

# Teaching guide

## IDENTIFICATION DETAILS

Degree:	Videogame Creation and Narration		
Field of Knowledge:	Social and Legal Science		
Faculty/School:	Communication Science		
Course:	ETHICS AND RESPONSIBLE USE OF VIDEOGAMES		
Type:	Compulsory	ECTS credits:	6
Year:	3	Code:	4673
Teaching period:	Fifth-Sixth semester		
Area:	Anthropology		
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 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.

Capacity to discover the dialogical dimension of reality as a path to personal fulfilment and to embrace transcendence as the cornerstone of being and its meaning in our own lives.

### Specific skills

Capacity to discover the anthropology implicit in all human actions and sciences and to analyse it critically: What concept of humankind underlies different theories and what are its practical, personal and social implications?

Capacity to guarantee responsible use of videogames through practice of the profession.

### DISTRIBUTION OF WORK TIME

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