

# Teaching guide

## IDENTIFICATION DETAILS

Degree:	Videogame Creation and Narration		
Field of Knowledge:	Social and Legal Science		
Faculty/School:	Communication Science		
Course:	DIGITAL POST-PRODUCTION		
Type:	Compulsory	ECTS credits:	6
Year:	4	Code:	4675
Teaching period:	Seventh 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

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## 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
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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.

Ability to master information and communication technologies and to apply them in the videogame industry.

### **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 master the essentials of postproduction and montage of image and sound.

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