

Liverpool John Moores University

Title: FILM ADAPTATION
Status: Definitive
Code: **5002FILM** (110107)
Version Start Date: 01-08-2017

Owning School/Faculty: Liverpool Screen School
Teaching School/Faculty: Liverpool Screen School

Team	Leader
Ruth Doughty	Y

Academic Level: FHEQ5
Credit Value: 24
Total Delivered Hours: 62
Total Learning Hours: 240
Private Study: 178

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	10
Seminar	10
Workshop	40

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	Essay 1	2000 word essay	30	
Essay	Essay 2	3000 word Film Script and Commentary	30	
Exam	Exam	Exam, 2 Hours	40	2

Aims

1. To investigate the relationship between film and source texts (namely novels, comic books, graphic novels, scripts, plays, computer games, other films etc.)
2. To explore the theoretical issues surrounding the relationship of form to content in narrative fiction film as they are highlighted in the process of adaptation.

3. To facilitate the adaptation of a text into a film script.

Learning Outcomes

After completing the module the student should be able to:

- 1 Demonstrate knowledge of the complex relationships between a number of films and their source material.
- 2 Analyse the ways in which form and content are related in cinema with specific reference to the process of adaptation.
- 3 Successfully adapt a text into a film script.

Learning Outcomes of Assessments

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

2000 word Essay	2
3000 word Film Script	3
Exam	1

Outline Syllabus

Theory and Practice of Adaptation; Intertextuality; The problem of originality; Parody and Pastiche; Remakes and Sequels; Adaptation as Interpretation; Transposition; Case studies of a number of adaptations.

Learning Activities

Lectures, Seminars, Workshops.

Notes

A large proportion of all feature films are adapted from other media; the novel in particular but also comic books, plays, graphic novels, computer games and even poems. In this module we will explore the theories behind adaptation and tease out what exactly is gained and lost through the process. We will consider a number of film adaptations in detail. You will also learn how to adapt a short story or similar into a film script.