

Character development

Academic Year: (2022 / 2023)

Review date: 06-07-2021

Department assigned to the subject: Communication and Media Studies Department

Coordinating teacher: MEJON MIRANDA, ANA MARIA

Type: Compulsory ECTS Credits : 3.0

Year : 1 Semester : 2

OBJECTIVES

- To possess and understand key knowledge to be able to be original in the development and application of ideas, often within a research context.
- Capacity to apply knowledge and solve problems in new environments within wider contexts (or multidisciplinary) related to the area of study.
- Capacity to integrate knowledge and confront the complexity of judgments taking limited or incomplete information as a point of departure, including reflections on social and ethical responsibilities, linked to the acquisition of knowledge and judgment.
- Capacity to express knowledge, convey reasoning and reach conclusions to specialized and non-specialized audiences in a clear, unambiguous fashion.
- Screenplay development including executive production.
- Direct and translation of screenplays into film and television images.
- Identify the roles and human resources relations within the context of audiovisual productions.
- Identify, select and develop proposals for film and television projects.
- Create and explain audiovisual projects in pitching sessions.
- Knowledge of the key tools of screenwriting for the development of film and television fiction.
- Plan screenplays and mise-en-scene: basic notions on directing actors.
- Plan and organize shooting plans.
- Supervise and manage the postproduction and finalization processes.

DESCRIPTION OF CONTENTS: PROGRAMME

1. THEORETICAL INTRODUCTION TO THE CONCEPT OF CHARACTER AND THE CHARACTERIZATION PROCESS
2. FICTIONAL WORLDS AND TYPES OF CHARACTERS
3. DIALOGUE AS A CHARACTERIZATION TOOL
4. COMEDY CHARACTERS I: CONSTRUCTION
5. COMEDY CHARACTERS II: TONE AND ARC OF TRANSFORMATION
6. DRAMA CHARACTERS I: FICTIONAL CHARACTERS AND ARCHETYPE
7. DRAMA CHARACTERS II: HISTORICAL FICTION CHARACTERS

ASSESSMENT SYSTEM

Attendance to class and participation
Final work

% end-of-term-examination:	60
% of continuous assessment (assignments, laboratory, practicals...):	40

BASIC BIBLIOGRAPHY

- Chion, M. Cómo se escribe un guión, Cátedra, 1997
- Egri, L. The art of dramatic writing. Its basis in the creative interpretation of human movies, Touchstone Book, 1946

- Field, S. El manual del guionista. Ejercicios e instrucciones para escribir un buen guion paso a paso, Plot Ediciones, 1984
- Galán Fajardo, Elena y Herrero, Begoña El guion de ficción en televisión, Síntesis, 2011
- Rodríguez de Fonseca, Javier y Serrano Jiménez, Raúl Creación de personajes para series, Instituto RTVE, 2016
- Sacks, Mike Poking a dead frog: conversations with 21 top comedy writers; And here's the kicker, Penguin books, 2014
- Voorhaus, John Cómo orquestar un comedia, Alba, 2013

ADDITIONAL BIBLIOGRAPHY

- Carl G. Jung El hombre y sus símbolos, Paidós Ibérica, 1995
- Christopher Vogler El viaje del escritor, Ma Non Troppo, 2002
- Gubern, Roman Máscaras de la ficción, Anagrama , 2002
- Seger, Linda Cómo crear personajes inolvidables, Paidós, 2000

BASIC ELECTRONIC RESOURCES

- Galán Fajardo, Elena . FUNDAMENTOS BÁSICOS EN LA CONSTRUCCIÓN DEL PERSONAJE PARA MEDIOS AUDIOVISUALES: [//www.cesfelipesegundo.com/revista/articulos2007b/ElemGalan.pdf](http://www.cesfelipesegundo.com/revista/articulos2007b/ElemGalan.pdf)