



Information about the subject

Degree: Degree in Design and Narration in Animation and Video games

Faculty: Faculty of Legal, Economic and Social Sciences

Code: 2050218 **Name:** Digital Legislation

Credits: 6,00 **ECTS Year:** 2 **Semester:** 2

Module: BUSINESS ENVIRONMENT AND PROJECTS

Subject Matter: DIGITAL BUSINESS AND LEGISLATION **Type:** Compulsory

Department: -

Type of learning: Classroom-based learning

Languages in which it is taught: Spanish

Lecturer/-s:



Module organization

BUSINESS ENVIRONMENT AND PROJECTS

Subject Matter	ECTS	Subject	ECTS	Year/semester
ANIMATION AND VIDEO GAME PROJECTS	6,00	Project development in animation and video games	6,00	3/2
DIGITAL BUSINESS AND LEGISLATION	12,00	Business models in the animation and video game industry	6,00	1/1
		Digital Legislation	6,00	2/2

Recommended knowledge

TRANSLATION

The exciting thing about this subject is that, as SAVIGNY said "Law does not exist, nor is it imaginable apart from history". The fact that the transformation of the mode of data transmission has gone from being implemented in an analogical world to a digital world in record time, as well as the subsequent revolution that the internet, artificial intelligence and robotics have brought to the citizens, even at the user level, force our legislator to try to give a timely response to these new realities.

The world of law in general is making incredible efforts to respond to the problems that arise in everyday life, although the truth is that reality is always ahead of the law and it seems an almost unmanageable undertaking.

It is not necessary to have previous knowledge of Law, in fact perhaps that is why this subject is even more interesting, given its importance in relation to the object of this Degree.



Learning outcomes

At the end of the course, the student must be able to prove that he/she has acquired the following learning outcomes:

- R1 To design an (imaginary) company in the animation and/or video game sector, in a team, where the basic elements worked on in the subject are applied and defend it in an oral presentation.
- R2 To make proposals of possible self-employment options, taking into account the conditions seen in the subject.
- R3 To use with appropriateness the specific legal vocabulary that affects the field of animation and video games.
- R4 To apply the basic legal system related to animation and video game projects, worked on in the subjects
- R5 To properly applies the instruments for the protection of Intellectual Property Rights, licenses of use, etc. to real or simulated cases.



Competencies

Depending on the learning outcomes, the competencies to which the subject contributes are (please score from 1 to 4, being 4 the highest score):

BASIC		Weighting			
		1	2	3	4
B1	Students to show possession and understanding knowledges in a study area that starts from the base of secondary education and it is normally found at a level that, although relies on advanced textbooks, it also includes some aspects coming from their field of study forefront.				X
B2	Students to apply their knowledge to their job or vocation in a professional manner and to possess competences that are usually shown through the elaboration and defence of arguments and problem-solving within their area of study.				X
B3	Students to be able to gather and interpret relevant data (normally within their area of study) to make judgements including a reflection about relevant topics of social, scientific of ethic nature.				X
B4	Students to transmit information, ideas, problems and solutions to a specialised and non-specialised audience.				X
GENERAL		Weighting			
		1	2	3	4
G5	To use a specific and inclusive vocabulary in the area of expertise of the degree.				X
SPECIFIC		Weighting			
		1	2	3	4
E25	To propose strategies for fundraising in projects of animation and videogames.		X		



E26	To apply to real or figurative cases the specific legislation dealing with animation and videogames (production, distribution, copyright, license of use, ...).				X
E27	To design the business organisation process in each and every one of the phases of the creation of a videogame/animation.				X
E28	To develop projects in which possible business proposals, duly justified, are considered in the scope of animation and videogames.		X		



Assessment system for the acquisition of competencies and grading system

Assessed learning outcomes	Granted percentage	Assessment method
	50,00%	Written tests
	10,00%	Oral tests
	40,00%	Elaboration of projects

Observations

TRANSLATION

The objective of this course is to place the student in the digital world from the point of view of the applicable legislation. It is important to know when and why the phenomenon of data transmission is so relevant, which is initially carried out in a totally analogical way to later make the leap to the digital world. In this new paradigm, changes are constant and very important. Students should know the origin of digital law and the reason why it arises. It will also be important to know the main actors that appear in this discipline as well as the regulation that is applicable to protect the performance of all of them. It is essential to know the importance of the Intellectual Property Law in relation to this digital world, as well as the way to register works as authors. References to the legislation related to Trademarks. Specific study of the Middleware tool; Artificial Intelligence and the eSports phenomenon.

The study of these basic points is implemented with sentences and review of supporting legislation. As regards the practical module, students (individually or in groups of up to 4 classmates) have to choose a topic of interest or curiosity related to Digital Law. The teacher will provide the students with the materials they need for the elaboration of their work.

The aim is to carry out an autonomous research work by the students, so that they know how to resort to sources of law that are useful for their future professional work.

The works elaborated by the different groups must be defended in front of the whole class and the rest of the students are invited to reflect on them.

In addition, the teacher can raise particular questions in relation to the content of the presentations, in addition to a critical evaluation of the presentation in the classroom.

The critical character of the students is developed and their curiosity for the subject is encouraged, especially when we talk about topics chosen by the students themselves related to this subject that has such a practical application in reality.

EVALUATION SYSTEM 10% grade: class attendance (unjustified non-attendance in 50% of the classes will mean the impossibility to pass the course). 35% grade: work + oral exposition of the



same one55% grade: exam

In order for the student to have the option of averaging the continuous evaluation, he/she must pass the multiple-choice exam with at least a 5.ExamMultiple choice.Multiple answers of which the most complete must be chosen.Mistakes will not be discounted.

CRITERIA FOR THE AWARDING OF HONORS:According to Article 22 of the Regulatory Regulations for the Evaluation and Grading of UCV Subjects, the mention of "Matrícula de Honor" may be awarded by the professor responsible for the subject to students who have obtained the grade of "Outstanding". The number of "Honor" mentions that may be awarded may not exceed five percent of the students included in the same official transcript, unless this is less than 20, in which case only one "Honor mention" may be awarded.

MENTION OF DISTINCTION:

According to Article 22 of the Regulations governing the Evaluation and Qualification of UCV Courses, the mention of "Distinction of Honor" may be awarded by the professor responsible for the course to students who have obtained, at least, the qualification of 9 over 10 ("Sobresaliente"). The number of "Distinction of Honor" mentions that may be awarded may not exceed five percent of the number of students included in the same official record, unless this number is lower than 20, in which case only one "Distinction of Honor" may be awarded.

Learning activities

The following methodologies will be used so that the students can achieve the learning outcomes of the subject:

- M2 Participatory master class
- M5 Case study and research



IN-CLASS LEARNING ACTIVITIES

	LEARNING OUTCOMES	HOURS	ECTS
Active listening, summaries, concept maps and/or notes organizing the information and work in small groups (Kagan structures) to process the received information.		50,00	2,00
Analysis of mock realities – real or simulated- that allow students to connect theory and practice, to learn based on models of reality or to reflect about processes used in the presented cases.		10,00	0,40
TOTAL		60,00	2,40

LEARNING ACTIVITIES OF AUTONOMOUS WORK

	LEARNING OUTCOMES	HOURS	ECTS
Autonomous work. Study, memorization, test preparation, practical abilities drilling, elaboration of works, essays, reflections, metacognitions, portfolios elaboration, ...		60,00	2,40
Analysis of mock realities – real or simulated- that allow students to connect theory and practice, to learn based on models of reality or to reflect about processes used in the presented cases.		30,00	1,20
TOTAL		90,00	3,60



Description of the contents

Description of the necessary contents to acquire the learning outcomes.

Theoretical contents:

Content block	Contents
Topic I Background of Digital Law. From analogical to digital	TRANSLATION The aim is to situate the student in the moment in which video games are born and the reason why they are born. A comparative and historical analysis of the evolution of the digital world until reaching the analogical world is made, with special emphasis on the transcendence of the incorporation of the Internet to the daily life.
Topic II Evolution of attempts to regulate digital law	TRANSLATION Analysis of the attempts of regulation carried out (comparative analysis) in common law and community law. Basic differences between two models of regulation.
Topic III Actors in the field of videogames.	TRANSLATION Analysis of the main players in the world of video games and legislation protecting each of them.
Topic IV Legal issues that may arise from the content of a video game insofar as there may be collisions between the rights inherent to the person. Intellectual Property.	TRANSLATION This topic deals with the evaluation of the legal assets that may come into conflict in the development of a video game. Study of the main limits to be taken into account for a video game creator: fundamental rights that may be affected; rights of third parties previously registered; public order. Special study of the Intellectual Property Law and how this Law protects video games.
Topic. V Middleware	TRANSLATION It is important to keep in mind that all the aspects that are developed in a video game must be able to act in a coordinated way, thanks to the Middleware.



Topic. VI Trademarks

TRANSLATION

Importance of the trademark and practical issues related to the registration of a trademark.

Topic VII Artificial Intelligence

TRANSLATION

Approach to the cross-cutting impact of Artificial Intelligence in relation to the creation of video games.

Topic VIII eSports.

TRANSLATION

Special mention to a very specific representation of video games that even allows multiplayer gameplay, creating even competitions (even professional ones).

Temporary organization of learning:

Block of content	Number of sessions	Hours
Topic I Background of Digital Law. From analogical to digital	4,00	8,00
Topic II Evolution of attempts to regulate digital law	4,00	8,00
Topic III Actors in the field of videogames.	3,00	6,00
Topic IV Legal issues that may arise from the content of a video game insofar as there may be collisions between the rights inherent to the person. Intellectual Property.	10,00	20,00
Topic. V Middleware	1,00	2,00
Topic. VI Trademarks	4,00	8,00
Topic VII Artificial Intelligence	2,00	4,00
Topic VIII eSports.	2,00	4,00



References

Digital Law Manual

Ed. Tirant lo Blanch

Video Game Law: Legal and business aspects.

Ed. Aranzadi

In addition, the professor will provide students with other materials of interest published by public institutions