



PRESIDENCY UNIVERSITY

BENGALURU

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End - Term Examinations – MAY/JUNE 2025

Date: 06-06-2025

Time: 01:00 pm – 04:00 pm

School: SOMS	Program: BA Journalism and Mass Communication	
Course Code: ENG2010	Course Name: Writing for the Screen	
Semester: IV	Max Marks: 100	Weightage: 50%

CO - Levels	C01	C02	C03	C04	C05
Marks	12	16	36	36	

Instructions:

- Read all questions carefully and answer accordingly.
- Do not write anything on the question paper other than roll number.

Part A

Answer ALL the Questions. Each question carries 2marks.

10Q x 2M=20M

1.	Define Television Scripts.	2 Marks	L1	C03
2.	Define collaborative scriptwriting.	2 Marks	L1	C04
3.	What is the function of a "scene heading"?	2 Marks	L1	C02
4.	Mention two digital storyboarding tools.	2 Marks	L1	C03
5.	List two essential elements of a successful pitch for a screenplay.	2 Marks	L2	C04
6.	Describe the concept of "show, don't tell" in screenwriting.	2 Marks	L2	C02
7.	What are some of the defining elements of the thriller genre?	2 Marks	L1	C01
8.	Outline the key considerations for writing action sequences in a screenplay.	2 Marks	L2	C03
9.	Give an example of how setting can function as a character in a screenplay.	2 Marks	L2	C02
10.	Mention two aspects of adapting a play into a screenplay.	2 Marks	L2	C04

Part B

Answer the Questions.

Total Marks 80M

11.	a.	Explain the standard format of a screenplay. Discuss the key elements of a script.	10 Marks	L2	CO 1
Or					
12.	a.	Explain the key stages of script development, from concept creation to the final draft, ready for production.	10 Marks	L2	CO 1
13.	a.	Develop a short script for a scene involving a flashback and write a sample dialogue.	10 Marks	L2	CO 2
Or					
14.	a.	What is linear and non-linear narrative? Write a short scene involving non-linear narrative technique.	10 Marks	L2	CO 2
15.	a.	What is a Storyboard? How does storyboarding enhance storytelling through a script?	10 Marks	L2	CO 3
Or					
16.	a.	Explain at least 5 elements of visual storytelling elements with reference to the script of the short film <i>The Tell Tale Heart</i> .	10 Marks	L2	CO 3
17.	a.	Discuss the challenges involved in adapting a narrative into a screenplay.	10 Marks	L2	CO 4
Or					
18.	a.	Discuss the challenges involved in creating your own screenplay.	10 Marks	L2	CO 4
19.	a.	<p style="text-align: center;">INT. ABANDONED WAREHOUSE – NIGHT</p> <p style="text-align: center;">A single shaft of moonlight pierces through a broken window, illuminating dust motes dancing in the air. The warehouse is vast and silent, filled with rusting machinery and piles of debris.</p> <p style="text-align: center;">MIA (20s, determined, athletic) enters cautiously, a flashlight beam cutting through the darkness. She clutches a worn map in her free hand. Her breath echoes in the cavernous space.</p>	20 Marks	L3	CO 3

	<p>SOUND of dripping water, echoing and unsettling.</p> <p>Mia moves slowly, her flashlight beam sweeping across the machinery. Shadows twist and turn, creating eerie shapes.</p> <p>MIA(to herself, whispering)</p> <p>He said it would be here... the center of the Red Zone.</p> <p>She stops, noticing a set of footprints in the thick dust on the floor. They lead deeper into the warehouse.</p> <p>CLOSE ON: The footprints. They are large and uneven, as if someone was injured or dragging something heavy.</p> <p>Mia hesitates, then follows the footprints, her flashlight beam trembling slightly.</p> <p>SOUND of a metallic scraping from the distance.</p> <p>Mia freezes, her head snapping up. She scans the darkness, her eyes wide with apprehension.</p> <p>The scraping sound comes again, louder this time, followed by a low, guttural GROAN.</p> <p>Mia raises her flashlight, her hand shaking. She moves towards the sound, her footsteps muffled by the dust.</p> <p>She reaches a large, open area. In the center, a FIGURE is hunched over something on the floor. The figure is partially obscured by shadows, but Mia can see it is large and menacing.</p> <p>CLOSE ON: The Figure's hands. They are stained dark and are moving in a strange, rhythmic motion.</p> <p>Mia takes a step forward, her voice trembling.</p> <p>MIA</p> <p>Hey! What are you doing?</p> <p>The Figure slowly turns its head. Its face is hidden in shadow, but its eyes GLOW with an eerie red light.</p> <p>The Figure lets out another guttural GROAN and rises to its full height. It towers over Mia, its form bulky and distorted.</p> <p>Mia gasps, dropping her map. She shines her flashlight on the Figure, revealing...</p> <p>[SCENE END]</p>			
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		Draw a paper storyboard on the basis of a selected portion of this script.			
Or					
20.	a.	<p>EXT. CITY ROOFTOP – NIGHT</p> <p>Rain lashes down, turning the rooftop into a slick, reflective surface. The city lights blur into streaks of color.</p> <p>AVA (20s, agile, determined) stands at the edge, her clothes soaked, her breath coming in ragged gasps. She clutches a small, antique KEY in her hand.</p> <p>Across the rooftop, silhouetted against the storm, stands SILAS (40s, menacing, powerful). He holds a metal CASE.</p> <p>SILAS (shouting over the wind)</p> <p>It's mine, Ava! Give it back!</p> <p>AVA (shaking her head)</p> <p>It doesn't belong to you, Silas.</p> <p>CLOSE ON: The Key in Ava's hand. It's ornate and old, with a serpent's head design.</p> <p>Silas takes a step forward, his hand outstretched.</p> <p>SILAS</p> <p>You don't know what you're doing! You'll unleash it!</p> <p>Ava backs away, closer to the edge. The wind threatens to tear her off the roof.</p> <p>AVA</p> <p>I have to. It's the only way to stop you.</p> <p>Silas lunges.</p> <p>Ava spins around and leaps off the roof.</p> <p>SILENCE for a beat, except for the wind and rain.</p> <p>Then, a metallic CLANG as the Case hits the rooftop, sliding towards the edge.</p> <p>CLOSE ON: The Case. It's open, and empty.</p>	20 Marks	L3	CO 3

		Create a storyboard on the basis of a selected portion of this script.			
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21.	a.	<p>The flickering lantern cast long, dancing shadows on the walls of the ancient chamber. Kakababu traced a gloved finger along the crumbling inscription, his brow furrowed in concentration. Santu peered over his shoulder, trying to decipher the strange symbols.</p> <p>"What does it mean, Kakababu?" Santu asked, his voice echoing in the vast space.</p> <p>Kakababu straightened up, a glint of excitement in his eyes. "It speaks of a hidden passage, Santu. A way to reach the Diamond Caves."</p> <p>Gurung, their local guide, shifted nervously. "Diamond Caves? That is just a legend, sahib. A story to frighten children."</p> <p>Kakababu chuckled, a low, rumbling sound. "Legends often have a grain of truth, Gurung. And I believe this one does." He pointed to a particular symbol, a stylized bird with outstretched wings. "This is our key."</p> <p>As he touched the symbol, a section of the wall slid open with a grinding noise, revealing a dark, narrow passage. A rush of cold air swept out, carrying the scent of dust and decay. Santu gasped, his eyes wide with a mixture of fear and anticipation.</p> <p>"Are you sure about this, Kakababu?" Santu asked.</p> <p>Kakababu smiled, a hint of his old adventurous spirit returning. "Absolutely. After all, what's an adventure without a little risk?" He stepped into the darkness, his lantern casting a feeble beam into the unknown. "Come on, boys. Let's find some diamonds."</p> <p>Write a script on the basis of this narrative, focusing on atmosphere, characters, dialogue, action and visuals.</p>	20 Marks	L3	CO 4
Or					
22.	a.	<p>Develop a complete story concept for a short film (10-15 minutes) of your own. The story concept should include:</p> <ul style="list-style-type: none"> A detailed plot outline, mapped onto Freytag's Triangle/ three act structure, clearly indicating the 	20 Marks	L3	CO 4

		<p>exposition, rising action, climax, falling action, and resolution.</p> <ul style="list-style-type: none">• Once you have developed your story concept, write the first scene (approximately 1-2 pages) of the screenplay. This scene should effectively introduce the main characters, establish the setting, and hint at the central conflict or theme of your film.			
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