

IDENTIFICATION DETAILS

Degree:	Videogame Creation and Narration		
Field of Knowledge:	Social and Legal Science		
Faculty/School:	Communication Science		
Course:	NARRATION IN VIDEOGAMES II		
Type:	Compulsory	ECTS credits:	6
Year:	3	Code:	4671
Teaching period:	Fifth 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

para tener en cuenta su elemento diferenciador: el jugador.

La materia de Comunicación integra la formación necesaria para conocer, comprender, analizar y sintetizar el concepto del videojuego como nueva forma de interacción social y de participación popular. Así, los alumnos recibirán formación en la teoría del videojuego, los principales impulsores del medio y las corrientes específicas del objeto de estudio. Además, analizarán y obtendrán una visión global sobre los medios de comunicación establecidos para los usuarios y las redes de conexión y colaboración generadas por las propias comunidades de jugadores, donde se analizará cómo se comportan los usuarios, cómo interaccionan y cómo se distribuye la información de estos colectivos.

Esta materia incluye necesariamente formación en narración para videojuegos como parte fundamental del concepto, en cuanto a la construcción narrativa del objeto de estudio y en cuanto a la utilización y las interacciones que la sociedad hace de las historias que se generan, para lo cual también se estudiarán las influencias

establecidas con otras disciplinas como la literatura y el cine. La materia incorpora también formación en técnicas de composición y estructura a través de secuencias cinemáticas no interactivas para videojuegos orientadas a suministrar información relativa al sistema de juego y a la historia. Para motivar la capacidad creativa de los alumnos, la materia incluye asignaturas de técnicas de pensamiento creativo.

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.

Specific skills

Capacity to understand the essentials of specific videogame narrative and its expression in digital media.

Capacity to identify the main trends and creations in literature and film as manifestations of Western culture and their influence on videogames.

Capacity to develop and practice techniques that encourage creativity and the development of new ideas and concepts.

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

DISTRIBUTION OF WORK TIME

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