



Module Specification

Scriptwriting For Gaming

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Part 1: Information

Module title

Module code: UPNNHM-15-2: Scriptwriting for Gaming

Level: Level 5

For implementation from: 2023-24

UWE credit rating: 15

ECTS credit rating: 7.5

Faculty: Faculty of Arts Creative Industries & Education

Department: ACE Dept of Creative & Cultural Industries

Partner institutions: None

Field: Linguistics

Module type: Module

Pre-requisites: None

Excluded combinations: None

Co-requisites: None

Continuing professional development: No

Professional, statutory or regulatory body requirements: None

Part 2: Description

Overview: Not applicable

Features: Not applicable

Educational aims: See Learning Outcomes.

Outline syllabus: 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.

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.

Part 3: Teaching and learning methods

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

Module Learning outcomes: On successful completion of this module students will achieve the following learning outcomes.

MO1 Utilise theories of interactive narrative and story development in interactive media design.

MO2 Demonstrate an understanding of how game mechanics and narrative structures can convey a range of opinions, viewpoints and experiences.

MO3 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.

MO4 Utilise core transferrable skills related to research and the critical evaluation of relevant topics, ideas and issues in the interactive media industry.

Hours to be allocated: 150

Contact hours:

Independent study/self-guided study = 114 hours

Face-to-face learning = 36 hours

Total = 150

Reading list: The reading list for this module can be accessed at [readinglists.uwe.ac.uk](https://rl.talis.com/3/uwe/lists/303462D3-A106-5EC3-0FE7-FB773BC30608.html?lang=en-GB&login=1) via the following link <https://rl.talis.com/3/uwe/lists/303462D3-A106-5EC3-0FE7-FB773BC30608.html?lang=en-GB&login=1>

Part 4: Assessment

Assessment strategy: 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.

Assessment tasks:**Portfolio (First Sit)**

Description: Portfolio: 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.

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4

Portfolio (Resit)

Description: Portfolio: 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

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4

Part 5: Contributes towards

This module contributes towards the following programmes of study:

Creative and Professional Writing (Scriptwriting) [Frenchay] BA (Hons) 2022-23

Creative and Professional Writing (Scriptwriting) {Foundation}

[Sep][SW][Frenchay][5yrs] BA (Hons) 2021-22

Creative and Professional Writing (Scriptwriting) {Foundation}

[Sep][FT][Frenchay][4yrs] BA (Hons) 2021-22

Creative and Professional Writing (Scriptwriting) [Sep][PT][Frenchay][6yrs] BA
(Hons) 2021-22

Creative and Professional Writing (Scriptwriting) [Sep][PT][Frenchay][6yrs] BA
(Hons) 2020-21

Creative and Professional Writing [Frenchay] BA (Hons) 2022-23

Creative and Professional Writing (Publishing) [Frenchay] BA (Hons) 2022-23

Creative and Professional Writing (Fiction) [Frenchay] BA (Hons) 2022-23

Creative and Professional Writing (Fiction) {Foundation} [Sep][SW][Frenchay][5yrs]
BA (Hons) 2021-22

Creative and Professional Writing (Fiction) [Sep][PT][Frenchay][6yrs] BA (Hons)
2021-22

Creative and Professional Writing [Sep][PT][Frenchay][6yrs] BA (Hons) 2021-22

Creative and Professional Writing {Foundation} [Sep][SW][Frenchay][5yrs] BA
(Hons) 2021-22

Creative and Professional Writing (Fiction) {Foundation} [Sep][FT][Frenchay][4yrs]
BA (Hons) 2021-22

Creative and Professional Writing {Foundation} [Sep][FT][Frenchay][4yrs] BA (Hons)
2021-22

Creative and Professional Writing (Publishing) {Foundation}

[Sep][FT][Frenchay][4yrs] BA (Hons) 2021-22

Creative and Professional Writing (Publishing) {Foundation}

[Sep][SW][Frenchay][5yrs] BA (Hons) 2021-22

Creative and Professional Writing (Publishing) [Sep][PT][Frenchay][6yrs] BA (Hons)
2021-22

Creative and Professional Writing [Sep][PT][Frenchay][6yrs] BA (Hons) 2020-21

Creative and Professional Writing (Fiction) [Sep][PT][Frenchay][6yrs] BA (Hons)
2020-21

Creative and Professional Writing (Publishing) [Sep][PT][Frenchay][6yrs] BA (Hons)
2020-21