FALMOUTH UNIVERSITY

DOCUMENT CONTROL & APPROVAL

Issue	Amendment Detail	Name	Date Approved
0.1	Templates added to submission library	QAE	
	Academic Director Approval and submission to QAE.		
1.0	QAE Approval		

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THE MODULE DESCRIPTOR PROVIDES ESSENTIAL INFORMATION TO COURSE TEAMS AND OTHERS ON A PARTICULAR MODULE

Module Name	Writing for Interactive Storytelling
Module Code *Student Records to establish coding protocol*	SCR501
Credit Value	30
Level and Study block *e.g. Level 4, Study block 2*	Level 5, Study Block 3
Pre-requisites *Insert name, codes will be inserted once created by Student Records*	N/A
Named Module Leader	Martin Percy
Module Aim *One succinct statement*	This module aims to give you an introduction into the practices of writing and designing interactive fiction.
Summary Module Description	This module aims to develop your skills in approaching interactive narrative design. Writing for interactive platforms is an art that takes many forms: through narrative design, prose/screenplay writing, barks and banter, technical writing, briefs and more. Narrative designers must work across a range of disciplines to tell their stories. They must understand the role that their work will play in the project they are working on as well. Sometimes the writing will be the star of the show, other times it will be a supporting character. But good writing and narrative design elevates the interactive experience for an audience. It can elevate play into role-play. Working individually you will write and design a short piece of interactive fiction. You will document the details of their characters and settings. You will produce samples of screenplay writing, barks and banter, and the kind of technical writing found in interactive media. The module will cover the following:

	• Breaking down and understanding choice • Understanding genre, setting and character • Understanding the process of narrative design for interactive media • Understanding the politics and ethics of choice
Module Specific Employability Skills	The module will offer you an opportunity to practice the following specific skills that can be used in professional settings in film, television and creative industries. **Industry & Business Knowledge:** You will develop an ability to recognise and apply relevant terminologies, formats, technologies and processes to your creative practice or evaluation of others' work. **Critical Thinking & Analysis:** You will develop an ability to look below the surface of film and television, make connections and reflect on different social and creative perspectives. Through this process, you will build a more profound understanding not only of film and television but also of values and attitudes in contemporary global societies that influence what you see on the screen. **Expanded Worldview:** You will appreciate a range of diverse creative practices and modes of expression. You will also develop social and political sensitivity, especially regarding representation. **Ethical and Legal Responsibilities:** You will progress your understanding of how to work professionally within industry-standard ethical and legal frameworks. **Problem Solving and Innovation:** You will grow your capability to logically and critically evaluate current screenwriting practices and develop an innovative creative style by applying conceptual models to practical challenges. **Imagination and Creativity:** You will gain confidence to determine your potential contribution to the creative industries, finding the courage to use creative solutions and produce unique and original work.

Organisation: You will advance your project and time management skills.

Entrepreneurial skills: You will learn to identify and take advantage of professional and personal opportunities. You will develop your business awareness and understand what effort is required should you choose to work as a freelancer.

Communication skills: You will practice an ability to articulate your ideas in writing and speech in a coherent and clear manner that can be understood by non-specialist audiences.

Personal Development: You will be advised on how to define your priorities, manage your time effectively, develop an understanding of personal strengths and weaknesses and find ways of responding to constructive criticism and feedback. Your ability to forge productive relationships with others and to understand the essential elements of how creativity is fostered in team environments will go on to support you and your ambitions in your academic career and beyond.

Learning Outcomes

LO #	Learning Outcome Name	Learning Outcome Description	Assessment Criteria Category
1	Technical	Demonstrate ideas, creative elements, processes and techniques appropriate to a project	Process
5	Research	Demonstrate the use of research, resources and methodologies that inform a project	Research
7	Innovation	Demonstrate problem solving techniques, independent enquiry, practice and experimentation in the realisation of a project	Innovation

Assessment Method Table

No	Assessment Method	Description of Assessment Method	%	Learning Outcomes Assessed			Compulsory or Compensatable
				1	5	7	
1	PO	Portfolio Project for an Interactive Platform(s)	100	X	X	X	Compulsory

*The following codes for assessment methods apply *(additional codes can be proposed through this process, if necessary)*:-			
AR	Artefact	LR	Literature Review
CB	Computer-based	OR	Oral
CE	Critical evaluation	PC	Practical
CS	Case study	PF	Performance
DI	Dissertation or project	PL	Placement
ES	Essay	PO	Portfolio
EX	Exam	PR	Presentation
GR	Group Report	RE	Individual report
IT	In-module Test	SP	Studio Practice
JL	Journal / Logbook	OT	Other

Modes of delivery (KIS)	
Activity	**Hours**
Lecture	36
Seminar	24
Tutorial	6
Project supervision	3
Demonstration	N/A
Practical classes and workshops	6
Supervised time in studio/workshop	N/A
Fieldwork	N/A
External visits	TBC
Guided independent study	225
Work based learning	N/A
Placement	N/A
Year abroad	N/A
TOTAL	300

Indicative list of Resources
Reading List
BATEMAN, C. 2006. *Game Writing: Narrative Skills for Video Games.* Charles River Media Game Development
DESPAIN, W. 2008. *Professional Techniques for Video Game Writing.* A K Peters/CRC Press.
INCE, S. 2006. *Writing for Video Games.* Methuen Drama.
HANDLER MILLER, C. 2019. *Digital Storytelling 4e: A Creator's Guide to Interactive Entertainment.*
PHILIPS, A. 2012. *A Creator's Guide to Transmedia Storytelling: How to Captivate and Engage Audiences Across Multiple Platforms.* McGraw-Hill Education
Refer to the Module Guide for a range of up-to-date resources e.g. films, media, games, scripts, journal articles, websites and podcasts.

Named Awards – Indicate below all Courses where this is a Compulsory or Option Module (*delete as appropriate)	
BA (Hons) Screenwriting	Compulsory