Teaching guide

IDENTIFICATION DETAILS

Degree:	Videogame Creation and Narration

Field of Knowledge:	Social and Legal Science

Faculty/School:	Communication Science

Course:	DIGITAL SOUND

Type:	Compulsory	ECTS credits:	3

Year:	4	Code:	4677

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:	75

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

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

Conocer los procesos de grabación, producción y postproducción sonora aplicada a videojuegos

DISTRIBUTION OF WORK TIME

CLASSROOM-BASED ACTIVITY	INDEPENDENT STUDY/OUT-OF-CLASSROOM ACTIVITY
30 hours	45 hours