

Liverpool John Moores University

Title: Story, Script and Authorship
Status: Definitive
Code: **4505CTP** (126105)
Version Start Date: 01-08-2021

Owning School/Faculty: Liverpool Screen School
Teaching School/Faculty: Liverpool Institute for Performing Arts

Team	Leader
Mark Smith	

Academic Level: FHEQ4
Credit Value: 20
Total Delivered Hours: 60
Total Learning Hours: 200
Private Study: 140

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Workshop	60

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	AS1	A portfolio of stories, scripts and social media use (2500 words equivalent)	70	
Essay	AS2	A written explanation of the portfolio with reference to theory and the known examples of script and story writing and a self-assessment (2000 words)	30	

Aims

The aim of this module is to introduce students to the construction and theories of narrative, authorship, the essential craft skills of scriptwriting and story writing and the ways in which writing is shaped by social and economic contexts and spatial

dynamics.

Learning Outcomes

After completing the module the student should be able to:

- 1 Explain the essential features of narratives and related theories and illustrate their effect in key examples.
- 2 Explain the relationship between audience, performance space and the act of performance with reference to historical examples and practice.
- 3 Write dramatic stories, scripts (using established formats) to create films or performance and explain creative decisions.
- 4 Demonstrate the relationship between a single author and collaborative processes.
- 5 Explain the role of technology and social media in the work of the contemporary performance maker.

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Portfolio of Writing	3	4	
Explanation of Portfolio	1	2	5

Outline Syllabus

The module will cover a brief introduction to theories of content authorship and narrative. It will consider narrative conventions, script layout and vocabularies of visual and audio story telling. It will consider the telling of stories in a digital age.

Learning Activities

This module requires students to develop practical skills alongside the presentation of ideas and critical contexts and as such is best suited to workshop-based learning where flexible and varied activities including skills sessions, discussions and informal presentations can be designed on a weekly basis.

Notes

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