

Course Unit	Creative Writing for Games	Field of study	Communication Science
Bachelor in	Game Design	School	School of Public Management, Communication and Tourism
Academic Year	2017/2018	Year of study	2
Type	Semestral	Semester	1
Level	1-2	ECTS credits	6.0
Code	8309-414-2104-00-17		
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) Joao Victor Boechat Gomide, Jorge Miguel Ferrao Palinhos

Learning outcomes and competences

At the end of the course unit the learner is expected to be able to:

1. Display creative and technical skills for writing;
2. Apply theoretical and practical tools in the areas of description, narration and poetics;
3. Display specific skills for writing digital games, namely writing: game concepts; in-game and cut-scene dialogues; games based on written components;
4. Apply critical and analytical skills when reading.

Prerequisites

Before the course unit the learner is expected to be able to:
Be fluent in Portuguese or English.

Course contents

Historical and cultural perspectives on Creative Writing; Fundamentals of language; Plasticity of the written language; Literary genres and styles; Introduction to the concept of fiction; Non-linearity and games; Dialogues; Games based on written components; Critical analysis of texts.

Course contents (extended version)

1. Historical and cultural perspectives on Creative Writing:
 - Creativity;
 - Writing, reading and oral expression.
2. Introduction to the fundamentals of language.
3. Plasticity of the written language:
 - Techniques of description;
 - Voice;
 - Text structure;
 - Figures of speech.
4. Introduction to the concept of fiction.
5. Short story.
6. Graphic novel.
7. Crime novel.
8. Non-linearity and games:
 - Story vs. game;
 - Story immersion techniques;
9. Dialogues:
 - Structure and development of dialogues;
 - The role of dialogue in the game;
10. Games based on written components:
 - Paper & pencil RPGs;
 - Text-adventure games.
11. Critical analysis of texts.

Recommended reading

1. Carmelo, L. (2005). Manual de escrita criativa. Mem-Martins: Europa-América. [ISBN: 9721055816]
2. Despain, W. (2008). Professional Techniques for Videogame Writing. Wellesley, MA: A. K. Peters. [ISBN: 156881416X]
3. Dille, F. & Platten, J. Z. (2008). The Ultimate Guide to Video Game Writing and Design. Nova Iorque: Lone Eagle Publishing. [ISBN: 9781580650663]
4. Lebowitz, J. & Klug, C. (2011). Interactive Storytelling for Video Games. Burlington, MA & Oxford: Focal Press. [ISBN: 0240817176]
5. Mancelos, J. (2012). Manual de Escrita Criativa. Lisboa: Edições Colibri. [ISBN: 9896892296]

Teaching and learning methods

Contact Hours: - Content exposition, with the aid of different texts. - Questioning, in order to develop critical skills. - Active method, when the student solves exercises. Non-contact Hours: - Active method, when the student completes creative writing assignments.

Assessment methods

- DISTRIBUTED EVALUATION - (Regular, Student Worker) (Final, Supplementary, Special)
 - Practical Work - 30% (Writing and rewriting of a narrative.)
 - Work Discussion - 10% (Intervention in class and group work.)
 - Projects - 30% (Writing and developing a pen and paper RPG.)
 - Projects - 30% (Writing and developing a text-adventure, using specific software.)

Language of instruction

1. Portuguese
2. English

Electronic validation

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17-10-2017	24-10-2017	24-10-2017	01-11-2017