Ollscoil
Teicneolaíochta
an Oirdheiscirt

South East
Technological
University

Module Descriptor

Narrative Construction (Computing and Mathematics)

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Narrative Construction
(A13884)

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Short Title: Narrative Construction
Department: Computing and Mathematics
Credits: 5   **Level:**   Introductory

Description of Module / Aims

This module will introduce students to the fundamental principles of narrative construction. It aims to heighten students? awareness of the importance of narrative in linear storytelling, as well as exploring the possibilities for narrative in interactive media. The student will be introduced to Aristotlean principles of drama, which will form the foundation of their final project (short film script). This module also aims to develop students? communications and presentation skills in a focused domain.

Programmes

	stage/semester/status
COMP-0246 BSc (Hons) in Applied Computing (WD_KACCM_B)	2 / 3 / E
COMP-0246 BSc (Hons) in Applied Computing (WD_KCOMP_B)	2 / 3 / E
COMP-0246 BSc (Hons) in Computer Science (WD_KCMSC_B)	2 / 3 / E

Indicative Content

- Fundamental principles of drama, e.g. three act structure, narrative arcs, character development
- Communication skills: script treatment (i.e. introduction to idea for film script in written form)
- Presentation skills: story pitch (and presentation of how the narrative adheres to and/or subverts Aristotlean principles of drama)
- Scriptwriting
- Simple storyboarding

Learning Outcomes

On successful completion of this module, a student will be able to:

1. Plan a treatment for a three-act short film.
2. Describe effective characters through action and dialogue.
3. Complete a professional presentation that outlines the concept behind, and structure of, the student's narrative film script project.
4. Write a short film script that contains a clear narrative, a solid three act structure and evidence (and/or subversion) of Aristotlean dramatic principles.
5. Sketch a storyboard to illustrate how the script might be produced.

Learning and Teaching Methods

- The module will be taught through lectures that will outline principles of narrative structure. Tutorials will consist of analysis of narrative structures and principles in film and television. There will also be regular writing tasks in tutorials. Student participation will be required in all classes.
- Requested accessible space with audio/visual equipment for playback.

Learning Modes

Learning Type	F/T Hours	P/T Hours
Lecture	12	
Tutorial	24	
Independent Learning	99	

Assessment Methods

	Weighting	Outcomes Assessed
Continuous Assessment	100%	
Assignment	25%	1,2
Presentation	25%	3
Assignment	50%	1,2,4,5

Assessment Criteria

<40%: Inability to understand and utilise the key elements of narrative construction. Inability to create and submit narrative script or assignment as requested.

40%–49%: Ability to understand and utilise key concepts taught in class and submit work of an adequate standard.

50%–59%: Ability to analyse and employ key concepts used in class and to submit work that reflects this analytical ability.

60%–69%: Ability to analyse key concepts and employ taught in class and to demonstrate an ability to be independently creative in completing tasks.

70%–100%: All the above to an excellent level. Ability to demonstrate mastery of specialised skills in writing and communication of ideas.

Supplementary Material(s)

- Aristotle, A. *Poetics*. London: Penguin, 1996.
- Field, S. *The Definitive Guide to Screenwriting*. London: Ebury Press, 2003.
- McKee, R. *Story: Substance, Structure Style and the Principles of Screenwriting*. London: Methuen Publishing, 1999.