

Teaching guide

IDENTIFICATION DETAILS

Degree:	Audiovisual Communication		
Field of Knowledge:	Social and Legal Science		
Faculty/School:	Communication Science		
Course:	APPLIED TECHNIQUES IN THE PERFORMING ARTS		
Type:	Optional	ECTS credits:	3
Year:	4	Code:	1860
Teaching period:	Eighth semester		
Area:	Creativity and Audio-visual Communication		
Module:	Audiovisual narrative and creation processes (skills)		
Teaching type:	Classroom-based		
Language:	Spanish		
Total number of student study hours:	75		

SUBJECT DESCRIPTION

On this course students learn how to assist the performing arts with digital postproduction.

The objective is for them to discover today's digital tools and the proper workflow with which to obtain quality post-produced audiovisual material for broadcast, always seeking the highest quality, but also establishing appropriate workflows within economically and temporally feasible production times and ensuring process agility.

SKILLS

Basic / general / cross 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

To acquire capacity for problem-solving and decision-making both professionally and intellectually.

To master the general techniques and processes for making, directing, producing and managing audio-visual production and designing programmes applicable to averagely complex audio-visual and multimedia productions, applying the suitable technical, artistic and informative procedures.

To be able to prepare audio-visual or multimedia scripts without a high degree of specialisation.

To be able to design simple or averagely complex audio-visual productions and post-productions.

To be able to conduct studies and analyses on audio-visual productions and programmes related to the handling of documentary sources, data and documentation applied to communication processes.

Specific skills

To develop the ability to prepare content in different formats (fiction, documentaries, entertainment, etc.) and media (film, video, radio, television and multimedia).

To gain theoretical and practical knowledge to create, plan, manage and develop audio-visual projects in the stages of pre-production, production and post-production in various formats: film, radio, television, interactive digital or multimedia.

To develop criteria for problem-solving and decision-making both professionally and personally.

To acquire an ability to direct actors, presenters and artists in audio-visual fiction productions.

To design and conceive the aesthetic presentation and staging of an audio-visual work, programme or product.

DISTRIBUTION OF WORK TIME

CLASSROOM-BASED ACTIVITY	INDEPENDENT STUDY/OUT-OF-CLASSROOM ACTIVITY
30 hours	45 hours