

Teaching guide

IDENTIFICATION DETAILS

Degree:	Videogame Creation and Narration		
Field of Knowledge:	Social and Legal Science		
Faculty/School:	Communication Science		
Course:	END-OF-DEGREE PROJECT		
Type:	Degree Project	ECTS credits:	12
Year:	4	Code:	4682
Teaching period:	Seventh-Eighth semester		
Area:	End-of-degree project		
Module:	End-of-Degree Project and Work Placement		
Teaching type:	Classroom-based		
Language:	Spanish		
Total number of student study hours:	300		

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

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

Specific skills

Capacity to define subjects of research that may enhance knowledge of videogames and to present the results appropriately.

DISTRIBUTION OF WORK TIME

CLASSROOM-BASED ACTIVITY	INDEPENDENT STUDY/OUT-OF-CLASSROOM ACTIVITY
27 hours	273 hours