematic discussions.

Assessment methods

1. Continuous Evaluation (Internal and incoming) - (Regular, Student Worker) (Final)
    - Practical Work - 20% (minimum score 7/20 Analysis of a fiction subgenre - film and videogame)
    - Projects - 40% (minimum score 7/20 Historical event for an analog game- 20%; Narrative digital game- 20%)
    - Case Studies - 20% (minimum score 7/20 Analysis, presentation and discussion of a thematic article)
    - Development Topics - 20% (Interdisciplinary Week - 10%; Integrated Project - 10%)
2. Final Evaluation (Internal and incoming) - (Regular, Student Worker) (Supplementary, Special)
    - Final Written Exam - 20% (minimum score 7/20 Final test)
    - Practical Work - 20% (minimum score 7/20 New analysis of a fiction subgenre (film and game))
    - Projects - 40% (minimum score 7/20 Historical event for an analog game (20%); Narrative digital game (20%))
    - Development Topics - 20% (Interdisciplinary Week (10%); Integrated Project (10%))

Language of instruction

1. Portuguese
2. English

Electronic validation

Joana Ines Veiga Guerra da Costa Tavares	Barbara Costa Vilas Boas Barroso	Barbara Costa Vilas Boas Barroso	Luisa Margarida Barata Lopes
28-03-2024	10-04-2024	10-04-2024	17-04-2024

Electronic validation

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