



Information about the subject

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

Faculty: Faculty of Legal, Economic and Social Sciences

Code: 2053437 **Name:** Internship

Credits: 9,00 **ECTS Year:** 4 **Semester:** 2

Module: TRAINEESHIPS

Subject Matter: INTERNSHIPS **Type:** Internship

Department: -

Type of learning: Classroom-based learning

Languages in which it is taught:

Lecturer/-s:



Module organization

TRAINEESHIPS

Subject Matter	ECTS	Subject	ECTS	Year/semester
INTERNSHIPS	9,00	Internship	9,00	4/2

Prerequisites



The External Placements in this degree are personalised so that it can be chosen the modality within the academic plan of the degree.

The internships can be carried out in a working environment of animation projects or focused on the creation of videogames.

The External Work Placement is a compulsory 9 ECTS module. Its general objective is to integrate the student in a learning context located in real fields related to practice and the performance of their work in a professional environment. In this sense, the aim is to enable students to acquire the knowledge, skills, information and practice necessary for professional practice in a given field of storytelling animation and video game projects.

The specific objectives pursued with this subject are as follows:

1. To allow a first contact of the imminent graduates with the professional field of animation and videogames.
2. To introduce students to the environment in which they could develop their own professional activity.
3. To enhance the personal performance of the students through the development of the skills required to achieve a truly comprehensive training.
4. To favour the critical and reflective capacity of students, encourage decision-making and put into practice their capacity for analysis and synthesis.

There will be a lecturer coordinating the work placement subject and an academic tutor who will carry out a series of actions throughout the work placement period that guarantee the quality of the training process and which are aimed at providing students with the necessary generic skills for their future professional practice.

The function of the tutors is to provide academic guidance and institutional support for the students in the practical activities they carry out. In addition to the annual appointments established with the tutor, the tutor will always be available to the tutored students through the channels of communication with the teaching staff existing at the UCV (intranet, weekly tutorials).

With the aim of guiding and tutoring the student during the External Placement course, tutors will carry out different interviews and training activities and tutoring activities, which may be individual or with the whole tutor group.

Orientation interview: The orientation interview will take place before the students are assigned to the type of placement they are interested in. In this interview the tutor will personally orientate the students on the different career options as well as on the interests, aptitudes, requirements of both the students, and of the chosen professional pathways.

They will clarify the assessment system for the External Placement and the steps to be followed in the preparation of the work/memorandum to be presented and submitted by the students.

Report from the professional tutor in the company or external centre: The tutor evaluates, by means of a report, the participation, involvement and progression of the student's acquisition of knowledge and



skills of the student.

Report on the work carried out in the External Placement course:

For the general qualification of the report, some relevant aspects will be taken into account:

1. General structure of the document and presence of the most relevant sections.
2. Degree to which it reflects the activity carried out during the internship.
3. Descriptive and argumentative capacity
4. Presence of a critical perspective
5. Suggestions for improvement
6. Presence of relevant appendices and, finally, relevant bibliographical references adequately referenced.

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 put into practice in contextualised and professional realities the knowledge of video games and animation acquired in the degree course. |
| R2 | To analyse one's own pre-professional development through participation in work teams in real environments. |
| R3 | To draw up a report on the activities carried out and the experiences lived in such a way as to explain: the relationship between the academic training received and the professional reality in which the student is working and the professional reality in which the internship has been carried out and the verification of the degree of competences acquired in the set of subjects and in the internship period itself. |



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
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

SPECIFIC		Weighting			
		1	2	3	4
E29	To apply acquired knowledge in the scope of animation and/or videogames at a practical level within a business environment.				X
E30	To analyse self-performance in the internships, relating tasks performed and acquired knowledge in the scope of animation/videogames.				X



Assessment system for the acquisition of competencies and grading system

Assessed learning outcomes	Granted percentage	Assessment method
R1, R2, R3	40,00%	Memory-end internship
R1	10,00%	Evaluation report of the academic tutor
R1	50,00%	Evaluation report of the internship

Observations

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:

M7 Mentored academic work



IN-CLASS LEARNING ACTIVITIES

	LEARNING OUTCOMES	HOURS	ECTS
Internships. The students enter into the professional area, contrast and apply what has been learnt in the degree, reflect and consolidate their professional vocation mentored by a person in the internship center and a tutor from the university M7	R1, R2	205,00	8,20
Production of an academic work, supported and supervised by a professor. M7	R3	3,00	0,12
TOTAL		208,00	8,32

LEARNING ACTIVITIES OF AUTONOMOUS WORK

	LEARNING OUTCOMES	HOURS	ECTS
Production of an academic work, supported and supervised by a professor. M7	R1, R2, R3	17,00	0,68
TOTAL		17,00	0,68

Description of the contents

Description of the necessary contents to acquire the learning outcomes.

Theoretical contents:

Content block

Contents



Temporary organization of learning:

Block of content

Number of sessions

Hours

References