

Teaching guide

IDENTIFICATION DETAILS

Degree:	Videogame Creation and Narration		
Field of Knowledge:	Social and Legal Science		
Faculty/School:	Communication Science		
Course:	CONCEPTUAL REPRESENTATION		
Type:	Compulsory	ECTS credits:	3
Year:	1	Code:	4655
Teaching period:	Second semester		
Area:	Artistic Expression		
Module:	Processes of Creation and Digital Expression		
Teaching type:	Classroom-based		
Language:	Spanish		
Total number of student study hours:	75		

SUBJECT DESCRIPTION

En esta asignatura se enseñarán los procesos básicos para el diseño conceptual de personajes, al mismo tiempo que se profundizará en el uso de las herramientas de dibujo infográfico.

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 master information and communication technologies and to apply them in the videogame industry.

Specific skills

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

Capacity to manage graphic media and awareness of their utility in the graphic environment 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
30 hours	45 hours