

Teaching guide

IDENTIFICATION DETAILS

Degree:	Videogame Creation and Narration		
Field of Knowledge:	Social and Legal Science		
Faculty/School:	Communication Science		
Course:	WESTERN HISTORY		
Type:	Compulsory	ECTS credits:	6
Year:	3	Code:	4670
Teaching period:	Fifth-Sixth semester		
Area:	History		
Module:	Foundations for a Theory of Videogames		
Teaching type:	Classroom-based		
Language:	Spanish		
Total number of student study hours:	150		

SUBJECT DESCRIPTION

Esta materia incluye la adquisición de los conocimientos necesarios para buscar, tratar y procesar fuentes documentales, dotando así de herramientas útiles para su carrera profesional a los estudiantes de CREACIÓN Y NARRACIÓN DE VIDEOJUEGOS. Dentro del objetivo de la UFV de formar personas capaces de mejorar el mundo, se hace necesaria en la formación histórica de sus estudiantes el conocimiento sobre los acontecimientos y protagonistas fundamentales de la cultura y el pensamiento occidental, vinculándolos con los aspectos histórico-económicos y el papel de las creencias religiosas en la historia de Occidente, para ayudarles a desarrollar su actividad con mayor perspectiva.

Se trata de una aproximación global a la historia cultural de Occidente, desde las primeras civilizaciones hasta nuestros días, analizando y relacionando por etapas los elementos clave que van desde la política a la economía, pasando por la religión, sociedad, pensamiento, derecho, arte o literatura. A partir de este planteamiento, el objetivo es lograr que el estudiante interiorice el proceso seguido en la evolución del mundo occidental, en una

lucha constante de búsqueda de la verdad y el bien, como camino para conseguir la libertad del hombre. De esta manera le será posible entender la sociedad en que vivimos, de modo que pueda dotarse del criterio necesario que le permita tomar decisiones en el ámbito profesional, sabiendo su incidencia en el mundo actual.

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 understand the result of the relation between human thought and human action in the history of the Western world.

Specific skills

Ability to manage different documentary sources with which to create credible interactive digital leisure products.

DISTRIBUTION OF WORK TIME

CLASSROOM-BASED ACTIVITY

INDEPENDENT STUDY/OUT-OF-CLASSROOM ACTIVITY

60 hours	90 hours
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