## **Course description (topics)**

Title of the course: Animation Research And Design / Scriptwriting and storytelling

Tutors of the course, contact details:

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# Daoud Dániel / daoud.daniel@hotmail.com

Code:	Related curriculum	Recommended	Credit:	Number of class
M-AN-102	(programme/level): MA	semester within the	15	hours: 54 (90)
		curriculum:		Student working
		1		hours: 216 (360)
Related	Type: seminar, lecture,	Can it be an elective	In case of elective what are	
codes	consultation	course? No	the specific prerequisites:	

Course connections (prerequisites, parallels):

Animation Research and Design / General Storytelling Practices

- Filmdramaturgy
- Game history and theory
- Visual Storytelling Comics
- Visual Storytelling Storyboarding
- Scriptwriting
- Studio visit

Aim and principles of the course:

The course is a practical introduction to film writing techniques through the goal-oriented training of storytelling imagination. In the first half of the semester, we will develop students' writing skills through exercises, then guide them through the steps to write either a first draft or a detailed treatment of an original short film script.

The aim is to strengthen the students' creative voice in preparation for the professional challenges of script development.

## What to expect:

We encourage students to create exciting, innovative and diverse stories in a supportive, safe environment.

During the course they develop essential skills for screenwriting:

- imagination / new idea generation
- story structure / critical analysis
- narrative confidence / risk tolerance
- giving and receiving feedback / story development, rewrites
- personal work ethic / performance under time and quality pressure

Course programme:

## Day 1-2

Basic writing exercises, the elements of story, the nature of inspiration

Day 3-6

Short film writing as improvisation - imagination exercises. (inspired by Yvette Bíró's method described in her book "Dressing up a nude")

Day 7-10

Short film script writing steps. Pitch, synopsis, outline, detailed treatment or first draft.

Learning outcomes (professional and general competences to be developed):

#### Knowledge:

- Scriptwriting techniques
- Dramaturgy, creative editing
- High level of theoretical knowledge: film history, film dramaturgy, film analysis
- Extensive and high level theoretical and practical professional knowledge of the development methods and content development methods required to create the concept of animation productions (see topics), and their application in their own independent projects
- Theoretical awareness of traditional (short film, abstract animation, installation, music video) and recent and emergent (AR, VR, 360-degree development, universe building, interactive content) animation forms, genres and platforms and technologies practical application of theoretical knowledge in research and project development

#### Ability:

- Ability to write film script, synopsis
- Ability to perform creative writing
- Ability to design, develop and implement projects independently
- be able to formulate own professional programme and place it in a broader professional context

#### Attitude:

- -Attends lessons regularly, completes assigned tasks
- Motivated, committed
- Initiative, curiosity
- Seeking an adequate response to questions raised and problems encountered
- pPofessionally informed, including in the technological field

## Autonomy and responsibility:

- Independent problem solving
- Research oriented
- Forward thinking

Topics and themes to be covered in the course:

Sriptwriting, synopsis writing, creative writing

Specificities of process organisation / organisation of learning:

Course structure, nature of the individual sessions and their timing (in case of several teachers' involvement, please indicate the distribution of their teaching input:

25 Oct - 29 Nov

Monday, 1340-1630

Wednesday, 1340-1800

Students' tasks and responsibilities:

Active, regular attendance at sessions, completing tasks on time and to the high standards

Learning environment: (e.g. classroom, studio, off-site, online, in-company placement, etc.)

Classroom

#### Assessment:

(in case of more teachers are involved and they evaluate seperately, separate assessments per teacher needed)

Requirements to be met:

Method of assessment: (what methods are used for assessment {test, oral question, practical demonstration, etc.})

Evaluation of end of the course written assignment and workshop activity in terms of coherence, originality, imaginativeness and relevance.

Assessment criteria (what is taken into consideration in the assessment): diligence, development, content / in equal proportions, based on arithmetic average, as part of Animation Production II

How is the mark calculated (how is the result of each assessed requirement reflected in the final mark? {e.g. proportions, points, weights}):

The course is part of the Animation Research and Design subject. The value of the course within the subject: 37 %

The course must be taken together with all the courses announced within the subject (the courses are listed). If the student obtains an insufficient grade in any course of the multi-course subject or fails one of the courses, the entire subject must be repeated.

Animation Research and Design / General Storytelling Practices

- Filmdramaturgy
- Game history and theory

- Visual Storytelling Comics
- Visual Storytelling Storyboarding with composition
- Scriptwriting
- Studio visit

# Required Literature:

reading the script of at least one produced feature film of the student's choice

Recommended Literature:

Aristotle: Poetics

Cut to the Chase: Writing Feature Films with the Pros at UCLA Extension Writers' Program.

Yvette Bíró: Dressing up a Nude

Other information:

Recognition of knowledge acquired elsewhere/previously/validation principle:

- No exemption from attending and completing the course will be granted,
- Exemptions from the acquisition of certain competences and the completion of certain tasks may be granted,
- some tasks may be replaced by other activities,
- full exemption may be granted.

Out-of-class consultation times and location: by prior arrangement