



Module Definition Form (MDF)

Module code: MOD010855	Version: 1	Date Amended: 24/Feb/2025
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1. Module Title
Worldbuilding

2a. Module Leader
Timothy Jarvis

2b. School
Cambridge School of the Creative Industries

2c. Faculty
Faculty of Arts, Humanities, Education and Social Sciences

3a. Level
6

3b. Module Type
Standard (fine graded)

4a. Credits
15

4b. Study Hours
150

5. Restrictions			
Type	Module Code	Module Name	Condition
Pre-requisites:	None		
Co-requisites:	None		
Exclusions:	None		
Courses to which this module is restricted:	None		

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

In this module you will develop knowledge and skills necessary for the understanding and creation of fictional worlds, the basis for a range of creative writing, editing, teaching, and reviewing undertakings. The module will explore worldbuilding, the creation of fictional worlds, in historical fiction and in the speculative genres of science fiction, fantasy, and horror.

You will develop a range of worldbuilding skills, including: researching worlds to maintain plausibility, consistency, and verisimilitude; and portraying worlds while avoiding exposition. You will also work on developing your imaginative range. You will delve into the similarities between the worldbuilding techniques and aims of historical fiction, a genre often thought of as broadly 'realist', and the 'non-realist' speculative fiction genres.

On this module, you will study the skills and techniques needed to successfully build worlds for a range of media. You will be asked to consider the ethical issues which arise while trying to create a fictional worlds, whether based in reality or the imagination. You will also be asked to consider the needs of different audiences and different platforms. You will also be expected to engage in primary and secondary research for your work and to reflect on how you incorporate such research into your writing. And you will explore what it means to write within a genre, and whether the lines between genres are clear cut or blurred.

6b. Outline Content

- Building plausible worlds
- Research techniques
- Audiences, platforms and their needs
- Awareness of genre conventions
- The creative and practical processes of effective genre fiction
- Analysis of a range of genre texts
- Traditions of historical fiction and its uses in personal and national narrative
- Working with invented places and invented histories
- Speculative fiction and diversity

6c. Key Texts/Literature

The reading list to support this module is available at: <https://readinglists.aru.ac.uk/>

6d. Specialist Learning Resources

None

7. Learning Outcomes (threshold standards)		
No.	Type	On successful completion of this module the student will be expected to be able to:
1	Knowledge and Understanding	Demonstrate a critical understanding of traditions and genre conventions of historical and speculative fiction
2	Knowledge and Understanding	Demonstrate an awareness of the techniques of worldbuilding and the critical issues that arise when writing in the historical and speculative genres
3	Intellectual, practical, affective and transferrable skills	Research, plan, and write historical and speculative fiction in a range of forms
4	Intellectual, practical, affective and transferrable skills	Reflect critically upon work produced in the course of the module, evaluating skills, knowledge, and creative development

8a. Module Occurrence to which this MDF Refers				
Year	Occurrence	Period	Location	Mode of Delivery
2026/7	ZZF	Template For Face To Face Learning Delivery		Face to Face

8b. Learning Activities for the above Module Occurrence			
Learning Activities	Hours	Learning Outcomes	Details of Duration, frequency and other comments
Lectures	0	N/A	N/A
Other teacher managed learning	24	1-4	2 hours per week for 2 weeks
Student managed learning	126	1-4	Weekly work reading, researching, selecting, editing, reflecting, developing, and writing.
TOTAL:	150		

9. Assessment for the above Module Occurrence					
Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
010	Coursework	1-4	100 (%)	Fine Grade	30 (%)
3,000-word coursework, including portfolio of fiction (approx. 2,000 words) and critical reflection (approx. 1,000 words)					

In order to pass this module, students are required to achieve an overall mark of 40% (for modules at levels 3, 4, 5 and 6) or 50% (for modules at level 7*).

In addition, students are required to:

- (a) achieve the qualifying mark for each element of fine graded assessment as specified above**
- (b) pass any pass/fail elements**

[* the pass mark of 50% applies for all module occurrences from the academic year 2024/25 – see Section 3a of this MDF to check the level of the module and Section 8a of this MDF to check the academic year]