

Teaching guide

IDENTIFICATION DETAILS

Degree:	Videogame Creation and Narration		
Field of Knowledge:	Social and Legal Science		
Faculty/School:	Communication Science		
Course:	PHILOSOPHICAL BASICS OF FANTASY AND SCIENCE FICTION		
Type:	Basic Training	ECTS credits:	6
Year:	1	Code:	4653
Teaching period:	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

Esta asignatura se integra junto con otras del grado en la Materia de Antropología. El objetivo de esta materia es proporcionar al alumno un conocimiento integral del hombre y de sus anhelos más profundos desde una doble perspectiva: la antropológica y la ética. Este aprendizaje dará al alumno las claves sobre las pautas de comportamiento de los usuarios en los mapas virtuales de juego y de su relación con la realidad que se le presenta. Los alumnos también obtendrán formación sobre las bases filosóficas que asientan la fantasía y la ciencia ficción, que les ayudará a emular historias en paisajes imaginarios. En este sentido, se incluye formación sobre cómo las obras de los autores de videojuegos más representativos han configurado la imaginación de mundos de juego. Además, el alumno aprenderá a poner en valor la formación universitaria como medio para

impulsar la búsqueda comunitaria del saber, la sensibilidad hacia la teoría y su aplicación práctica en el ejercicio profesional, al mismo tiempo que comprenderá la importancia de adquirir un compromiso ético en el desarrollo responsable de su actividad.

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 discover the dialogical dimension of reality as a path to personal fulfilment and to embrace transcendence as the cornerstone of being and its meaning in our own lives.

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?

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DISTRIBUTION OF WORK TIME

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