



# TECHNICAL UNIVERSITY OF MOMBASA

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SCHOOL OF HUMANITIES AND SOCIAL SCIENCES

DEPARTMENT OF COMMUNICATION STUDIES

**UNIVERSITY EXAMINATION FOR:**

**DIPLOMA IN MASS COMMUNICATION**

**BMC 2305: SCRIPTING FOR SCREEN**

**END OF SEMESTER EXAMINATION**

**SERIES: DECEMBER 2016**

**TIME:2HOURS**

## **Instructions to Candidates**

You should have the following for this examination

-Answer Booklet, examination pass and student ID

This paper consists of **FIVE** questions. Attempt **ALL** questions.

**Do not write on the question paper.**

## **Question ONE**

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- 1) Write screen play for 15 minutes (5mks)
- 2) Your screen play should have of a dominant theme on the following topical issues
  - i. Drug and Alcoholic Abuse
  - ii. Corruption
  - iii. The nexus between politicians and criminals
  - iv. Religion and money
  - v. Education and progress
  - vi. Morality and culture
  - vii. Religion and peace (5mks)
- 3) Submit a soft and hard copies before the end of semester examination season (10mks)
- 4) Include a synopsis of your screen play (10mks)
- 5) The following questions should answered
  - i. who is the protagonist (2mks)
  - ii. What is the protagonist situation at the beginning of the script? (2mks)
  - iii. who is the antagonist (2mks)
  - iv. What event serves as catalyst (2mks)
  - v. What is the protagonists in the end (2mks)

- vi. What is the dramatic action (6mks)
- vii. How is the protagonists action resolved (5mks)
- viii. a) What is the climax? (3mks)  
b) The ending? (2mks)

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# MARKING SCHEME

## SCRIPTING FOR SCREEN

**BMC 2203**

### PROJECT

**Name of student**

**Admission No.-----**

|           |                               | <b>MAX SCORE</b> | <b>ACTUAL SCORE</b> |
|-----------|-------------------------------|------------------|---------------------|
| <b>1</b>  | 15 MINUTES                    | 05 marks         | -----               |
| <b>2</b>  | THEME                         | 05 marks         | .....               |
| <b>3.</b> | SOFT COPY                     | 05 marks         | -----               |
|           | HARD COPY                     | 05 marks         | -----               |
| <b>4.</b> | SYNOPSIS                      | 10 marks         | -----               |
| <b>5.</b> | a) PROTAGONIST SITUATION      | 06 marks         | -----               |
|           | b) SITUATION AT THE BEGINNING | 04 marks         | -----               |
|           | c) ANTAGONIST                 | 06 marks         | -----               |
|           | d) CATALYST                   | 03 marks         | -----               |
|           | e) ANTAGONIST SITUATION(END)  | 06 marks         | -----               |
|           | f) DRAMATIC ACTION            | 05 marks         | -----               |
|           | g) RESOLUTION                 | 05 marks         | -----               |
|           | h) (i) CLIMAX                 | 03 marks         | -----               |
|           | (ii) ENDING                   | 02 marks         | -----               |
|           | <b>TOTAL</b>                  | <b>70</b> marks  | -----               |

TECHNICAL UNIVERSITY OF MOMBASA

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SUBJECT : BMC 2203 – SCRIPTING FOR SCREEN

COURSE PURPOSE : TO EQUIP THE LEARNER WITH BOTH THEORETICAL AND PRACTICAL SKILLS FO WRITING PRODUCTION PLAY

LEARNING OUTCOME : BY THE END OF THE COURSE THE STUDENTS SHOULD BE ABLE TO APPLY THE ELEMENT OF PLO,  
CHARACTER, IDEA, LANGUAGE, MUSIC, IN PLAY WRITING

| WEEK     | TOPIC                      | SUBJECT TOP                | TEACHING RESOURCES                           | LEARNING ACTIVITIES                     |
|----------|----------------------------|----------------------------|--|---|
| ONE      | scripting                  | Terms Abbreviations        | White Board<br>Projector<br>Handouts         | Discussions<br>Writing notes            |
| TWO      |                            | Formats scripture          | White Board<br>Projector<br>Handouts         | Discussions<br>Writing notes            |
| THREE    |                            | Sitcoms                    | White Board<br>Projector                     | Discussions                             |
| FOUR     | Drama scripting            | Plot characterization      | White Board<br>Projector                     | Role play<br>Discussions                |
| FIVE     |                            | Theme                      | White Board<br>Projector                     | Discussion<br>Writing notes             |
| SIX      | Practical                  | Choosing a them            | White Board<br>Projector                     | Role play                               |
| SEVEN    | Screen writing             | Fundamentals               | White Board<br>Projector                     | Discussion<br>Taking notes              |
| EIGHT    |                            | Structure and plot         | Case Study<br>Projector                      | Discussion<br>Role play                 |
| NINE     |                            | Setting<br>dialogue        | Case study<br>Projector                      | Role Play<br>Discussion                 |
| TEN      |                            | Tone<br>Location           | Script<br>Lecture notes                      | Role Play<br>Discussion                 |
| ELEVEN   | Screen play writing        | Story analysis             | White Board<br>Projector<br>Handout          | Play writing<br>Analysis<br>Typesetting |
| TWELVE   | Screen play writing        | Story analysis             | White Board<br>Projector<br>Handout          | Play writing<br>Analysis<br>Typesetting |
| THIRTEEN | Screen play writing        | Story analysis             | White Board<br>Projector<br>Handout          | Play writing<br>Analysis<br>Typesetting |
| FOURTEEN | Screen play writing        | Story analysis             | White Board<br>Projector<br>Handout          | Play writing<br>Analysis<br>Typesetting |
| FIFTEEN  | Story analysis             | Story analysis<br>Critique | Case studies<br>Class projects<br>Protectors | Discussion                              |
| SIXTEEN  | End of Semester<br>project |                            |  | Handing over soft can<br>hard copies    |
|          |                            |                            |  |   |