

# Teaching guide

## IDENTIFICATION DETAILS

Degree:	Videogame Creation and Narration		
Field of Knowledge:	Social and Legal Science		
Faculty/School:	Communication Science		
Course:	SERIOUS GAMES		
Type:	Optional	ECTS credits:	6
Year:	4	Code:	4693
Teaching period:	Eighth semester		
Area:	Education		
Module:	Foundations for a Theory of Videogames		
Teaching type:	Classroom-based		
Language:	Spanish		
Total number of student study hours:	150		

## SUBJECT DESCRIPTION

Adquirir competencias relacionadas con el potencial del juego para la adquisición de habilidades y aprendizajes pertenecientes a ámbitos fuera de lo lúdico.

## 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 for criticism and self-criticism with regard to analysis of social reality, to respect for and defence of Human Rights and to ethical commitment through responsible professional practice.

### **Specific skills**

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

### **DISTRIBUTION OF WORK TIME**

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