

Teaching guide

IDENTIFICATION DETAILS

Degree:	Videogame Creation and Narration		
Field of Knowledge:	Social and Legal Science		
Faculty/School:	Communication Science		
Course:	GAMING AND USE OF VIDEOGAMES IN BUSINESS ENVIRONMENTS		
Type:	Compulsory	ECTS credits:	6
Year:	4	Code:	4679
Teaching period:	Seventh semester		
Area:	Company		
Module:	Organisation and Production 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

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 sum up and interrelate the knowledge acquired during the degree with a view to apply it to a specific project in a documented, consistent manner.

Capacity to form part of a multidisciplinary group with common objectives while fostering analysis and pooling different approaches.

Specific skills

Capacity to make use of the educational potential of videogames as a means of learning contents and acquiring skills.

Capacity to understand the structure, operation, management and promotion of a company in the interactive digital leisure sector.

Capacity to develop game systems prototypes and the methods for their commercial presentation.

DISTRIBUTION OF WORK TIME

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