## **Liverpool** John Moores University

Title: SCREENPLAY PORTFOLIO

Status: Definitive

Code: **6038CRWRI** (121793)

Version Start Date: 01-08-2016

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

Team	Leader
David Jackson	Υ
John Maxwell	

Academic Credit Total

Level: FHEQ6 Value: 20 Delivered 39

**Hours:** 

Total Private

Learning 200 Study: 161

**Hours:** 

**Delivery Options** 

Course typically offered: Semester 2

Component	Contact Hours	
Seminar	18	
Tutorial	3	
Workshop	18	

**Grading Basis:** 40 %

#### **Assessment Details**

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	PORTFOLIO	30-minute Screenplay	80	
Essay	ESSAY	Commentary on the ways in which the workshopping process has affected the development of the screenplay.	20	

#### Aims

To further develop students' screenwriting technique

2. To advise and encourage students in independent evaluation of each other's screenplays, through the rigorous drafting and redrafting of a self-contained 30-

minute screenplay.

### **Learning Outcomes**

After completing the module the student should be able to:

- 1 Write a self-contained 30-minute film or TV screenplay.
- Write a 1,000 word commentary on the development of the screenplay in response to the workshopping process.
- Work with fellow students in a tutor-led workshop environment, offering and accepting constructive criticism from their peers.

## **Learning Outcomes of Assessments**

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

PORTFOLIO 1

ESSAY 2 3

# **Outline Syllabus**

Students will workshop their screenwriting in tutor-led sessions, offering and receiving constructive criticism, reading and performing scenes from their developing screenplays and re-drafting and editing their work.

## **Learning Activities**

Seminars, Workshops.

#### **Notes**

This module focuses on students developing screenplays and involves Writer's Room style workshopping techniques whereby students' work is projected on screen and read/performed live in class.