



Information about the subject

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

Faculty: Faculty of Legal, Economic and Social Sciences

Code: 2051219 **Name:** Storyboards for animation and video games

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

Module: NARRATIVE

Subject Matter: AUDIO-VISUAL NARRATIVE **Type:** Basic Formation

Field of knowledge: Artes y Humanidades

Department: Multimedia and Digital Arts

Type of learning: Classroom-based learning

Languages in which it is taught: Spanish

Lecturer/-s:

2052A Fernando Tamarit Cobo (**Responsible Lecturer**)

fernando.tamarit@ucv.es



Module organization

NARRATIVE

Subject Matter	ECTS	Subject	ECTS	Year/semester
PSYCHOLOGY	6,00	Psychology of gaming, gameplay and level design	6,00	3/2
AUDIO-VISUAL NARRATIVE	12,00	Animation and video game scripts	6,00	2/1
		Storyboards for animation and video games	6,00	2/2

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 elaborate stories with unity and coherence between all their parts (characters, times, spaces, etc.).
- R2 To describe in detail the form and function of storyboards, whether they are for animation or video game projects.
- R3 To transform a script into a storyboard, whether for an animation or videogame project.
- R4 To draw, with the precision of a storyboard, a script, whether it is your own or someone else's.
- R5 To detail in the storyboards the camera and vision positions or any other necessary technical indication.



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):

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

SPECIFIC		Weighting			
		1	2	3	4
E7	To elaborate storyboards for projects of animation and videogames.				X



Assessment system for the acquisition of competencies and grading system

Assessed learning outcomes	Granted percentage	Assessment method
	30,00%	Written tests
	70,00%	Elaboration of projects

Observations

Attendance will have a percentage of 10% of the final grade. Each lack of attendance will deduct 1% from the final grade, up to a maximum of 10% in the subject.

The practical content will have a percentage of 40% of the final grade. The final exam will have a percentage of 50% of the final grade.

The exam grade will be obtained from the sum of a mandatory final practical part delivered at the end

of the semester and the final grade obtained in the subject exam.

If the exam is not passed, the call will be suspended, and the grade obtained in the exam will appear in the minutes, a rule that will be applied to both the first and second calls.

The student's presence in the classroom at the beginning of the exam will lead to its evaluation, without the possibility of being able to claim as not presented, even if the student is absent as soon as the exam begins.

Once the first call has been approved, work cannot be submitted to raise the grade obtained in this call, nor can the said call be left suspended in order to be able to take the second call in the event of a request from the student.

In any case, if the first call has not been approved, the student must take and pass the second call exam to pass the subject.

In order to take the first call exam, it will be mandatory to present and approve the final personal project with 50% of its grade on the date and time established on the platform.

The marks for attendance and practices can only be obtained in the first call and will be saved for the second call exam to be averaged with it in case of not passing the first call.

The grade for attendance will be obtained at the beginning of class at the time of roll call. If a student is not present at that time, it will be considered unexcused absence, unless he or she has previously warned the teacher that he or she is going to arrive late. for tutoring, work or other justified reason. It is the student's responsibility to indicate that she is in class at the time she is named in order to mark her attendance.

In case of suspending the first call, a work may be presented for the second call at the discretion of the professor, which will replace one not delivered or with a low grade from the first call; The grade



of the first work would be canceled and will be replaced by the one obtained in this new work.

The delivery of practices will not be allowed outside the date and time established on 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 thereof. Submission in a format different from that specified will result in failure of the practice without possible qualification.

The copy or falsification of designs or works extracted from the Internet, another medium or partner will mean the immediate suspension of all the practices of the subject without the possibility of presenting extra work in both the first and second call.

By virtue of the regulations governing the evaluation and grading of UCV subjects, article 8.1 establishes that the student who has not attended at least 50% of the classes of this subject will not be able to take the exam in First call. Both justified and unjustified absences will be considered non-attendance.

Those students who previously and after notifying the teacher of their personal situation receive from the teacher permission to take the exam on the first call will be excluded from this regulation if the teacher considers the absence justified, whether for work reasons, coincidence of subjects, second registrations, serious illnesses, etc. To benefit from this exemption, it is absolutely essential to have spoken with the teacher at the beginning of the subject and to have accepted the evaluation procedure that the teacher deems most appropriate. In no case can these situations be appealed by default or at the end of the subject to violate the rule.

The use of cell phones in class is prohibited. Under university regulations, a student may be expelled from the classroom if he or she is using the telephone. The expulsion will result in the consideration of non-attendance in class that day with the consequent loss of grade.

Single evaluation

In Storyboard for animation and video games, the single evaluation is not accepted as an option to pass the subject. The reason is that continuous tutoring by the teacher and in-person monitoring of the practices proposed in the subject are required to obtain the learning results planned in the teaching guide.



CLASS ATTENDANCE IN FACE-TO-FACE DEGREES

In accordance with the development guidelines of the General Regulations for the Evaluation and Qualification of Official Teachings and Own Degrees of the UCV, in face-to-face degrees, class attendance with a minimum of 80% of the sessions of each subject will be required as a requirement to be evaluated. This means that, if a student does not attend the sessions of each subject, in a percentage greater than 20%, he/she will not be able to be evaluated, neither in the first nor in the second call, unless the person responsible for the subject, with the approval of the person responsible for degree, in view of duly justified exceptional circumstances, exempt from the minimum attendance percentage. The same criterion will be applicable for hybrid or virtual degrees in which teachers must maintain the same percentage in the requirement of "presence" in the different training activities, if any, even if these are carried out in virtual environments.

MENTION OF DISTINCTION:

The mention of "Honors" may be awarded to students who have obtained a grade equal to or greater than 9.0. Their number may not exceed five percent of the students enrolled in a group in the corresponding academic year, unless the number of students enrolled is lower.

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
- M5 Case study and research
- 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	R1, R2, R3, R4, R5	12,00	0,48
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. M5	R3, R4, R5	14,00	0,56
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	34,00	1,36
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, ... M2, M5, M6	R1, R2, R3, R4, R5	30,00	1,20
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. M5, M6	R1, R2	30,00	1,20
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. M5, M6	R1, R2, R3, R4, R5	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
Storyboard history, origins.	Storyboard history, origins.
Resultado de traducción Functions of a Storyboard: Time, money, communication.	Resultado de traducción Functions of a Storyboard: Time, money, communication.
How to build a Storyboard and Develop a graphic narrative: Narration, types of shot, shots, and movements of the camera, drawing or image.	How to build a Storyboard and Develop a graphic narrative: Narration, types of shot, shots, and movements of the camera, drawing or image.
Different types of Storyboard.	Different types of Storyboard.
Recursos gráficos: Técnicas tradicionales de dibujo, utilización de programas informáticos: Illustrator, Photoshop.	Recursos gráficos: Técnicas tradicionales de dibujo, utilización de programas informáticos: Illustrator, Photoshop.



Temporary organization of learning:

Block of content	Number of sessions	Hours
Storyboard history, origins.	1,00	2,00
Resultado de traducción Functions of a Storyboard: Time, money, communication.	1,00	2,00
How to build a Storyboard and Develop a graphic narrative: Narration, types of shot, shots, and movements of the camera, drawing or image.	10,00	20,00
Different types of Storyboard.	8,00	16,00
Recursos gráficos: Técnicas tradicionales de dibujo, utilización de programas informáticos: Illustrator, Photoshop.	10,00	20,00

References

- BEÁ, J.M. (1990) *La técnica del cómic*, Iru, Barcelona
EISNER, W. (2003) *La narración gráfica*, Norma, Barcelona
- HART, J. (2001) *La técnica del storyboard. Guión gráfico para cine, TV y animación*, IORTV, Madrid.
- MARTÍN, A. (2000) *Los inventores del cómic español 1873/1900*, Planeta De Agostini, Barcelona
- MERINO, A. (2003) *El cómic hispano*, Cátedra, Madrid
- PANOFSKY, E. (1994) *Estudios sobre iconología*, Alianza Universidad, Madrid.