

SCWR 2220 – FEATURE STORY DEVELOPMENT

COURSE DESCRIPTION: A practicum in feature story development focused on premise viability, structure, character architecture, and long-form narrative design. Students analyze produced films and screenplays while developing original feature treatments intended to carry forward into SCWR 320.

COURSE GOAL: To ensure students can generate a viable feature premise and construct a cohesive long-form narrative grounded in character, escalating conflict, structural clarity, and thematic unity.

REQUIRED READING:

The Tools of Screenwriting by David Howard & Edward Mabley

Assigned reading reinforces structural vocabulary, character development principles, and scene construction, and supports applied structural analysis and assessment.

LEARNING OUTCOMES:

Students will:

- Analyze produced films and screenplays through structural and thematic lenses
- Generate, pitch, and refine feature-length premises
- Design compelling long-form stories demonstrating mastery of:
 - Character and world development
 - Escalating conflict and plot progression
 - Structural clarity and pacing
 - Causality
 - Thematic cohesion
 - Cinematic storytelling with tension, obstacles, subtext, and reversals
 - Engagement in a collaborative writers' room model
- Deliver analytical, constructive critique

COURSE DELIVERABLES:

Students will:

- Write three rough feature treatments
 - 8–10 pages
 - Single spaced
 - Double space between paragraphs
 - Prose format
- Revise and polish two treatments for the signature project
 - 8–12 pages
 - Single spaced
 - Double space between paragraphs
- Select one treatment to carry forward into SCWR 3320
- If introducing a new project in 320, student must adhere to these same guidelines

- The purpose of a treatment
- The narrative components of a strong treatment
- The difference between a treatment and a draft
- Professional treatment formatting standards

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