

Postgraduate Diploma

Audiovisual Script

Adaptations





Postgraduate Diploma

Audiovisual Script Adaptations

- » Modality: online
- » Duration: 6 months
- » Certificate: TECH Global University
- » Credits: 18 ECTS
- » Schedule: at your own pace
- » Exams: online

Website: www.techtute.com/us/journalism-communication/postgraduate-diploma/postgraduate-diploma-audiovisual-script-adaptations

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01

Introduction

The Audiovisual Script Adaptations program is aimed at consolidating the knowledge and techniques of the professional screenwriter, both in films projects and in documentaries, series, video games and other audiovisual formats. Take advantage of this opportunity and become professional screenwriters with solid foundations through this academic program and the latest educational technology, 100% online.





“

This Professional Master's Degree in Audiovisual Script Adaptations will allow you to develop all your knowledge about character and story adaptation and to translate it into an audiovisual medium in a professional way”

The world of audiovisual scriptwriting is constantly changing. Its progress is frenetic thanks to the high demand for products and new factors, such as streaming platforms, new production corporations and the shift towards series and videogames. Screenwriters must adapt to new changes and maintain a high performance level in order to continue to be a key element in audiovisual production.

To carry out the adaptation of any type of script in an audiovisual format, it is necessary to acquire a series of skills that allow the idea to be put into practice and make it work. Keeping up to date in this area is necessary, even if scriptwriters' basic skills are extensive and experienced. In addition, it is not enough to only know the fundamentals of the processes that must be carried out for audiovisual script adaptation, but it is also important to incorporate the necessary information for its pre-production, production and post-production, looking at the process as a whole.

The first part of the syllabus deals with the phases prior to audiovisual script adaptation and delves into the processes of character adaptation, its origins and development. It will then focus on plot creation, its evolution, the different techniques that exist and their phases. Finally, this third section will focus on content analysis and adaptation of its preparation, going further into the knowledge of this point.

This program is the most complete and directed program for audiovisual script adaptation professionals to reach a superior performance level, based on the fundamentals and the latest trends in script development in all audiovisual formats. Make the most of the opportunity and take this course in a 100% online format.

This **Postgraduate Diploma in Audiovisual Script Adaptations** contains the most complete and up-to-date educational program on the market. The most important features include:

- ♦ Developing practical cases presented by experts in Audiovisual Script Adaptation
- ♦ The graphic, schematic, and practical contents with which they are created provide scientific and practical information on the disciplines that are essential for professional practice
- ♦ Latest advances in character and story adaptation, taking into account the latest social trends and advances in multimedia formats
- ♦ Practical exercises where the process of self assessment can be used to improve learning
- ♦ Special emphasis on audiovisual script adaptation methodologies
- ♦ Algorithm-based interactive learning system for decision-making in situations that are presented to students in Audiovisual Script Adaptations
- ♦ Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- ♦ Content that is accessible from any fixed or portable device with an Internet connection



Work with the best screenwriters and teaching professionals in this Postgraduate Diploma, that will be highly valuable for your professional profile"

“

This program will help you tell the story you want to create, the way you want to tell it”

It includes in its teaching staff, professionals belonging to the world of Audiovisual Production, who pour their work experience into this program, in addition to recognized specialists belonging to leading societies and prestigious universities.

Its multimedia content, developed using the latest educational technology, will enable contextual and situated learning, i.e., a simulated environment that will provide immersive learning programmed to prepare students for real situations.

This program is designed around Problem-Based Learning, where professionals must try to solve the different professional practice situations that arise throughout the program. For this reason, you will be assisted by an innovative, interactive video system created by renowned and experienced experts in the field of Audiovisual Script Adaptations with extensive experience.

Do not miss the opportunity to enhance your expertise in the Audiovisual Script Adaptations in different formats.

Learn about the latest trends in the entertainment industry and update your knowledge in Audiovisual Screenwriting.



02

Objectives

This Postgraduate Diploma is aimed at professional audiovisual screenwriters, so students can acquire the necessary tools to develop in the field, learning about the latest trends and delving into the issues that are at the forefront of this branch of knowledge. Only with the proper preparation will a scriptwriter be able to capture what they set out for in an audiovisual medium.





“

The online program in Audiovisual Script Adaptations is oriented to professionals, so that they can create scripts at a higher level"



General Objective

- Achieve the necessary knowledge to incorporate the necessary elements for script adaptation according to the type of audiovisual format used in the production, taking into account the construction of the character, the plot, and its analysis in the adaptation process



Develop your skills to become a versatile screenwriter, at the forefront of the latest trends"





Specific Objectives

Module 1. Character Building

- ♦ Know the perspectives from which the character has been analyzed, starting with Aristotle, Russian formalism, structuralism, and the one that affects the psychological aspect, and how all this relates to the narrative and the depth of a character
- ♦ Elaborate the characterization of the characters taking into account Linda Seger's themes, symbols, narrative universes, actions, interpretation of reality, physical appearance, and character-building steps
- ♦ Explore the relationship between protagonist and antagonist considering their similarities, differences, vulnerabilities, external events, the climax and the double self-revelation
- ♦ Study the hero and their journey through the concepts of antihero and victim
- ♦ Understand how character conflict types are developed through the study of single and multiple plots
- ♦ Examine character psychology through the differences between films and literature, and how it is expressed through emotions, thoughts, dialogue, actions, and visual or sound metaphors
- ♦ Analyze the relationship between dialogue and character, explaining the purpose of the dialogue, and the nuances it may take depending on the voices involved, the subtexts they contain and whether or not it is an explanatory dialogue
- ♦ Investigate the link between character and scene, highlighting precedents and the role played in this regard by protagonists and antagonists, Status Quo, desire, motivations, strategies, moods, and emotional, social and spatial relationships
- ♦ Learn the relevance of the audience as protagonist, giving the information of the character in a structured and dosed way, taking into account the parameters of suspense, surprise, anticipations and pulses
- ♦ Assimilate the concepts exposed by Aristotle in his work "The Poetics", understanding especially the meaning of myth and how myth and character are associated to create a mythical character with solvency

Module 2. Creating the Plot

- ♦ Study the basic concepts of plot creation: idea, synopsis, treatment, plot outline and script
- ♦ Analyze the origin and structure of the script taking into account the controlling idea, the premise, the turning point, the climax and the moralizing action
- ♦ Elaborate the plot through narrative fundamentals, information, archetype and synthesis
- ♦ List and systematize plot elements in terms of coherence, verisimilitude, genres, characters, tone, dramatic arc, plots, and treatment
- ♦ Narrow the television plot according to the needs and conditions of mass production
- ♦ Reflect on the paradigms or currents of cinematographic creation in Europe, the United States and other parts of the world
- ♦ Organize time in the narrative through alteration, disorder and fragmentation, making use of audiovisual language resources
- ♦ Projecting dialogues together with the action in the plot according to spaces, description, pace and details
- ♦ Study and create technical, graphic and sound scripts, taking into account their elements and the most appropriate format
- ♦ Know and manage free and proprietary software screenwriting programs to improve productivity and facilitate creation with the tools available





Module 3. Analysis and Adaptations

- ♦ Reflect on the analysis of the stories in terms of controversies, evocations, difficulties and to whom it analyzes
- ♦ Understand and develop the practical elements of analysis: Coverage analysis, cover, commentary, characters and commercial valuation
- ♦ Understand the premises for films and television adaptation, taking into account translation, creativity, method, obstacles, markets, sources, fidelity and perspective
- ♦ Examine and elaborate literary, theatrical and graphic novel adaptations, taking into account their characteristics, interrelation with film, relationship with the audience, meta-writing and understanding the different languages from which each work originates

03

Structure and Content

The structure of the contents has been designed by a team of professionals in Audiovisual Script Adaptations who are conscious of the importance of up-to-date professional development in order to be able to delve into the field of knowledge, through the use of the available tools.



“

This Postgraduate Diploma in Audiovisual Script Adaptations contains the most complete and up to date educational program on the market”

Module 1. Character Building

- 1.1. An Introduction to the Character
 - 1.1.1. Basic Concepts
 - 1.1.1.1. Historical Origin
 - 1.1.1.2. Character and Narratology
 - 1.1.1.3. Formalist Conceptions
 - 1.1.1.4. Structural Conceptions
 - 1.1.2. Psychology of the Character
 - 1.1.2.1. Flat Characters
 - 1.1.2.2. Round Characters
 - 1.1.2.3. Character Sheet
 - 1.1.2.4. Conflict
 - 1.1.2.5. Objective
 - 1.1.2.6. Motivation
 - 1.1.3. Actions
 - 1.1.3.1. Cause and Effect Relationship
 - 1.1.3.2. Self-Disclosure
 - 1.1.3.3. New Balance
 - 1.1.4. Practical Example
- 1.2. Characterization of Characters
 - 1.2.1. Characters and Plot
 - 1.2.1.1. Topics
 - 1.2.1.2. Symbolism
 - 1.2.1.3. Worlds
 - 1.2.1.4. Actions
 - 1.2.1.5. Interpretation of the Screenwriter's World
 - 1.2.2. Characterization of Physical Appearance
 - 1.2.2.1. Characters vs. Person
 - 1.2.2.2. Stereotypes
 - 1.2.3. First Steps to Creating a Character According to Linda Seger
 - 1.2.3.1. Observation and Experience
 - 1.2.3.2. Physical
 - 1.2.3.3. Coherence
 - 1.2.3.4. Attitudes
 - 1.2.3.5. Individualize
 - 1.2.3.6. Diverse Psychology
 - 1.2.4. Practical Example



- 1.3. Protagonist and Antagonist
 - 1.3.1. Similarities
 - 1.3.2. Differences
 - 1.3.3. Vulnerability
 - 1.3.4. External Event
 - 1.3.5. Climax
 - 1.3.6. Double Self-Disclosure
- 1.4. Hero and Its Deviations
 - 1.4.1. Hero's Journey
 - 1.4.2. Antihero
 - 1.4.3. Victim
- 1.5. Character Conflicts
 - 1.5.1. Single Plot
 - 1.5.2. Multiple Plot
 - 1.5.3. Types of Conflicts
- 1.6. Psychology of the Character
 - 1.6.1. Differences Between Film and Literature
 - 1.6.2. Emotions
 - 1.6.3. Thoughts
 - 1.6.4. Dialogues and Monologues
 - 1.6.5. Actions
 - 1.6.6. Visual and Sound Allegories
- 1.7. Dialogue and character
 - 1.7.1. Dialogue Task
 - 1.7.2. Voices
 - 1.7.3. Subtext
 - 1.7.4. Explanatory Dialogue
- 1.8. Character and Scene
 - 1.8.1. Precedents
 - 1.8.2. Protagonist and Antagonist
 - 1.8.2.1. Status Quo
 - 1.8.2.2. Desire
 - 1.8.2.3. Motivations
 - 1.8.2.4. Strategies
 - 1.8.2.5. State of Mind
 - 1.8.2.6. Relationships
 - 1.8.2.6.1. Emotional
 - 1.8.2.6.2. Social
 - 1.8.2.6.3. Spatial

- 1.9. Characters and Information
 - 1.9.1. Protagonist Audience
 - 1.9.2. World History and World Story
 - 1.9.3. Suspense and Surprise
 - 1.9.4. Anticipations and Pulses
- 1.10. Success in the Forging of a Mythical Character
 - 1.10.1. Myth
 - 1.10.2. Sense of the Myth
 - 1.10.3. Aristotle's "The Poetics"

Module 2. Creating the Plot

- 2.1. An Introduction to the Script
 - 2.1.1. Basic Concepts
 - 2.1.1.1. Idea
 - 2.1.1.2. Synopsis
 - 2.1.1.3. Plot
 - 2.1.1.4. Treatment
 - 2.1.1.5. Scale
 - 2.1.1.6. Script
- 2.2. Origin and Structure of the Script
 - 2.2.1. Controlling Idea
 - 2.2.2. Counter Idea
 - 2.2.3. Supposed
 - 2.2.4. Turning Point
 - 2.2.5. Climax
 - 2.2.6. Moralizing Act
- 2.3. Creating the Plot
 - 2.3.1. Narrative Fundamentals
 - 2.3.1.1. Detonator
 - 2.3.1.2. Conflict
 - 2.3.1.3. Twist
 - 2.3.1.4. Resolution
 - 2.3.2. Plot and Information
 - 2.3.3. Archetypal Plot
 - 2.3.4. Synthesis

- 2.4. Elements in the Plot
 - 2.4.1. Coherence
 - 2.4.1.1. Internal
 - 2.4.1.2. External
 - 2.4.2. Likelihood
 - 2.4.3. Genres and Subgenres
 - 2.4.4. Characters
 - 2.4.5. Tone
 - 2.4.6. Dramatic Arch
 - 2.4.7. Plots, Subplots and Conclusions
 - 2.4.8. Treatment
- 2.5. Delimitations of the Television Plot
 - 2.5.1. Film Script Vs. Television Script
 - 2.5.2. Requirements
 - 2.5.3. Types of Writing
 - 2.5.3. Production Constraints
 - 2.5.4. Scale
- 2.6. Two Paradigms: United States and Europe
 - 2.6.1. Currents in the United States
 - 2.6.1.1. Classic
 - 2.6.1.2. Modern
 - 2.6.2. Currents in Europe
 - 2.6.2.1. Neorealism
 - 2.6.2.2. New Wave
 - 2.6.2.3. Dogma
 - 2.6.3. Other Currents
- 2.7. Time in the Story
 - 2.7.1. Alteration
 - 2.7.1.1. Disorder
 - 2.7.1.2. Nuclear fragmentation
 - 2.7.1.3. Resources
 - 2.7.2. Narration, Alteration and Plot
- 2.8. Dialogues and Action
 - 2.8.1. Plot Manifestation
 - 2.8.1.1. Spaces
 - 2.8.1.2. Dialogues
 - 2.8.1.3. Subtext
 - 2.8.1.4. Elements to Avoid
 - 2.8.1.5. Main Line of Action
 - 2.8.1.6. Delimitation of the Scene
 - 2.8.1.7. Description and Action
 - 2.8.1.8. Rhythm and Details
- 2.9. Technical, Graphic and Sound Scripts
 - 2.9.1. Technical Script
 - 2.9.1.1. Components
 - 2.9.1.2. Format
 - 2.9.1.3. Scale
 - 2.9.2. Graphic Script
 - 2.9.2.1. Components
 - 2.9.2.2. Format
 - 2.9.3. Sound Script
 - 2.9.3.1. Components
 - 2.9.3.2. Format
- 2.10. Screenwriting Programs
 - 2.10.1. Features
 - 2.10.1.1. Formats
 - 2.10.1.2. Scales
 - 2.10.1.3. Cards
 - 2.10.1.4. Collaborative Work
 - 2.10.1.5. Productivity
 - 2.10.1.6. Import and Export
 - 2.10.1.7. Online or Desktop Applications
 - 2.10.1.8. Lists and Reports
 - 2.10.1.9. Interaction With Other Programs
 - 2.10.2. Program Examples
 - 2.10.2.1. Free Software
 - 2.10.2.2. Private Software

Module 3. Analysis and Adaptations

- 3.1. Story Analysis
 - 3.1.1. Controversial
 - 3.1.2. Evoke
 - 3.1.3. Difficulties
 - 3.1.4. Analyst
- 3.2. Analysis I Coverage
 - 3.2.1. Analysis Sheet
 - 3.2.2. Examples:
- 3.3. II Analysis: Cover
 - 3.3.1. Cover
 - 3.3.1.1. Idea
 - 3.3.1.2. Synopsis
 - 3.3.1.3. Recommendations
- 3.4. Analysis III: Commentary
 - 3.4.1. Commentary
 - 3.4.1.2. Recommendations
- 3.5. Analysis IV: Characters
 - 3.5.1. Breakdown
 - 3.5.1.1. Characters
 - 3.5.1.2. Recommendations
- 3.6. Analysis V: Commercial Evaluation
 - 3.6.1. Commercial Dimension
 - 3.6.1.1. Development Notes
 - 3.6.1.2. Commercial Evaluation
 - 3.6.1.3. Recommendations
- 3.7. Adaptation to Television and Films
 - 3.7.1. Premises
 - 3.7.2. Translation
 - 3.7.3. Adaptation
 - 3.7.4. Creativity
 - 3.7.4.1. Method
 - 3.7.5. Obstacles
 - 3.7.6. Markets
 - 3.7.7. Sources
 - 3.7.8. Fidelity and Authenticity
 - 3.7.9. Narration and Perspective
- 3.8. Literary Adaptation
 - 3.8.1. Features
 - 3.8.2. Interrelation With Film
 - 3.8.2.1. Similarities
 - 3.8.2.2. Divergences
 - 3.8.3. Generate an Original Moment
 - 3.8.4. Audiovisual and Literary Language
- 3.9. Theatrical Adaptation
 - 3.9.1. Features
 - 3.9.2. Interrelation With Film
 - 3.9.2.1. Similarities
 - 3.9.2.2. Divergences
 - 3.9.3. Relationship with Audience
 - 3.9.4. Theatrical and Filmic Meta-Writing
- 3.10. Adaptation to Comics
 - 3.10.1. Features
 - 3.10.2. Interrelation With Film
 - 3.10.2.1. Similarities
 - 3.10.2.2. Divergences
 - 3.10.3. Ninth Art
 - 3.10.3.1. Sequential
 - 3.10.3.2. Influence
 - 3.10.4. Example

04

Methodology

This academic program offers students a different way of learning. Our methodology uses a cyclical learning approach: **Relearning**.

This teaching system is used, for example, in the most prestigious medical schools in the world, and major publications such as the **New England Journal of Medicine** have considered it to be one of the most effective.



“

Discover Relearning, a system that abandons conventional linear learning, to take you through cyclical teaching systems: a way of learning that has proven to be extremely effective, especially in subjects that require memorization"

Case Study to contextualize all content

Our program offers a revolutionary approach to developing skills and knowledge. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.

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At TECH, you will experience a learning methodology that is shaking the foundations of traditional universities around the world”



You will have access to a learning system based on repetition, with natural and progressive teaching throughout the entire syllabus.



The student will learn, through collaborative activities and real cases, how to solve complex situations in real business environments.

A learning method that is different and innovative

This TECH program is an intensive educational program, created from scratch, which presents the most demanding challenges and decisions in this field, both nationally and internationally. This methodology promotes personal and professional growth, representing a significant step towards success. The case method, a technique that lays the foundation for this content, ensures that the most current economic, social and professional reality is taken into account.

“ *Our program prepares you to face new challenges in uncertain environments and achieve success in your career”*

The case method has been the most widely used learning system among the world's leading business schools for as long as they have existed. The case method was developed in 1912 so that law students would not only learn the law based on theoretical content. It consisted of presenting students with real-life, complex situations for them to make informed decisions and value judgments on how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

What should a professional do in a given situation? This is the question we face in the case method, an action-oriented learning method. Throughout the program, the studies will be presented with multiple real cases. They will have to combine all their knowledge and research, and argue and defend their ideas and decisions.

Relearning Methodology

TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

We enhance the Case Study with the best 100% online teaching method: Relearning.

In 2019, we obtained the best learning results of all online universities in the world.

At TECH, you will learn using a cutting-edge methodology designed to train the executives of the future. This method, at the forefront of international teaching, is called Relearning.

Our university is the only one in the world authorized to employ this successful method. In 2019, we managed to improve our students' overall satisfaction levels (teaching quality, quality of materials, course structure, objectives...) based on the best online university indicators.



In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically.

This methodology has trained more than 650,000 university graduates with unprecedented success in fields as diverse as biochemistry, genetics, surgery, international law, management skills, sports science, philosophy, law, engineering, journalism, history, and financial markets and instruments. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

Relearning will allow you to learn with less effort and better performance, involving you more in your specialization, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation to success.

From the latest scientific evidence in the field of neuroscience, not only do we know how to organize information, ideas, images and memories, but we know that the place and context where we have learned something is fundamental for us to be able to remember it and store it in the hippocampus, to retain it in our long-term memory.

In this way, and in what is called neurocognitive context-dependent e-learning, the different elements in our program are connected to the context where the individual carries out their professional activity.



This program offers the best educational material, prepared with professionals in mind:



Study Material

All teaching material is produced by the specialists who teach the course, specifically for the course, so that the teaching content is highly specific and precise.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.



Classes

There is scientific evidence suggesting that observing third-party experts can be useful.

Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.



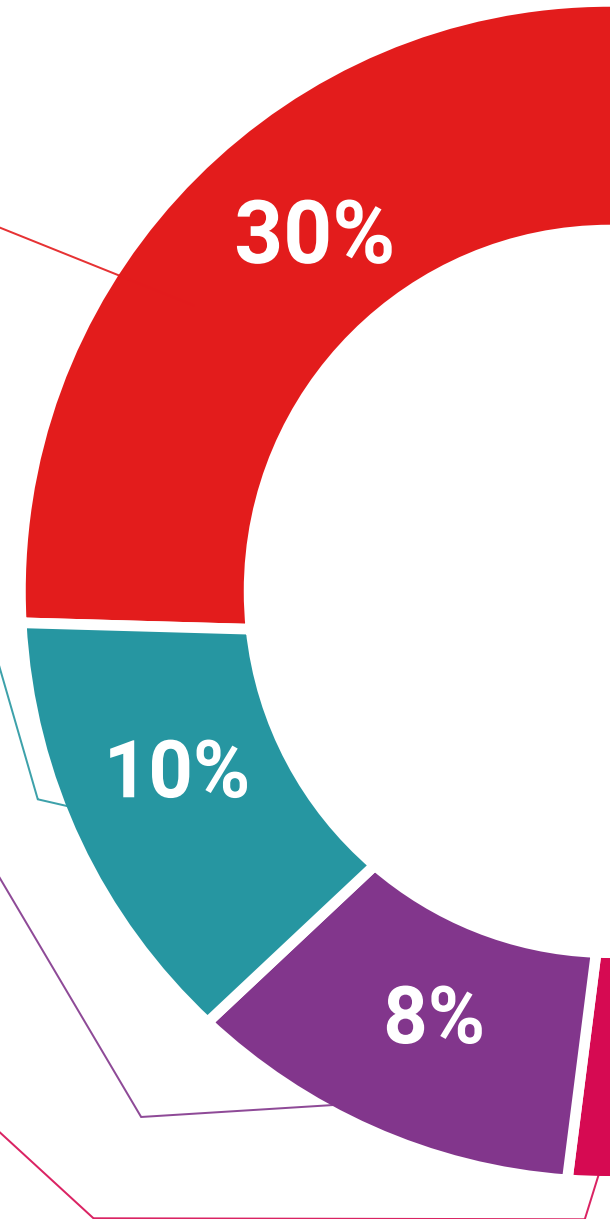
Practising Skills and Abilities

They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization that we are experiencing.



Additional Reading

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.





Case Studies

Students will complete a selection of the best case studies chosen specifically for this program. Cases that are presented, analyzed, and supervised by the best specialists in the world.



Interactive Summaries

The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".



Testing & Retesting

We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises, so that they can see how they are achieving their goals.



05

Certificate

This Postgraduate Diploma in Audiovisual Script Adaptations guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Diploma issued by TECH Global University.



“

Successfully complete this program and receive your university qualification without having to travel or fill out laborious paperwork”

This program will allow you to obtain your **Postgraduate Diploma in Audiovisual Script Adaptations** endorsed by **TECH Global University**, the world's largest online university.

TECH Global University is an official European University publicly recognized by the Government of Andorra ([official bulletin](#)). Andorra is part of the European Higher Education Area (EHEA) since 2003. The EHEA is an initiative promoted by the European Union that aims to organize the international training framework and harmonize the higher education systems of the member countries of this space. The project promotes common values, the implementation of collaborative tools and strengthening its quality assurance mechanisms to enhance collaboration and mobility among students, researchers and academics.

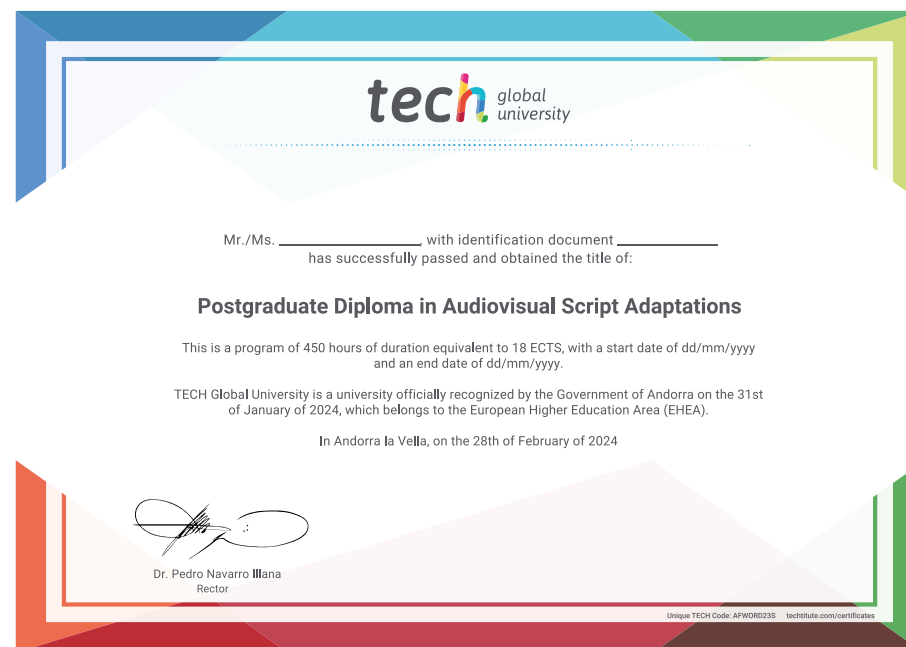
This **TECH Global University** title is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: **Postgraduate Diploma in Audiovisual Script Adaptations**

Modality: **online**

Duration: **6 months**

Accreditation: **18 ECTS**



*Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH Global University will make the necessary arrangements to obtain it, at an additional cost.

future
health confidence people
education information tutors
guarantee accreditation teaching
institutions technology learning
community commitment
personalized service innovation
knowledge present
development language
classroom

tech global
university

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