

Teaching guide

IDENTIFICATION DETAILS

Degree:	Videogame Creation and Narration		
Field of Knowledge:	Social and Legal Science		
Faculty/School:	Communication Science		
Course:	INTELLECTUAL PROPERTY AND AUTHORS' RIGHTS		
Type:	Basic Training	ECTS credits:	6
Year:	2	Code:	4665
Teaching period:	Fourth semester		
Area:	Law		
Module:	Organisation and Production of Videogames		
Teaching type:	Classroom-based		
Language:	Spanish		
Total number of student study hours:	150		

SUBJECT DESCRIPTION

La asignatura es inicialmente una introducción a los elementos básicos del Derecho. Posteriormente se conoce el significado y contenido de la Propiedad Intelectual y el Derecho de autor de forma general con especial atención a los conceptos básicos. Tras el conocimiento de estos contenidos se procede a concretar de forma detallada el contenido jurídico del videojuego en todos sus elementos y la protección de la autoría, tanto a nivel nacional como internacional.

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 for criticism and self-criticism with regard to analysis of social reality, to respect for and defence of Human Rights and to ethical commitment through responsible professional practice.

Specific skills

Capacity to understand and master the videogame industry's panorama of legal protection and to understand questions and challenges regarding intellectual property and copyright.

Capacidad para tener una visión amplia del derecho de autor en el entorno digital y sus desafíos en el ámbito de la industria del videojuego.

DISTRIBUTION OF WORK TIME

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