



Information about the subject

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

Faculty: Faculty of Legal, Economic and Social Sciences

Code: 2050327 **Name:** Project development in animation and video games

Credits: 6,00 **ECTS** **Year:** 3 **Semester:** 2

Module: BUSINESS ENVIRONMENT AND PROJECTS

Subject Matter: ANIMATION AND VIDEO GAME PROJECTS **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

The knowledge acquired through the completion of first and second year courses that deal with aspects related to the different stages of animation and videogame project development (which are the majority) will be of utmost importance to understand and execute projects of this type.

Some of the most relevant subjects are:

- Historia del cine de animación, videojuegos, cómic, fantasía y ficción
- Modelos empresariales en la industria de la animación y los videojuegos
- Guión para animación y videojuegos
- Storyboard para animación y videojuegos
- Modelado y representación en 3D I y II



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 gather relevant information in the documentation phase of the project, allowing for well-informed decisions to be made.
- R2 To propose original and innovative ideas and proposals in their projects.
- R3 To participate collaboratively in the development of team projects.
- R4 To incorporate innovative trends in their project proposals.
- R5 To properly use the terms and concepts of animation and videogame projects.
- R6 To orally present the projects carried out, arguing their relevance.



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			
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 or ethic nature.	X			
B4	Students to transmit information, ideas, problems and solutions to a specialised and non-specialised audience.				X
B5	Students to have developed those learning skills needed to undertake subsequent studies highly autonomously.				X

GENERAL		Weighting			
		1	2	3	4
G1	To develop original and innovative ideas and proposals in the area of design and narrative of animation and videogames in the required work in a project, combining conceptual and technical aspects.				X
G2	To collaborate in teams that adopt interdisciplinary roles in the elaboration of animation and videogames projects.				X
G3	To identify new trends in the field of animation and videogames and to incorporate them in their work.				X
G5	To use a specific and inclusive vocabulary in the area of expertise of the degree.				X



SPECIFIC		Weighting			
		1	2	3	4
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
	20,00%	Oral tests
	80,00%	Elaboration of projects

Observations

The exam and the final project will be included in the total of 80% of the grade for the project development.

A grade of at least 50% must be obtained in the final project in order to compute and average the grades of the rest of the practicals.

A minimum passing grade (50% of the grade in the final exam of the 1st or 2nd call) must also be obtained in the final exam in order to compute and average the grades of the total of the weekly exercises and the final project, in addition to the attendance obtained during the course.

In any case, if the first exam has not been passed, the student must take and pass the second exam in order to pass the course.

The presence of the student in the classroom at the beginning of the exam will entail the evaluation of the same, without the possibility of being able to claim as not presented, even if the student is absent at the beginning of the exam. Once the first exam has been passed, it will not be possible to present work to raise the grade obtained in this one, nor to leave this exam as failed in order to be able to take the second exam in case of request by the student.

In case of failing the final project, the student will have to make it up by submitting it on the dates of the 2nd exam, although he/she will still be able to take the final exam in the 1st exam. It will not be allowed the delivery of practices out of the date and time established in the platform for each one. The delivery of internships can only be done through the platform. The format of the practices delivered will be determined in each statement of the same. The delivery in a different format than the one specified will mean the failure of the practice without possible qualification.

In case of failing the first call, one or more papers may be submitted for the second call at the professor's discretion, which will replace one not delivered or with a low grade of the first call; the



grade of the first paper will be annulled and will be replaced by the grade obtained in this new paper.

ATTENDANCE.

The attendance will have a percentage of 10% on the final grade that will be included in the percentage of 80% on the elaboration of projects. Each lack of attendance will subtract 1% of the final grade, up to a maximum of 10% in the course. Grades for attendance and practices can only be obtained in the first call and will be kept for the second call exam to be averaged with it in case of not passing the first call. By virtue of the regulations governing the evaluation and grading of the subjects of the UCV in its article 8.1 states that the student who has not attended at least 50% of the classes of this subject may not take the exam on the first call. Both excused and unexcused absences will be considered as non-attendance.

Excluded from this regulation will be those students who previously and after communicating their personal situation to the professor, receive permission from the professor to take the exam in the first call if the teacher considers the absence justified, either for work reasons, coincidence of subjects, second enrollments, serious illness, etc. In order to make use of this exemption it is absolutely essential to have discussed it with the professor at the beginning of the course and to have accepted the evaluation procedure that the professor considers most appropriate. In no case may these situations be invoked by default or at the end of the course to breach the rule.

The teacher can establish as criteria for non-attendance the repeated delay, lack of attention in the classroom (use of cell phones without authorization, lack of participation, etc.) which can be added to the general calculation of non-attendance and consequently contributing to exceed the limit that prevents exams and affect the percentage established in the teaching guide for attendance and participation. The attendance grade will be evaluated at the beginning of the class at the time of the roll call, if a student is not present at that time it will be considered unexcused absence, unless the student has previously warned the teacher that he/she is going to be late for tutoring, work or other justified reason. It is the student's responsibility to indicate that he/she is in class at the time he/she is named in order to mark his/her attendance.

PLAGIARISM AND USE OF IAS.

Copying or falsification of designs or works extracted from the internet, other media or classmates will be a serious offense and the cancellation of the total of the marks obtained in the practices during the course and the final project, both for first and second call without the possibility of presenting an extra work, ie: plagiarism will mean the failure without the possibility of recovery. If the student doubts about the possibility of plagiarism, copying or falsification, it is the student's obligation to consult the teacher about the creativity or the references to develop a work, without the consultation the student is responsible for the possibility of incurring in this serious fault.



The use of image or text generation tools by means of artificial intelligence for the realization of any exercise or project is totally forbidden and its use will suppose the failure of all the practices, in the same conditions as with the plagiarism. In the same way as with "conventional" plagiarism and in case of any doubt on the part of the student about the possibility of incurring in this fault, it is the obligation of the student to consult the teacher. Without this consultation the student will be fully responsible for any fault committed in this regard.

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
- M3 Cooperative learning
- M6 Project-based learning



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. M2, M3	R1, R5, R6	12,00	0,48
The student, individually or in a group, leads their action to the elaboration of a tangible final result (product) in which process knowledges and needed competences are incorporated. M6	R1, R2, R3, R4, R5, R6	48,00	1,92
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, ... M3, M6	R2, R4, R5	50,00	2,00
The student, individually or in a group, leads their action to the elaboration of a tangible final result (product) in which process knowledges and needed competences are incorporated. M6	R1, R2, R3, R4, R5, R6	40,00	1,60
TOTAL		90,00	3,60



Description of the contents

Description of the necessary contents to acquire the learning outcomes.

Theoretical contents:

Content block	Contents
Introduction to video game development and animation	An introductory overview of animation and video game development.
Industry fundamentals and context	It includes an in-depth study of the essential aspects of the animation and video game industries, as well as the different types of production according to the size of the project, styles, genres, technology used, etc.
Strategies and methodologies for project development	Study of the different methodologies and approaches used to plan, organize and execute animation and video game projects. Project management techniques, time and resource planning and the importance of proper documentation are explored.
Creativity and design in pre-production	Focused on the initial stage of the creative process, this block deals with how to develop the initial idea, narrative, mechanics, design, storyboarding... It focuses on knowing how to establish a solid foundation before moving on to production.
Implementation of the production process	The production phase study, where all the ideas and concepts planned in pre-production are implemented.
Post-production refinement and finalization	Learning about the final stage of the process, the optimization of resources and different tasks and final adjustments to improve the quality of the final product.
Final project	Development of the final project of the course



Temporary organization of learning:

Block of content	Number of sessions	Hours
Introduction to video game development and animation	2,00	4,00
Industry fundamentals and context	3,00	6,00
Strategies and methodologies for project development	3,00	6,00
Creativity and design in pre-production	4,00	8,00
Implementation of the production process	4,00	8,00
Post-production refinement and finalization	4,00	8,00
Final project	10,00	20,00

References