Teaching guide

IDENTIFICATION DETAILS

Degree:	Videogame Creation and Narration

Field of Knowledge:	Social and Legal Science

Faculty/School:	Communication Science

Course:	INTRODUCTION TO UNIVERSITY STUDIES

Type:	Basic Training	ECTS credits:	6

Year:	1	Code:	4648

Teaching period:	First-Second semester

Area:	Anthropology

Module:	Foundations for a Theory of Videogames

Teaching type:	Classroom-based

Language:	Spanish

Total number of student study hours:	150

SUBJECT DESCRIPTION

La asignatura puede entenderse también, desde otro punto de vista, como una *iniciación a la vida adulta* desde una perspectiva universitaria, es decir, desde un **liderazgo profesional** de especial relevancia en la vida social. En el contexto del Grado en Creación y Narración de Videojuegos y de las Humanidades, la asignatura ayudará a distinguir al alumno entre las preguntas técnicas (los cómos) y las humanísticas (qué, para qué, por qué), y cómo las primeras sin las últimas carecen de sentido, y las últimas sin las primeras son irrealizables.

También pretende que el alumno adquiera una **sensibilidad intelectual crítica** que le lleve no sólo a ahondar en cada una de las materias que curse, sino también a plantearse las preguntas últimas y límites que subyacen en cada saber y en cada técnica.

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

Capacity to discover and take active part in university culture: community quest for knowledge, sensitivity to theory and creative action, personal and social leadership.

Capacity to acquire critical, analytical, synthetic, reflective, theoretical and practical thought with a view to understanding, analysing, interpreting and rigorously and independently summing up the sphere of videogames from a multidisciplinary standpoint.

Capacity to consider and respond creatively to essential questions regarding the whys and wherefores and the consequences of human, social, political and economic events.

Specific skills

Capacity to recognise the philosophical foundations that have influenced works of literature and film in the creation of imaginary worlds.

Capacity to discover the anthropology implicit in all human actions and sciences and to analyse it critically: What concept of humankind underlies different theories and what are its practical, personal and social implications?

DISTRIBUTION OF WORK TIME

CLASSROOM-BASED ACTIVITY	INDEPENDENT STUDY/OUT-OF-CLASSROOM

	ACTIVITY
60 hours	90 hours