



## MODULE SPECIFICATION

Part 1: Information			
Module Title	Scriptwriting For Gaming		
Module Code	UPNNHM-15-2	Level	Level 5
For implementation from	2021-22		
UWE Credit Rating	15	ECTS Credit Rating	7.5
Faculty	Faculty of Arts Creative Industries & Education	Field	Linguistics
Department	ACE Dept of Arts & Cultural Industries		
Module type:	Standard		
Pre-requisites	None		
Excluded Combinations	None		
Co- requisites	None		
Module Entry requirements	None		

Part 2: Description
<p><b>Educational Aims:</b> See Learning Outcomes.</p> <p><b>Outline Syllabus:</b> This module enables students to engage critically and creatively with interactive media in the context of narrative design and creative writing, and to understand the requirements of game media as specific writing-related outputs. Students will familiarise themselves with the working and professional requirements involved in conceiving, developing and writing for interactive media.</p> <p>Through the taught sessions during this module students are given the opportunity to learn about the theories, methodologies, techniques and processes involved in writing for interactive media. They learn to identify the elements which are likely to make for effective interactive media design, and gain an awareness of the roles and responsibilities of the professional writer within the interactive media development industry. Students are encouraged to engage with game making tools and the technologies that produce gameplay in interactive media. They may also, for example, learn about market analysis and its role in design and development, as well as gathering, analysing and commenting critically on ideas associated with interactive media design and story development using both historical and modern sources.</p>

## STUDENT AND ACADEMIC SERVICES

**Teaching and Learning Methods:** Scheduled learning: Workshops, lectorials and seminars are at the core of this module's teaching and learning methods. This allows a flexible approach to be taken to combining lecturer input with practical work. This flexible approach also enables students to develop the skills necessary to engage with different modes of learning. The module may require students to work both independently and in small groups on a variety of tasks.

Guidance on work briefs and set reading or tasks will be available either in the module handbook, via the module information on UWE online or through any other vehicle deemed appropriate by the module/programme leaders.

Independent learning: Independent study may include a variety of tasks such as written exercises, assignment preparation, and recommended further reading. It will be guided by a clear syllabus outline in the module handbook and preparation questions and/or tasks communicated via Blackboard.

A minimum of 36 hours contact time is provided for this module

### Part 3: Assessment

**Presentation:** A pitch for an interactive media project. The required duration will be included in the module handbook.

**Portfolio:** Students are required to submit a portfolio of work that includes the outcomes of tasks set during the module. These tasks will be designed to enable students to demonstrate, for the purposes of assessment, the acquisition of skills, knowledge, understanding and/or experience that meets the learning outcomes for the module. The word count will be determined by the nature of the tasks set, and a clear indication of word count limits will be included in the module handbook. The portfolio is also designed to build students' employability so that they have a ready record of their writing skills to share in the job application/interview process.

First Sit Components	Final Assessment	Element weighting	Description
Presentation - Component A		25 %	A pitch for an interactive media project. The required duration will be included in the module handbook.
Portfolio - Component B	✓	75 %	The word count will be determined by the nature of the tasks set, and a clear indication of word count limits will be included in the module handbook.
Resit Components	Final Assessment	Element weighting	Description
Presentation - Component A		25 %	A pitch for an interactive media project. The required duration will be included in the module handbook.
Portfolio - Component B	✓	75 %	The word count will be determined by the nature of the tasks set, and a clear indication of word count limits will be included in the module handbook.

### Part 4: Teaching and Learning Methods

Learning Outcomes	On successful completion of this module students will achieve the following learning outcomes:	
	<b>Module Learning Outcomes</b>	<b>Reference</b>
	Utilise theories of interactive narrative and story development in interactive media design.	MO1

## STUDENT AND ACADEMIC SERVICES

	Demonstrate an understanding of how game mechanics and narrative structures can convey a range of opinions, viewpoints and experiences.	MO2
	Demonstrate an understanding of the skills required to work both independently and as part of an interactive media project's narrative development team, applying core transferable skills of effective communication, self-management, initiative, personal responsibility and interpersonal skills.	MO3
	Utilise core transferrable skills related to research and the critical evaluation of relevant topics, ideas and issues in the interactive media industry.	MO4
Contact Hours	<b>Independent Study Hours:</b>	
	Independent study/self-guided study	114
	<b>Total Independent Study Hours:</b>	114
	<b>Scheduled Learning and Teaching Hours:</b>	
	Face-to-face learning	36
	<b>Total Scheduled Learning and Teaching Hours:</b>	36
	<b>Hours to be allocated</b>	150
	<b>Allocated Hours</b>	150
Reading List	<p><i>The reading list for this module can be accessed via the following link:</i></p> <p><a href="https://rl.talis.com/3/uwe/lists/303462D3-A106-5EC3-0FE7-FB773BC30608.html?lang=en-GB&amp;login=1">https://rl.talis.com/3/uwe/lists/303462D3-A106-5EC3-0FE7-FB773BC30608.html?lang=en-GB&amp;login=1</a></p>	

### Part 5: Contributes Towards

This module contributes towards the following programmes of study: