

# Screenwriting

## Syllabus

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**Overview:** Why do we cry at movies? Or cheer? Why do thrillers put us on the edge of our seats? This course will help you understand, critique, and write dramatic stories for modern media including movies, games, and television. You'll develop skills in creative writing, awareness, provisional acting, collaborative storytelling, and creative self-confidence as you craft your own original story.

**Learning Outcomes:** *Students will demonstrate proficiency with...*

- analyzing the elements of dramatic stories
- identifying the writing principles of game narratives
- planning a three-act game narrative
- using scriptwriting software to format a three-act script based on a game narrative

**Length of Course:** Between 80 and 120 hours of coursework

**Assessment:** Shorts Answer Module quizzes - Formative Assessment, Midterm and Final Exam – Summative Assessment, Rubrics designed for Authentic Assessment of writing projects

**Suggested Reading:** *Creating Emotion in Games* by David Freeman

Modules	Lessons	Assignments
1 <b>Introduction to Story Concepts</b>	1 What is Story? 2 Story Structure 3 Character 4 Character and Games	<ul style="list-style-type: none"><li>● Retelling a Scene</li><li>● Partly Cloudy Discussion</li><li>● Character Development</li><li>● Analyzing a Game Character</li><li>● Module 1 Quiz</li></ul>
2 <b>Dramatic Scene and Story Structure</b>	5 Story Theme 6 Basic Story Structure: The Scene 7 A Story and B Story	<ul style="list-style-type: none"><li>● Identifying Theme</li><li>● Analyze a Scene</li><li>● Plot and Subplot</li><li>● Module 2 Quiz</li></ul>
3 <b>Premise, Inciting Incident, and Major Dramatic Question</b>	8 The Major Dramatic Question 9 Transitions and Scenes 10 The Premise Statement 11 Inciting Incident	<ul style="list-style-type: none"><li>● The MDQ</li><li>● Premise Statements</li><li>● Example of an Inciting Incident</li><li>● Module 3 Quiz</li></ul>
4 <b>Themes and Acts</b>	12 More about Theme 13 Acts and Rising Action	<ul style="list-style-type: none"><li>● Theme of Your Game</li><li>● Break Your Game Narrative into Acts</li><li>● Module 4 Quiz</li></ul>
5 <b>Character</b>	14 Introduction to Character 15 Heroes and Villains 16 Character Traits	<ul style="list-style-type: none"><li>● Characters in Your Game</li><li>● Character Briefs</li><li>● Module 5 Quiz</li></ul>

<b>6 The Hero's Journey</b>	<b>17</b> Defining the Hero's Journey <b>18</b> Exploring the Hero's Journey <b>19</b> Using the Hero's Journey <b>20</b> What is an Archetype?	<ul style="list-style-type: none"> <li>● Elements of the Hero's Journey</li> <li>● Hero's Journey</li> <li>● Archetypes</li> <li>● Module 6 Quiz</li> </ul>
<b>7 Beat Sheets</b>	<b>21</b> Starting a Beat Sheet <b>22</b> Act 1 Beat Sheet <b>23</b> Act 2 and 3 Beat Sheets <b>24</b> Developing the Setting	<ul style="list-style-type: none"> <li>● Write A Story B Story Possibility Lists</li> <li>● Writing Workshop – Act 1</li> <li>● Writing Workshop – Act 2 and 3</li> <li>● Setting</li> <li>● Module 7 Quiz</li> </ul>
<b>8 Dialogue</b>	<b>25</b> The Purpose of Dialogue <b>26</b> Writing the Script <b>27</b> How to Provide Actionable Feedback <b>28</b> Scriptwriting Workshop <b>29</b> Writing for Actors <b>30</b> Workshopping	<ul style="list-style-type: none"> <li>● Writing Workshop – Dialogue</li> <li>● Writing Your Script</li> <li>● Feedback</li> <li>● Second Draft</li> <li>● Module 8 Quiz</li> </ul>
<b>9 Crafting</b>	<b>31</b> Refining Format <b>32</b> Final Considerations	<ul style="list-style-type: none"> <li>● Formatting Your Script</li> <li>● Module 9 Quiz</li> </ul>
<b>10 Final Steps</b>	<b>33</b> Be an Actor! <b>34</b> Reflection	<ul style="list-style-type: none"> <li>● Become an Actor!</li> <li>● Final Script</li> </ul>
<b>Final Exam – Multiple Choice</b> <b>Final Exam – Essay</b>		