

# Teaching guide

## IDENTIFICATION DETAILS

Degree:	Videogame Creation and Narration		
Field of Knowledge:	Social and Legal Science		
Faculty/School:	Communication Science		
Course:	WORK PLACEMENTS		
Type:	Curricular Internships	ECTS credits:	6
Year:	4	Code:	4681
Teaching period:	Seventh-Eighth semester		
Area:	Work placement		
Module:	End-of-Degree Project and Work Placement		
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 form part of a multidisciplinary group with common objectives while fostering analysis and pooling different approaches.

Ability to express oneself fluently and effectively to convey messages and information both in academic and work environments.

Ability to set out reasoned ideas through argumentation and rhetoric using any means of expression and particularly specific interactive digital leisure resources.

### Specific skills

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

Capacity to design, plan and produce interactive digital leisure products, with the option of collaborating and/or managing one's own projects.

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

### DISTRIBUTION OF WORK TIME

CLASSROOM-BASED ACTIVITY	INDEPENDENT STUDY/OUT-OF-CLASSROOM ACTIVITY
4 hours	146 hours