

Course Unit	History, Fantasy and Science-Fiction		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	Level	1-2
Type	Semestral	Semester	2	Code	8309-414-2204-00-17
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)

Learning outcomes and competences

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

1. Understand the historical fiction, fantasy and science fiction as cross-media genres.
2. Explain the historical, social and cultural context.
3. Develop reading and analysis skills of literary, movie and gaming genre narratives.
4. Develop creative skills to create a story/idea with specific features of these genres.

Prerequisites

Before the course unit the learner is expected to be able to:
Recognize basic audiovisual language

Course contents

Study and analysis of genre fiction as model for digital games' narratives; Analysis of characteristics, histories and models of historical fiction, fantasy fiction and science fiction. ; Analysis of the processes and methodologies of adaptation across narrative media. Analysis of the problems of adapting the conventional narrative structure to an interactive gaming structure.

Course contents (extended version)

1. General history of Genre Fiction
 - Connections between genre fiction and digital games
 - Introduction to the history of genre fiction
2. The adventure and adventurer of Genre Fiction as the matrix of the videogame narrative structure
3. Adaptation
 - Principles, methods and problems
 - Case Studies: the same fictional universe in books, films and games
4. Historical Fiction
 - History, features and examples
 - Subgenres: Alternate history, time travel
 - Case Studies
5. Fantasy
 - History, features and examples
 - Subgenres: High Fantasy, Sword-and-Sorcery, Dark Fantasy, Horror
 - Case Studies
6. Science Fiction
 - History, features and examples
 - Subgenres: High Science Fiction, Cyberpunk, Space Opera
 - Case Studies

Recommended reading

1. Clute, J. e Nichols, P. (1993). The Encyclopedia of Science Fiction. London: Orbit Books. [ISBN: 9780246110206]
2. Fowkes, K. A. (2010). The Fantasy Film. New York: Wiley-Blackwell. [ISBN: 9781405168793]
3. Sanders, J. (2006). Adaptation and Appropriation. Oxon: Routledge. [ISBN: 9780415311724]
4. Vandermeer, J. (2013). Wonderbook: The Illustrated Guide to Creating Imaginative Fiction. New York: Abrams Image. [ISBN: 9781419704420]
5. Abbott, H. P. (2002). The Cambridge Introduction to Narrative. Cambridge: CUP. [ISBN: 9780521715157]

Teaching and learning methods

Expositive and Participative method. Practical works. Case Studies.

Assessment methods

1. Distributed - (Regular, Student Worker) (Final, Supplementary, Special)
 - Practical Work - 20% (Research of an historical event for a card game.)
 - Presentations - 20% (Production of a short film sequence of genre film.)
 - Development Topics - 40% (Review of two articles.)
 - Presentations - 20% (Analysis of a subgenre of fiction, in literature, cinema and videogames.)
2. Mobility Students - (Regular) (Final, Supplementary)
 - Practical Work - 20% (Research of an historical event for a card game.)
 - Practical Work - 20% (Scriptwriting of a short film sequence of genre film.)
 - Development Topics - 40% (Review of two articles)
 - Development Topics - 20% (Analysis of a subgenre of fiction, in literature, cinema and videogames.)

Language of instruction

1. Portuguese
2. English

Electronic validation

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25-04-2018	30-05-2018	30-05-2018	11-06-2018