

CAPILANO UNIVERSITY COURSE OUTLINE

MOPA 304 – SCREENWRITING III

Fall 2017

Division	School of Motion Picture Arts	
Course Name	MOPA 304– Screenwriting III	Credits: 3
Instructor	@capilanou.ca	604.986.1911 local xx

VISION STATEMENT

The School of Motion Picture Arts is dedicated to inspiring a new generation of independent Canadian filmmakers through the fostering and mentoring of emerging talent utilizing progressive learning environments and authentic production experiences, such that graduates make valued contributions to the global media culture.

COURSE FORMAT

Four lecture hours per week, for 15 weeks, which includes two weeks for final exams.

COURSE PREREQUISITES

28.5 MOPA or 27 IDF credits of 200-level or higher coursework.

STUDENT LEARNING OUTCOMES

General

Students will be provided with practical opportunities to explore and develop techniques of visual storytelling, narrative judgment, and personal voice. Each student writes and directs their own short film and takes key creative and technical roles on films made by their classmates. Each student will also write a short screenplay to be considered for production in MOPA 310 in the Spring semester.

Instructional

Upon successful completion of this course students will be able to:

- Write a short screenplay from beat sheet to final draft.
- Understand the demands of narrative drama on the level of beat, scene, sequence, and story.
- Develop active, complex characters and write effective dialogue.
- Read critically the work of others and provide constructive feedback (story editing) within a workshop environment.
- Clearly and effectively articulate their story ideas through oral and written pitches for industry professionals.

PROGRAM LEARNING OUTCOMES
Program Mission
To provide the encouragement, equipment, training and setting for a vital experience of creation and collaboration. Student filmmakers will expand and refine their practical, professional, artistic and social skills in order to acquire craft excellence and successfully integrate into the increasingly complex and diverse industries of filmed entertainment, digital communications and new media.
Program Goals
<p>Knowledge:</p> <p>To enable students to articulate and apply their knowledge of story and story development to documentary and narrative projects on all platforms; to combine and apply both practical and theoretical knowledge; to investigate and interpret a broad range of theoretical perspectives.</p> <p>Skills:</p> <p>To orchestrate a detailed industrial process; to manage time and budget on large projects over extended periods of time; to use technology as a tool to create innovative and authentic stories; to develop a convergent approach to creative content; to collaborate creatively.</p> <p>Value:</p> <p>To conceptualize, research, develop and produce projects from initial idea through to final product; to market and distribute projects; to develop innovative business models and strategies to build sustainable companies; to understand the role of film and the film industry in Canada's culture and economy; to identify potential areas/sectors of employment; to identify opportunities for further study; to articulate and pursue a unique and personal voice and vision through the artistic and technical means of filmmaking and visual communication, and, in particular, to use the tools and resources at their disposal with clarity, intelligence, resourcefulness and professionalism.</p>

PROGRAM STUDENT LEARNING OUTCOMES
<p>Students successfully completing this program will:</p> <ol style="list-style-type: none"> 1. Analyze historical, technological, philosophical and theoretical trends in the national and global cinemas; 2. Acquire a range of skills and applications of visual communication in order to expand their potential to realize and create meaningful career opportunities; 3. Contribute their technical skills, creative skills, and personal vision to the art of filmmaking; 4. Consult, liaise and negotiate in a professional manner in all aspects of the filmmaking process; 5. Develop industry relationships and create authentic learning environments in order to provide opportunities to expand their potential as independent filmmakers.

REQUIRED TEXTS

Resource material is provided by the instructor. Check Moodle for assignments and readings.

WEEKS 1-15
WEEK 1:
Course overview and introduction to first assignment. ASSIGNMENT #1: 3-Min. Non-Dialogue Scene; First Draft due Week 2 ASSIGNMENT #5: Development Project; Part 1 due Week 7; Part 2 due Week 13
WEEK 2:
Workshop first drafts of 3-Min Non-Dialogue Scene. ASSIGNMENT #1 DUE: First Draft 3-Min Non-Dialogue Scene
WEEK 3:
One-on-one student meetings re. Development Project. ASSIGNMENT #1 DUE: Second Draft 3-Min Non-Dialogue Scene
WEEK 4:
Log line and premise development workshop. ASSIGNMENT #2: Outline 9-Min Screenplay due Week 6
WEEK 5:
The Outline: importance and technique. Beats, scenes and sequences.
WEEK 6:
Workshop of Outlines. ASSIGNMENT #2 DUE: Outline for 9-Min Screenplay ASSIGNMENT #3: Final Draft of 9-Min Screenplay due Week 12
WEEK 7:
Crafting the Pitch. ASSIGNMENT #5 DUE: Part 1 of Development Project ASSIGNMENT #4: Oral and Written Pitch due Week 12
WEEK 8:
Table reads and workshop of drafts.
WEEK 9:
Table reads and workshop of drafts.
WEEK 10:
Table reads and workshop of drafts.
WEEK 11:
Table reads and workshop of drafts.
WEEK 12:
The Pitch Session ASSIGNMENT #3 DUE: Final Draft of 9-Min Screenplay ASSIGNMENT #4 DUE: Oral and Written Pitch
WEEK 13:
Final wrap up and course review ASSIGNMENT #5 DUE: Part 2 of Development Project
WEEKS 14-15:
Final exam period

The fourth hour will be made up of a combination of screenings and on-line contact.

ASSIGNMENTS*	
Assignment #1 – 3-Minute Non-Dialogue Scene	10%
Assignment #2 – Outline for 9-Minute Screenplay	15%
Assignment #3 – Final Draft of 9-Min Screenplay	30%
Assignment #4 – Oral and Written Pitch for 9-Minute Screenplay	20%
Assignment #5 – Development Project (in two parts)	15%
Total	90%

EVALUATION PROFILE	
Assignments*	90%
Participation/Attendance	10%
Total	100%

GRADING PROFILE			
A+ = 90-100%	B+ = 77-79%	C+ = 67-69%	D = 50-59%
A = 85-89%	B = 73-76%	C = 63-66%	F = 00-49%
A- = 80-84%	B- = 70-72%	C- = 60-62%	

OPERATIONAL DETAILS:
Capilano University has policies on Academic Appeals (including appeal of final grade), Student Conduct, Cheating and Plagiarism, Academic Probation and other educational issues. These and other policies are available on the University website.
ATTENDANCE:
Attendance will be taken daily and will form part of the final grade (See Evaluation Profile). This is a professional program. Accordingly, students are expected to be on time and to attend every class. Arriving more than 20 minutes after the commencement of class, or leaving early, will be considered an absence. Students with three unexcused absences will fail the course. When students are absent from class, they are still responsible for the material covered during their absence, including announcements, assigned readings and hand-outs.
PUNCTUALITY:
Punctuality is essential and forms part of the participation grade. Two lates will count as an absence (see above). Late attendance will be reflected in the student's final grade.
CHEATING/PLAGIARISM:
Plagiarism is the presentation of another person's work or ideas as if they were one's own. Plagiarism is both dishonest and a rejection of the principles of scholarship. All students should familiarize themselves with the University Policy on Cheating and Plagiarism (See the University Website) as such behaviour can result in suspension from the University.
INCOMPLETE GRADES:
Grades of Incomplete "I" will be granted only if there is a valid reason for extending the evaluation deadline and if students have a reasonable chance of improving their grade to pass the course.
ENGLISH USAGE:
All written work submitted must use good academic English and follow the guidelines provided in the Capilano University Guide to Writing Assignments (available from the University Bookstore). It is the responsibility of students to proof-read all their writing for any grammatical, spelling and stylistic errors.

STUDIO/FILMING DISCIPLINE:
Students must be dressed appropriately. Wet and cold weather requires waterproof and warm clothing. Students are required to wear work clothes for technical and production sessions. Clothing may be subjected to dirt, paint and dust. Sturdy shoes are a must. No food or beverages are allowed on set during production activities and during technical classes.
COMPUTER COURSE REQUIREMENTS/RESPONSIBILITIES:
You are expected to abide by the Statement of Appropriate Use of Information Technology Facilities and Services in any use of computers at the University. This statement can be obtained from your department, the Library, Computer Services or on the University website.
ELECTRONIC DEVICES/LAPTOPS:
Use of electronic devices is not allowed during class time, except at the discretion of the instructor.
COMPUTER LAB USAGE:
No food or beverages are allowed in the University's computer labs at any time. Students must not abuse internet privileges by visiting inappropriate or illegal websites. Intentionally opening and/or altering other students' projects will not be tolerated. Respect for other students' work is of utmost importance. Offences regarding the above will result in the "0" mark in the participation grade, and restricted access to facilities.
PARTICIPATION/PROFESSIONAL BEHAVIOUR:
Students are expected to demonstrate a professional attitude and behaviour towards their work, fellow-students, and their instructor. Students should demonstrate reliability, respect for and co-operation with colleagues. A willingness to work calmly and courteously under difficult conditions as well as a determination to achieve first-class work while meeting deadlines is necessary in this course. Students should have respect for equipment and systems, and a constructive response to criticism.
EMERGENCY PROCEDURES:
Students should familiarize themselves with emergency procedures posted in the classroom.