

| Course Unit | Argument | | | Field of study | Audiovisuals and Media Production | |
|--|------------|---------------|-------------------------------|-----------------------------------|--|---|
| Bachelor in | Multimedia | | | School | School of Public Management, Communication and Tourism | |
| Academic Year | 2021/2022 | Year of study | 1 | Level | 1-1 | ECTS credits 6.0 |
| Туре | Semestral | Semester | 2 | Code | 9213-656-2101-00-21 | |
| Workload (hours) | 162 | Contact hours | T - TP | 60 PL - T | c - s - | E - OT - O - |
| | | | T - Lectures; TP - Lectures a | nd problem-solving; PL - Problem- | solving, project or laboratory; TC | - Fieldwork; S - Seminar; E - Placement; OT - Tutorial; O - Other |
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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. Recognize and use specific techniques for writing for different audiovisual and multimedia screens;

 2. Understand the differences between writing for different screens (film, television, commercials, institucional film and multimedia);

 3. Distinguish and understand the differences between linear and non-linear narratives;

 4. Develop, structure and produce screenplays for audiovisual narratives and plan its shooting script;

 5. Understand film language (shots, camera positions and camera movements);

 6. Develop writing projects for short fiction films;

 7. Recognize and apply the writing for commercials (copywriting);

 8. Develop and structure screenplays for interactive media.

Prerequisites

Before the course unit the learner is expected to be able to: Not applicable.

Course contents

- Audiovisual screenplay; Audio scriptwriting; - Advertising and Institucional Film; - Interactive script.

Course contents (extended version)

- 1. Audiovisual screenplay

 - The film and audiovisual language;
 What is a screenplay? Introduction to the visual and sound writing;
 Structural concepts of film narrative;

 - Audiovisual screenplays formats. Introduction to the screenwriting software Celtx;
 Steps to the development of a screenplay. Creative exercises to get ideas;
 Dramatic Structure and Form. The origins of drama and the 3-act structure and the hero's journey;
 Nearthing for the set flexing files.

 - Narrative for the short fiction film;
 Creation and Development of Characters. Dialogue.
 Multi-linear experiences in cinema.
 The narrative structure in TV series.
- 2. Advertising and Institucional Film
- Development of a creative concept;
 Case studies.
- 3. Interactive script
 - Definitions and foundations
 - Case studies
- Developing projects4. Scriptwriting for podcasts

Recommended reading

- 1. Field, S. (2009). Roteiro os Fundamentos do Roteirismo. Curitiba: Arte & Letra.

- 2. Lebowitz, Josiah, Klug, Chris (2011) Interactive Storytelling for Video Games. Burlington: Focal Press
 3. Hilliard, Robert L. (2015) Writing for Television, Radio and New Media. Stamford: Cengage Learning.
 4. Bernard, Sheila C. (2007) Documentary Storytelling. Burlington: Focal Press
 5. Raskin, R. (2002). The Art of the Short Fiction Film: A Shot by Shot Study of Nine Modern Classics. London: McFarland & Company.

Teaching and learning methods

Contact Hours: Content exposition, analyzing different scripts and audiovisual or multimedia products. Interrogative method, in order to develop critical ability. Active method, where the students solve exercises. Non-contact Hours: Active method, where the students make the proposed work.

Assessment methods

- 1. Distributed Evaluation (Regular, Student Worker) (Final)
 Practical Work 25% (Classroom work and exercises at home.)
 Practical Work 25% (Writing a short film script)
 Projects 25% (Writing and developing a podcast.)
 Projects 25% (Writing and developing an interactive fiction project.)
 2. Evaluation for special cases (Regular, Student Worker) (Supplementary, Special)
 Practical Work 25% (Film Analysis)
 Practical Work 25% (Writing a short film script)
 Projects 25% (Writing and developing a podcast.)
 Projects 25% (Writing and developing an interactive fiction project.)

Language of instruction

- 1. Portuguese
- 2. English

Electronic validation

Jorge Miguel Ferrao Palinhos
Ana Lucia Jesus Pinto
Carlos Sousa Casimiro da Costa
Luisa Margarida Barata Lopes
27-05-2022
11-07-2022
11-07-2022
12-07-2022