

# Teaching guide

## IDENTIFICATION DETAILS

Degree:	Videogame Creation and Narration		
Field of Knowledge:	Social and Legal Science		
Faculty/School:	Communication Science		
Course:	FUNDAMENTALS OF VIDEO GAME AESTHETICS		
Type:	Compulsory	ECTS credits:	6
Year:	1	Code:	4647
Teaching period:	First semester		
Area:	Artistic Expression		
Module:	Processes of Creation and Digital Expression		
Teaching type:	Classroom-based		
Language:	Spanish		
Total number of student study hours:	150		

## SUBJECT DESCRIPTION

La asignatura contribuye al conjunto del plan de estudios sentando las bases de la concepción artística del videojuego. Se muestra la capacidad del arte para transformar el mundo a través de la reflexión y de la construcción del mensaje.

## 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

Ability to express oneself fluently and effectively to convey messages and information both in academic and work environments.

## Specific skills

Capacity to develop the perseverance necessary to resolve the difficulties inherent in the production of a videogame.

Capacity to use specific software to perform graphic work.

## DISTRIBUTION OF WORK TIME

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