

Course Name (English)	SCRIPT WRITING FOR ANIMATION AND GAMES APPROVED
Course Code	NMC550
MQF Credit	4
Course Description	This course will provide the students with knowledge and insight of writing for animation and games. This will provide the students with a medium in understanding and learning the unique opportunities and challenges found in writing for animation and games. Students will also learn the variety of different formats in writing a script for animation as well as designing the game design document for games with an emphasis on integrating visual elements such as sketches and storyboards into writing process from the beginning. This course is also structured in a way, which intends to help students discover the discipline, power and magic of strong stories being told. Gaming elements and alternative story forms will also be considered.
Transferable Skills	Script writing Game designing Storytelling Idea Creation Idea Visualization
Teaching Methodologies	Lectures, Case Study, Practical Classes, Tutorial, Reading Activity, Problem Based Learning (PBL), Discussion, Presentation, Small Group Sessions, Directed Self-learning, Computer Aided Learning, Supervision, Peer Practice, Collaborative Learning, Project-based Learning, Problem-based Learning
CLO	 CLO1 Explain the fundamentals in scriptwriting for animation and games as a tool to develop storytelling. CLO2 Develop a game design document for games. CLO3 Produce a script for animated short
Pre-Requisite Courses	No course recommendations
Reading List	Recommended Text Christy Marx 2007, Writing for Animation, Comics & Games, Taylor & Francis [ISBN: 9780240805825] Jean Ann Wright 2005, Animation Writing and Development, Taylor & Francis [ISBN: 0240805496]
Article/Paper List	This Course does not have any article/paper resources
Other References	This Course does not have any other resources