



Information about the course

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: ENTORNO EMPRESARIAL Y PROYECTOS.

Subject Matter: EMPRESA DIGITAL Y LEGISLACIÓN **Type:** Obligatoria

Branch of knowledge:

Department: Multimedia and Digital Arts

Type of learning: Classroom-based learning

Language/-s in which it is given: Spanish

Teachers:



Module organization

ENTORNO EMPRESARIAL Y PROYECTOS.

Subject Matter	ECTS	Subject	ECTS	Year/semester
PROYECTOS DE ANIMACIÓN Y VIDEOJUEGOS.	6	Project development in animation and video games	6	3/2
EMPRESA DIGITAL Y LEGISLACIÓN	12	Business models in the animation and video game industry	6	1/1
		Digital Legislation	6	2/2

Recommended knowledge

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 demonstrate having acquired the following learning outcomes:

R3 - Use specific legal vocabulary relating to the field of animation and video games correctly. RA4.18

Learning outcomes of the specified title

Type of AR: Competencias

- Be able to convey information, ideas, problems, and solutions to both specialized and non-specialized audiences.

R4 - Applies the basic legal framework relating to animation and video game projects, worked on in the subjects, taking into account the sincere search for the whole truth and the integration of all dimensions of the human being in the face of the great questions of life, applying the principles derived from the concept of integral ecology and respecting and putting into practice the ethical principles and proposals for action derived from the objectives for sustainable development.
RA14.3 / RA3.18 / RA6.22 / RA7.22 / RA8.24

Learning outcomes of the specified title

Type of AR: Habilidades o Destrezas

- Apply the specific standards of the digital field, the protection of intellectual and industrial property, and image rights derived from the Spanish and European legislative framework, justifying such application.

Type of AR: Competencias

- Apply the principles derived from the concept of integral ecology to their proposals or actions, regardless of their scope, area of knowledge, and the contexts in which they are presented.
- Be able to collect and interpret relevant data (usually within their area of study) to make judgments that include reflection on important social, scientific, or ethical issues.



- Develop theoretical and practical responses based on the sincere search for the full truth and the integration of all dimensions of the human being in response to life's major questions.
- Respect and implement the ethical principles and action proposals derived from the Sustainable Development Goals, applying them to all academic and professional activities.

R5 - Appropriately apply intellectual property rights protection instruments, usage licences, etc. to real or simulated cases. RA2.17

Learning outcomes of the specified title

Type of AR: Competencias

- Correctly apply their knowledge to their work or vocation in a professional manner and be able to develop and defend arguments and solve problems within their area of study.



Assessment system

In-person modality

Assessed learning outcomes	Granted percentage	Assessment tool
	40,00%	SE1 – Written exams.
	10,00%	SE5 – Oral exams.
	50,00%	SE8 – Project development.

Observations

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.

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:*Matrículas de Honor: La mención de «Matrícula de*

Honor» podrá ser otorgada a alumnos que hayan obtenido una calificación igual o superior a 9.0.

Su número no podrá exceder del cinco por ciento de los alumnos matriculados en un grupo en el

correspondiente curso académico, salvo que el número de alumnos matriculados sea inferior.

The use of Artificial Intelligence tools will be subject to the teacher's instructions, who will determine

in each activity or exercise whether their use is permitted and under what conditions.

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.

Training activities

The methodologies to be used so that the students reach the expected learning outcomes will be the following:

M2 MD2: Interactive lecture



M5 MD5: Case studies

IN-CLASS TRAINING ACTIVITIES

ACTIVITY	RELATIONSHIP WITH THE COURSE LEARNING OUTCOMES	METHODOLOGY	HOURS	ECTS
AF2 – Active listening, elaboration and formulation of questions, summaries, concept maps and/or notes that organize the information received, and related work.	R3, R4, R5	MD2: Interactive lecture	30,00	1,20
AF5 – Analysis of exemplary realities — real or simulated — allowing the student to connect theory with practice, learn from real-world models, or reflect on the processes used in the presented cases.	R3, R4, R5	MD5: Case studies	30,00	1,20
TOTAL			60,00	2,40



TRAINING ACTIVITIES OF AUTONOMOUS WORK

ACTIVITY	RELATIONSHIP WITH THE COURSE LEARNING OUTCOMES	METHODOLOGY	HOURS	ECTS
AF8 – Independent work. Study, memorization, exam preparation, practice of practical skills, preparation of assignments, essays, reflections, metacognitive activities, portfolio development, etc.	R3, R4, R5	MD5: Case studies	50,00	2,00
AF5 – Analysis of exemplary realities — real or simulated — allowing the student to connect theory with practice, learn from real-world models, or reflect on the processes used in the presented cases.	R3, R4, R5	MD5: Case studies	40,00	1,60
TOTAL			90,00	3,60



Description of contents

Description of content necessary for the acquisition of learning outcomes.

Theoretical content:

Block of content

Contents



block 1

Topic I Background of Digital Law.

From analogue to digital.

The aim is to place the student at the moment when video games were born and the reason why they were born.

A comparative and historical analysis is made of the evolution

of the digital world up to the analogue world, with special emphasis on the significance of the incorporation of the internet into everyday life.

Topic II Evolution of attempts to

regulate digital law.

Analysis of attempts at regulation carried out (using comparative analysis) in Anglo-Saxon and Community law.

Basic differences between two models of regulation.

Topic III Actors in the sphere of

video games.

Analysis of the main actors in the world of video games and the legislation that protects each of them.

Topic IV Legal issues that may

arise from the content of a video game



insofar as there may be conflicts

between the rights inherent to the

individual. Intellectual property.

This topic aims to evaluate 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 by a video game creator: fundamental rights that may be affected; previously registered third-party rights ; public order.

Special study of the Intellectual Property Law and how this Act protects video games.

Topic V Middleware It is important to bear in mind that, for the purposes of ensuring that all

aspects developed in a video game are able to act in a coordinated manner, thanks to Middleware.

Topic VI Trademarks. Importance of the trademark and practical issues related to trademark registration.

Topic VII Artificial Intelligence. An approach to the cross-cutting impact of Artificial Intelligence



in relation to the creation of video games.

Topic VIII eSports. Special mention of a very specific representation of

video games that even allows for multiplayer gaming, creating competitions (which can even become professional).

Temporary organization of learning:

Block of content	Sessions	Hours
block 1	30	60,00

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