

# Teaching guide

## IDENTIFICATION DETAILS

Degree:	Videogame Creation and Narration		
Field of Knowledge:	Social and Legal Science		
Faculty/School:	Communication Science		
Course:	INTRODUCTION TO BASIC THEOLOGY: MAN AND THE QUESTION OF GOD		
Type:	Compulsory	ECTS credits:	6
Year:	4	Code:	4678
Teaching period:	Seventh-Eighth 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

El fin que se persigue es la apertura del alumno al diálogo con la filosofía y la teología, planteándose las preguntas fundamentales acerca del destino y el sentido del ser humano y desarrollando una capacidad crítica. El objetivo es analizar la cuestión última del sentido de la existencia, en relación con su propia vida, y plantear la posibilidad y la adecuación de la revelación cristiana.

## 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 consider and respond creatively to essential questions regarding the whys and wherefores and the consequences of human, social, political and economic events.

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 recognise the philosophical foundations that have influenced works of literature and film in the creation of imaginary worlds.

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?

## **DISTRIBUTION OF WORK TIME**

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