

Teaching guide

IDENTIFICATION DETAILS

Degree:	Design		
Field of Knowledge:	Arts and Humanities		
Faculty/School:	Communication Science		
Course:			
Type:	Optional	ECTS credits:	6
Year:	4	Code:	1568
Teaching period:	Seventh semester		
Area:	Production		
Module:	Technological Design Tools		
Teaching type:	Classroom-based		
Language:	Spanish		
Total number of student study hours:	150		

SUBJECT DESCRIPTION

This course presents different production techniques and postproduction techniques applied to film, video and videogames.

SKILLS

Basic Skills

Students must have demonstrated knowledge and understanding in an area of study that is founded on general secondary education. Moreover, the area of study is typically at a level that includes certain aspects implying

knowledge at the forefront of its field of study, albeit supported by advanced textbooks

Students must be able to apply their knowledge to their work or vocation in a professional manner and possess skills that can typically be demonstrated by coming up with and sustaining arguments and solving problems within their field of study

Students must have the ability to gather and interpret relevant data (usually within their field of study) in order to make judgments that include reflections on pertinent social, scientific or ethical issues

Students must be able to convey information, ideas, problems and solutions to both an expert and non-expert audience

Students must have developed the learning skills needed to undertake further study with a high degree of independence

General Skills

To form designers capable of working in the experimental field, using basic aesthetic tools, such as drawing and colour treatment, along with the latest technological tools applied to graphic design, audio-visual design, space design and other techniques specific to this field.

To nurture and develop an intellectually curious professional capable of avoiding plain thought and aspiring to improve modern culture by conveying values founded on the search for the truth, good and beauty.

Specific skills

To master suitable presentation techniques and acquire 2D and 3D representation techniques.

To acquire an ability for the synthesis and integration of knowledge: becoming familiar with system integration strategies.

To be familiar with the possibilities offered by computers and know how to use the pertinent applications.

To acquire an ability to obtain relevant data and details on production.

To adopt an attitude of curiosity above and beyond practical first perceptions.

To acquire the ability to communicate effectively.

To gain a critical understanding of the pre-formative dimension and social impact of design.

To develop interpersonal skills and awareness of one's own resources and capabilities.

To gain basic physiological knowledge of visual perception and its implications for visual communication.

DISTRIBUTION OF WORK TIME

CLASSROOM-BASED ACTIVITY	INDEPENDENT STUDY/OUT-OF-CLASSROOM ACTIVITY
60 hours	90 hours