

Module Title:	Writing for the Screen
Language of Instruction:	English
Credits:	5
NFQ Level:	6
Module Delivered In	2 programme(s)
Teaching & Learning Strategies:	A combination of lectures, workshops, screenings and blended learning will be used. Particular emphasis will be placed on workshops and the use of "writers' rooms" in order to facilitate peer-assisted learning and also reflect elements of industry collaboration in the development of projects. In order to reflect different learning styles, the module will seek to embrace the concept of storytelling through visual, auditory and kinaesthetic means in workshops and assessments.
Module Aim:	To introduce the students to the concept of writing for the screen. To understand and critically analyse the theory relevant to writing for the screen.
Learning Outcomes	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Demonstrate knowledge of the fundamentals of writing for the screen
LO2	Use practical and professional skills appropriate to the area to plan, design and participate in the development process
LO3	Reflect on and evaluate the quality of his/her own learning and writing
LO4	Analyse the wider industrial and historical context of writing for the screen.
Pre-requisite learning	
Module Recommendations	
<i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i>	
No recommendations listed	
Incompatible Modules	
<i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i>	
No incompatible modules listed	
Co-requisite Modules	
No Co-requisite modules listed	
Requirements	
<i>This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.</i>	
No requirements listed	

Module Content & Assessment

Indicative Content
Historical context Understanding the rise of narrative filmmaking and screenwriting structure
Narrative theory Theoretical issues pertaining to narrative and mythological storytelling.
Structure Structuring a story for the screen. 3 and 5 act structure. Non-linear structures.
Story Finding the story. The essence of storytelling and idea generation.
Character Identifying and developing characters in stories for the screen. Point of view characters and motivation
Dialogue The purpose of dialogue and its uses on screen for different formats and genres
Research Introduction to research for the screen. Writing briefs and questions.
Development Understanding the business of development. Formats, funding and support agencies
Writing skills Practical guide to general writing skills for assignment and presentation purposes

Assessment Breakdown	%
Continuous Assessment	100.00%

Continuous Assessment				
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Other	Developing an idea for the screen. This includes the submission of a number of documents towards the development process	1,2,3	30.00	n/a
Presentation	Presentation on story and structural analysis of a screen text.	1,4	30.00	n/a
Project	Write a project for the screen	1,2,3,4	40.00	n/a

No Project

No Practical

No End of Module Formal Examination

SETU Carlow Campus reserves the right to alter the nature and timings of assessment

Module Workload

Workload: Full Time		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Laboratory	Every Week	3.00
Independent Learning	Every Week	3.00
Total Hours		6.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_EETVM_B	Bachelor of Science (Honours) in TV and Media Production	2	Mandatory
CW_EETVM_D	Bachelor of Science in TV and Media Production	2	Mandatory

Discussion Note: