Universidad Francisco de Vitoria UFV Madrid

Teaching guide

IDENTIFICATION DETAILS

Degree:	Videogame Creation and Narration
Field of Knowledge:	Social and Legal Science
Faculty/School:	Communication Science
Course:	PLANNING OF VIDEOGAME APPLICATIONS IN HEALTH
Type:	Optional
ECTS credits:	6
Year:	4
Code:	4691
Teaching period:	Eighth semester
Area:	Technology Knowledge Fundamentals
Module:	Knowledge of Playable Systems and Planning of Game Strategies
Teaching type:	Classroom-based
Language:	Spanish
Total number of student study hours:	150

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

Ability to master information and communication technologies and to apply them in the videogame industry.

Specific skills

Capacity to develop the perseverance necessary to resolve the difficulties inherent in the production of a videogame.

Capacity to understand and to apply the principles of programming to the technological process involved in the production of a videogame.

Capacity to understand and to master different videogames graphics editors with a view to producing functional prototypes and to running tests.

Capacity to define smart-look automatisms for non-player characters controlled by the machine.

DISTRIBUTION OF WORK TIME

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