



**SCOTTSDALE  
COMMUNITY COLLEGE**

A MARICOPA COMMUNITY COLLEGE

## Course Information

Semester & Year:	Spring 2024
Course Title:	Story Theory for Film, Television and Media
Course Prefix & Number:	FMT121
Section Number:	16172
Credit Hours:	3.0
Start Date:	January 29
End Date:	May 10
Room Number:	Language/Comm. Bldg. LC 388
Meeting Days:	Monday
Meeting Times:	7:00-9:50 PM

## Course Format

The course format for this course is **In Person**. We will meet in room Language/Comm. Bldg. LC 388 on Mondays, 7-9:50 PM, starting January 29th. There may be occasions that we will meet Live Online (synchronous) on Zoom, but students will get advance notice. Please note that this class is a **late-start** class; we will begin meeting the third week of school. Additional online work that is not synchronous may also be included during the duration the classes are offered and have set due dates for assignments. Students are required to have access to a computer or mobile device, and Internet access, unless otherwise specified.

## Instructor Information

Instructor:	Rebecca Semik, M.F.A.
Email:	rebecca.semik@scottsdalecc.edu
Office Hours:	By appointment at <a href="http://www.calendly.com/profsemik">www.calendly.com/profsemik</a> on Zoom

## Course Description

Introduction to story theory and structure as it applies to screenwriting for feature films, television programs (one-hour dramas and sitcoms) and related media.

## Prerequisites

None

## Course Competencies

1. Identify how dynamic characters and character interactions, action, setting, cause and effect, and tone/voice contribute to compelling and entertaining screen stories/scripts. (I)
2. Identify basic elements of story theory and structure as they pertain to feature films, TV programs (both one-hour dramas and sitcoms), video games, reality TV programs and industrial/commercial videos. (I, III, IV)
3. Identify components of three-act structure, the Eight Sequence approach and extended narrative forms and how they pertain to narrative feature film and TV (one-hour drama and sitcom) scripts. (II)
4. Translate feature film and TV story structure for use in video games, reality TV programs and industrial/commercial videos. (IV)
5. Analyze existing works as a guide to formulate and troubleshoot ideas toward developing an original feature film or TV project. (V)
6. Develop properly formatted outlines for feature film and TV stories, as well as scripts, including page layout, length, presentation and related terminology. (V)
7. Critique original works of self and others. (V)
8. Apply elements learned through authoring a short screenplay or treatment. (V)

## Texts and Course Materials

**Recommended (not required):** The Coffee Break Screenwriter: Writing Your Script Ten Minutes at a Time - 2nd Edition Paperback – May 1, 2016 by Pilar Alessandra (ISBN-10: 9781615932429) - \$16.59

## Course Technologies

View the [Accessibility Statements & Privacy Policies](#) of technologies used in this course.

## Maricopa Systems

This course uses key Maricopa systems for course management and communication.

- Canvas Learning Management System
- Student Maricopa Gmail Account

## Synchronous Communication Tools

This course implements the use of web conferencing and/or other synchronous course tools for office hours and select classes (as needed).

- Zoom

## Streaming Media/Audio/Video Tools

This course uses webcasting, lecture capture systems, YouTube, and/or other streaming media services.

- YouTube
- Films on Demand (Netflix, Amazon, etc.)

## Student Assignment Tools

This course requires students to participate in or submit assignments using desktop or cloud-based applications.

- WriterDuet or Final Draft
- Google Products
- Microsoft Office 365

## Course Policies

The following are policies specific to this course. Students are also responsible for the college policies included on the [Student Regulations](#) page of the Maricopa Community College District website.

1. All enrolled film students must adhere to all film school regulations.
2. No “guerilla” filmmaking or grossly unsafe practices allowed. Any violation of these rules may result in failing the course or expulsion from the film school.
3. No drugs of any kind, alcohol or unapproved weapons permitted.
4. Respect and tolerance for all gender, religious and cultural practices of your instructor and fellow classmates are required.

5. No student shall bully, shame, or otherwise make another student uncomfortable for their expressed tastes, personal background and/or attributes.
6. All students are required to sign instructor's ACKNOWLEDGEMENT document as a pre-requisite for taking the course.
7. Respect for the instructor and other students is absolutely required at all times. After a good faith warning, if offensive behavior continues, students may be dismissed for the day and marked absent. After two such dismissals, college officials will be brought in for further discipline.

## **Generative Artificial Intelligence (AI) Policy**

### **Opening Statement Regarding Generative Artificial Intelligence (AI)**

The World Economic Forum defines generative AI as “a category of artificial intelligence (AI) algorithms that generate new outputs based on the data they have been trained on. Unlike traditional AI systems that are designed to recognize patterns and make predictions, generative AI creates new content in the form of images, text, audio, and more.”

Some examples of generative AI tools include but are not limited to: ChatGPT, Google Bard, Microsoft Copilot, Stable Diffusion, GrammarlyGo, and Adobe Firefly.

### **No Generative Artificial Intelligence (AI) Allowed**

In this class, all work submitted must be your own. The use of generative AI tools will be considered academic misconduct (see Administrative Regulation 2.3.11 1.B(b)) and will be treated as such. If you are unsure if the tool or website you are using is a generative AI tool, please contact the instructor for further clarification before using the tool or website.

## **Grading Standards & Practices**

Any work that shows a complete and legitimate attempt to complete the assignment in its entirety will receive no less than a 50%, but attempt must be made that demonstrates a thorough reading of and adherence to the assignment instructions in terms format, page count, objective even if content is not completely accurate. Otherwise, an “I” or “Incomplete” will be given until the student has been a successful attempt.

Assignments should be submitted by the designated deadline in the course schedule and/or Canvas LMS. You should notify the instructor as soon as possible if you need an extension for an assignment. Late Assignments (excluding ones that need to be completed for in-class workshops on their due dates) will be accepted with no penalty if

a reasonable extension request is communicated with instructor at least 24 hours in advance. All other late assignments submitted more than 24 hours after deadline will be accepted with an automatic 10% deduction. At most, only 10% will be deducted for late assignments.

## Grade Scale

Letter Grade	Points Range
A	90 – 100%
B	80 – 89%
C	70 – 79%
D	60 – 69%
F	50 – 59%
I	0%

## Assignments

Assignment Name	Points	Percent of Grade
YM Thematic Statement Brainstorming Essay	20	3%
YM Protagonist's Arc Brainstorming Essay	20	3%
YM 5 Major Plot Points Brainstorming Essay	30	5%
Movie Analysis Presentation Prep Quiz	10	2%
YM "Sequence A" Scene List + Reflection	20	3%
Movie Analysis Presentation Project	80	12%
YM "Sequences A-H" Scene List	100	15%
YM Partial Treatment	50	8%
YM Opening Script Pages	25	4%
YM "Sequence A" Script Pages	100	15%
Attendance/ Participation (15 pts per class)	195	30%
<b>TOTAL:</b>	<b>650</b>	<b>100%</b>

## Response Time

Students can expect a response time of **48 hours** for the instructor to respond to messages sent via the Canvas Learning Management System or email. Students can expect assignments to be graded within **2 weeks** of the assignment's due date (and will be notified if grades are expected to be delivered after 2 weeks).

## Attendance Policy

- Attendance is required and essential to achieve course objectives.
- Active participation in class is an important component of your grade.
- **Students will be withdrawn from the course after 14 days of non-participation/non-attendance.** The following activities constitute participation:
  - Physically attending a class where there is an opportunity for direct interaction between the instructor and students;
  - Submitting an academic assignment;
  - Taking an exam, an interactive tutorial, or computer-assisted instruction;
  - Attending a study group that is assigned by the institution;
  - Participating in an online discussion about academic matters; and
  - Initiating contact with a faculty member to ask a question about the academic subject studied in the course
- Instances where students are later than 15 minutes to a class session will be counted as Tardy for their Attendance Grade.
- Official absences (field trips, tournaments) and religious holidays shall not count among the total number of absences allowed. Prior arrangements must be made with instructor for make-up work. If arrangements have been made, student shall not be penalized.

## Instructional Contact Hours (Seat Time)

This is a three (3) credit-hour course. Plan to spend at least three hours on course content or seat time (direct instruction) and **six hours on homework weekly**. Accelerated courses will require additional time per week.

## Online Tutoring

SCC's tutors are available online to help with your courses. You may work with an SCC tutor remotely using Google Meet, your phone, or email. Visit the [Tutoring & Learning Centers](#) page for detailed information on the five learning center's hours and procedures.

As much as possible, it is highly recommended that you utilize SCC tutors since they are more familiar with SCC coursework, instructor expectations, and assignments; however, if you need to work with a tutor outside regular hours, online and hybrid students now have access to a 24/7 online tutoring service called Brainfuse. Brainfuse provides online tutoring in a variety of academic subjects. Each student may utilize up to

6 hours of online tutoring through Brainfuse per semester and has the option of requesting additional time if needed.

To access Brainfuse and begin working with a tutor:

1. Visit the [SCC Online Tutoring Services Through Brainfuse](https://www.scottsdalecc.edu/students/tutoring/online-tutoring) page (https://www.scottsdalecc.edu/students/tutoring/online-tutoring)
2. Click the **Visit a tutor online** button
3. Enter your MEID and password
4. Choose your topic and subject
5. Click the **Connect** button

Please use your time effectively and be prepared with your questions before you connect to a tutor. Tutors and students communicate in real-time so whatever you type, draw, or share on the screen, the tutor sees, and vice versa. You may also want to have screenshots ready if applicable. All Brainfuse sessions are recorded for review later.

## Learning Tools and Your Privacy and Security

SCC utilizes a variety of software applications and web-based tools operated by third party vendors to support student learning. To allow student access to the application, site or tool, certain identifiable information may be required to establish a username or password, and submit work and/or download information from these tools. Inherent with all internet-based tools, there is a risk that individuals assume when electing to use these tools, as they may place information at risk of disclosure.

To use learning tools responsibly, please observe all laws and the Maricopa Community College District [Student Conduct Code](#), such as copyright infringement, plagiarism, harassment or interference with the underlying technical code of the software. As a student using a learning tool, you have certain rights. Any original work that you produce belongs to you as a matter of copyright law. You also have a right to the privacy of your educational records. Your contributions to learning tools constitute an educational record. By using the tool, and not taking other options available to you in this course equivalent to this assignment that would not be posted publicly on the internet, you consent to the collaborative use of this material as well as to the disclosure of it in this course and potentially for the use of future courses.

Students are responsible for the information contained in this syllabus, the Syllabus page in your Canvas course and the **College Policies & Student Services** page found in the First Steps module of your Canvas course. Students will be notified by the instructor of any changes in course requirements or policies.