UFV
Teaching guide

IDENTIFICATION DETAILS

Degree:	Videogame Creation and Narration

Field of Knowledge:	Social and Legal Science

Faculty/School:	Communication Science

Course:	THEORY OF VIDEO GAMES

Type:	Basic Training	ECTS credits:	6

Year:	2	Code:	4657

Teaching period:	Third semester

Area:	Communication

Module:	Foundations for a Theory of Videogames

Teaching type:	Classroom-based

Language:	Spanish

Total number of student study hours:	150

SUBJECT DESCRIPTION

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 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 form part of a multidisciplinary group with common objectives while fostering analysis and pooling different approaches.

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

Specific skills

Capacity to understand the history and development of videogames and to identify the main trends and driving forces in interactive digital leisure.

Capacity to understand the interactions and channels of communication established among communities of videogames players through networks and their influence on the videogame industry.

Capacity to understand the sociological context and behavioural trends of players in a global industry with a view to creating successful culture-specific works.

Capacity to convey cultural diversity in digital leisure media through the creation of meeting points for people or social groups from different countries and cultures.

DISTRIBUTION OF WORK TIME

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

	ACTIVITY
60 hours	90 hours