

Teaching guide

IDENTIFICATION DETAILS

Degree:	Degree in Video Game Design		
Field of Knowledge:	Social and Legal Sciences		
Faculty/School:	Communication Sciences		
Course:	END-OF-DEGREE PROJECT		
Type:	Degree Project	ECTS credits:	12
Year:	4	Code:	4682
Teaching period:	Seventth-Eighth Semester		
Subject:	Final Degree Project		
Module:	Final Degree Project and External Internship		
Teaching type:	Classroom-based		
Language:	Spanish		
Total number of student study hours:	300		

SUBJECT DESCRIPTION

Final degree project chosen by the student on one of the aspects addressed in the degree, which should be a synthesis of the concepts, abilities and abilities acquired during the degree.

GOAL

The Final Degree Project (TFG) is a conclusion of the student's learning process in their undergraduate studies. The student will demonstrate the acquisition of competencies through the design and development of a TFG report in which he will propose a series of activities focused on one of the lines of research offered (design and narrative, arts or development) that will lead to the generation of a TFG memory that meets the standards of systematicity

and quality required by the scientific and professional community in the field of video games. In this final report of TFG, which is individually presented, the student will define both the applied research profile and the object of study of their work, for which they will carry out the activities required (with specific competencies) of the chosen line of research.

PRIOR KNOWLEDGE

It is necessary to have passed all the subjects in the call in which you intend to defend the TFG because it is necessary to use the knowledge acquired in this work.

COURSE SYLLABUS

Throughout the course, a TFG report will be written, consisting of the development of an original research work (with potential application in real professional projects), which will be characterized by intensive monitoring through monitoring, evaluation and individual monitoring by the TFG Tutor.

The work must stick to one of the proposed lines of research:

DESIGN AND NARRATIVE
DEVELOPMENT AND PROGRAMMING
ART

The student will delve into the chosen object of study, with the greatest possible rigor. This involves bibliographic and documentary review, and will demonstrate a capacity for design, analysis, synthesis, implementation and argumentation/justification.

EDUCATION ACTIVITIES

AUTONOMOUS WORK. In this methodology, the student takes the initiative with or without the help of others (teachers, classmates, tutors, mentors). It is the student who diagnoses their learning needs, formulates their learning goals, identifies the resources they need to learn, chooses and implements appropriate learning strategies and evaluates their learning outcomes. The teacher thus becomes the guide, the facilitator and a source of information that collaborates in this autonomous work. This methodology will be of special interest for the development of research-related competencies.

TUTORIAL ACTION SYSTEM: which includes interviews, discussion groups, self-reports and tutorial follow-up reports.

RESEARCH: Search for information from various sources and documents, analysis and synthesis of data and development of conclusions.

DISTRIBUTION OF WORK TIME

TEACHER-LED TRAINING ACTIVITIES	INDIVIDUAL WORK
14 Horas	286 Horas

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

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 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.

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 argumentative and rhetoric using any means of expression and particularly specific interactive digital leisure resources.

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 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.

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 argumentative and rhetoric using any means of expression and

particularly specific interactive digital leisure resources.

Specific skills

Ability to conceive, plan and create digital interactive leisure products, with the possibility of collaborating and/or directing own projects.

Ability to define research topics that can contribute to the knowledge of video games and to adequately present the results.

Ability to develop the perseverance necessary to solve the difficulties inherent in the production of a video game.

LEARNING RESULTS

Development of the written text corresponding to the TFG

Oral defense of the Final Degree Project

LEARNING APPRAISAL SYSTEM

Delivery and defense of the Final Degree Project: 100%

ETHICAL AND RESPONSIBLE USE OF ARTIFICIAL INTELLIGENCE

1.- The use of any Artificial Intelligence (AI) system or service shall be determined by the lecturer, and may only be used in the manner and under the conditions indicated by them. In all cases, its use must comply with the following principles:

a) The use of AI systems or services must be accompanied by critical reflection on the part of the student regarding their impact and/or limitations in the development of the assigned task or project.

b) The selection of AI systems or services must be justified, explaining their advantages over other tools or methods of obtaining information. The chosen model and the version of AI used must be described in as much detail as possible.

c) The student must appropriately cite the use of AI systems or services, specifying the parts of the work where they were used and describing the creative process followed. The use of citation formats and usage examples may be consulted on the Library website(https://www.ufv.es/gestion-de-la-informacion_biblioteca/).

d) The results obtained through AI systems or services must always be verified. As the author, the student is responsible for their work and for the legitimacy of the sources used.

2.- In all cases, the use of AI systems or services must always respect the principles of responsible and ethical use upheld by the university, as outlined in the [Guide for the Responsible Use of Artificial Intelligence in Studies at UFV](#). Additionally, the lecturer may request other types of individual commitments from the student when deemed necessary.

3.- Without prejudice to the above, in cases of doubt regarding the ethical and responsible use of any AI system or service, the lecturer may require an oral presentation of any assignment or partial submission. This oral evaluation shall take precedence over any other form of assessment outlined in the Teaching Guide. In this oral defense, the student must demonstrate knowledge of the subject, justify their decisions, and explain the development of their work.

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BIBLIOGRAPHY AND OTHER RESOURCES

Basic

Not applicable.,
