

<b>SCHOOL</b>	Academy of Fine Arts of Santa Giulia
<b>ACADEMIC YEAR</b>	THREE-YEAR PROGRAM II - 2025/2026
<b>SUBJECT</b>	1582 Sceneggiatura per i videogiochi
<b>TYPE OF SUBJECT</b>	Theoretical-Practical
<b>NUMBER OF HOURS PER LESSON</b>	4
<b>NUMBER OF ECTS CREDITS</b>	259
<b>DISTRIBUTION OVER THE ACADEMIC YEAR</b>	II SEMESTER

### EDUCATIONAL OBJECTIVES AND EXPECTED RESULTS

Having previously developed a comprehensive understanding of the current technological advancements and the resulting transformation in daily life, it is evident that there is an increasing need for a humanistic contribution in the technological domain. The significance of ideas in the creation of a video game, as in any interactive project, is recognized well before its actual implementation and digital development. The course is designed to facilitate a comprehensive understanding and rediscovery of the importance of the correct use of the Italian language, reading as a pleasure rather than an obligation, and writing as an indispensable tool for the creation of a video game, as well as any other interactive journey. These are the motivations that lead to the following educational objectives: - Fundamentals of Writing - Foundations of Creative Screenwriting - Fundamentals of Interactive Scriptwriting - Encouraging Reading as a Cultural Foundation - Analysis of Relevant Examples in the History of Video Games - Historical Overview of Interactive Writing - TEAM BUILDING and FOSTERING THE DISCOVERY OF ONE'S STRENGTHS - Encouraging the transition from theory to practice through the implementation of an interactive writing exercise that involves the application of each concept addressed in the course of study.

<b>Knowledge and understanding</b>	<ul style="list-style-type: none"> <li>• Knowledge and understanding of the fundamentals of creative and interactive writing, with the objective of developing a script for video games.</li> </ul>
<b>Applying knowledge and understanding</b>	<ul style="list-style-type: none"> <li>• Ability to apply the concepts studied to the effective creation of a screenplay with multiple plot twists.</li> </ul>
<b>Making judgements</b>	<ul style="list-style-type: none"> <li>• Independent judgment and a commitment to developing original ideas for scriptwriting. Analysis and critique of significant examples of interactive writing in the history of video games.</li> </ul>
<b>Communication skills</b>	<ul style="list-style-type: none"> <li>• Communication skills in supporting and discussing the ideas developed by each student, aimed at drafting the writing exercise. What are the motivations and objectives? Collaboration with fellow students in group work. Team building.</li> </ul>
<b>Learning skills</b>	<ul style="list-style-type: none"> <li>• Essential knowledge for writing: the indispensable rules and foundational principles for crafting a video game script.</li> </ul>

<b>CONTENTS</b>	<p>The origins of interactive writing. From the letters of Italo Calvino to The Stanley Parable. - The fundamentals of writing. Guidelines for the proper use of the Italian language in a screenplay. Ideas. How to generate concepts for a high-quality screenplay. Imagination commences at the conclusion of the acquired imaginative repertoire. Reading is the most effective method for writing. The selection as the fundamental unit of interaction. Analysis of the titles by David Cage. The flowchart and the graphical representation of an interactive narrative. The structure of a narrative: the three acts. The commencement, the progression, and the conclusion. The division into chapters: A book is akin to a video game. The bottleneck is the end-of-level boss. Action and relaxation. - The Theme, Genre, and Plot. -How to develop and characterize the characters in a narrative. Archetypes and stereotypes. Character development. (Character Design) Video Game Criticism: Analysis of a title and development of a personal perspective. -How to establish the setting of a story. (World building) - Objective and motivation to encourage the player to continue. (Magic Circle - Objectives) -Identification and emotions. What are the physical states induced by emotions and how to achieve them. The illusion of freedom as a characteristic of interactive writing. Concepts of Game Design, from interactive writing to video games. - The concealed messages of shapes and colors in the character design. Analysis of the dialogues in The Secret of Monkey Island, Rob Gilbert, and the masterpiece of interactive storytelling. Analysis of Black Mirror Bandersnatch, applying the same interactive writing principles to television media.</p>
<b>ADOPTED METHODOLOGY</b>	<p>[X] In Person Lectures are delivered with the assistance of multimedia elements and PowerPoint presentations to highlight the most important content. Integration of 'Gamification' elements into the teaching methodology to enhance student engagement with course content through interactive games and challenges. (Kahoot Software). One hour per week is allocated for practice, applying the knowledge acquired during the lesson to the screenplay under examination. Opportunities for discussion, interaction, and critical analysis. Video game interaction and play.</p>
<b>ASSESSMENT METHODS</b>	<p>A thesis aimed at developing personal thinking, analytical, and critical skills. - Examination topic: Interactive group writing exercise.</p>