IDENTIFICATION DETAILS

Degree: Expert Technical Artist (UFV-Awarded Title associated with the Video Game Creation)

Faculty/School: Communication Science

Course:

Type: Compulsory Internal
ECTS credits: 3

Year: 2
Code: 46115

Teaching period: Third semester

Teaching type: Classroom-based

Language: English

Total number of student study hours: 75

Teaching staff
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SUBJECT DESCRIPTION

In this course, students will learn about the procedural creation of content for their game, the possibilities, and the problems of using such technique.

GOAL

The student must be able to generate procedural content in his videogames projects.

PRIOR KNOWLEDGE
- Basic programming knowledge.
- Basic use of development environments.

COURSE SYLLABUS

CHAPTER 1: Introduction
CHAPTER 2: Objects
CHAPTER 3: Art
CHAPTER 4: Levels
CHAPTER 5: Narrative
CHAPTER 6: Music

EDUCATION ACTIVITIES

PARTICIPATORY MAGISTRAL LESSON: Unlike the classical masterclass, in which the weight of teaching falls on the teacher, in the masterful lesson participatory we seek that the student moves from a passive attitude to an active, favoring their participation. For this, it is necessary for the teacher to make a good structuring of the content, to have clarity of exposition and to be able to maintain the attention and interest of the student.

AUTONOMOUS WORK. In this methodology the student takes the initiative with or without the help of others (teachers, peers, tutors, mentors). It is the student who diagnoses their learning needs, formulates their learning goals, identifies the resources they need to learn, chooses and implements appropriate learning strategies, and evaluates the results of their learning. The teacher thus becomes the guide, the facilitator and in a source of information that collaborates in that autonomous work. This methodology will be of special interest for the development of competences related to research.

TUTORIAL ACTION SYSTEM: which includes interviews, discussion groups, self-reports and tutorial follow-up reports.

RESEARCH: Search of information from various sources and documents, analysis and synthesis of data and development of conclusions.

DISTRIBUTION OF WORK TIME

<table>
<thead>
<tr>
<th>CLASSROOM-BASED ACTIVITY</th>
<th>INDEPENDENT STUDY/OUT-OF-CLASSROOM ACTIVITY</th>
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<tbody>
<tr>
<td>30 hours</td>
<td>45 hours</td>
</tr>
<tr>
<td>Expositive and participative classroom 10h</td>
<td>Individual or group tasks 21h</td>
</tr>
<tr>
<td>Evaluation 2h</td>
<td>Theoretical/practical study 17h</td>
</tr>
<tr>
<td>Lab practice 10h</td>
<td>Virtual network tasks 7h</td>
</tr>
<tr>
<td>Study and problem resolution 8h</td>
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SKILLS

LEARNING RESULTS

Student generates procedural content for his game.

LEARNING APPRAISAL SYSTEM
Ordinary evaluation is done using continuous evaluation system. Each student must accomplish the following:
- Achieve at least a 5 over 10 in all the qualification items to pass.
- Attendance must be over 80%.

Qualification item:
- Individual tasks and exercises: 90%
- Lab work: 10%, if attendance is under 80% this item will be qualified as 0.

Extraordinary evaluation:
- Delivery and defense of all ordinary evaluation tasks and exercises below 5.

BIBLIOGRAPHY AND OTHER RESOURCES

Basic

Procedural Content Generation for Unity Game Development; Watkins, R.; Packt (2016)
Procedural Content Generation in Games; Shaker, N., Togelius, J., Nelson, M.J.; Springer (2016)