

SCWR 4428: ADAPTATION: FROM SOURCE TO SCREEN

COURSE DESCRIPTION: Practical experience adapting Intellectual Property (IP) for film and television while examining the creative, legal, and market forces that shape screen adaptations.

COURSE GOAL: To develop students' ability to critically evaluate source material and transform it into compelling, industry-ready screen stories through adaptation.

LEARNING OUTCOMES: Students will:

- Develop critical skills by analyzing existing adaptations alongside their source material.
- Develop a personal strategy to identify, evaluate, and develop adaptable material.
- Understand IP strategy, rights, and the legal considerations of adaptation.
- Adapt narrative material into cinematic stories through character development, story structure, and visual storytelling.
- Reimagine and restructure new adaptation stories for the screen.
- Develop industry-ready pitch materials for adaptation projects.
- Practice giving and receiving constructive feedback in a collaborative writers' room.

COURSE DELIVERABLES: Students will complete:

- **Four Conceptualization Guides** and short pitches based on adaptable source material (e.g., novel, short story, video game, song, stage play, true story). Templates attached.
- **Signature Project:** 25 - 30 pages of an adapted script from another medium:
 - Choose one format: **Feature Film:** First act
Drama Pilot: First two - three acts
Comedy Pilot: Complete pilot
 - **Pitch presentation** to the class
 - **Treatment** or **Step outline** of complete project
 - **Character biographies** for principal characters
 - **One full rewrite** of the script based on notes from the writers' workshop

If the IP is not in the public domain, students must obtain permission from the author or rights holder to adapt the material for educational purposes only. The same permission is required for projects based on true stories or real-life incidents drawn from copyrighted works.

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