Guía Docente

Information about the course

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: ENTORNO EMPRESARIAL Y PROYECTOS.

Subject Matter: PROYECTOS DE ANIMACIÓN Y VIDEOJUEGOS. **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:

2053A	José Ruiz De La Torre **(Profesor responsable)**	jose.rdelatorre@ucv.es
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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 LESGISLACIÓN	12	Business models in the animation and video game industry	6	1/1
		Digital Legislation	6	2/2

Recommended knowledge

The knowledge gained from taking the first- and second-year subjects that address aspects related to the various stages of animation and video game project development (which are most of them) will be of great importance for understanding and executing projects of this type.

Some of the courses whose acquired knowledge is recommended are:

·History of Animation, Video Games, Comics, Fantasy and Fiction
·Business Models in the Animation and Video Game Industry
·Scriptwriting for Animation and Video Games
·Storyboard for Animation and Video Games
·3D Modeling and Representation I and II

Learning outcomes

At the end of the course, the student must demonstrate having acquired the following learning outcomes:

R1 - Gather relevant information during the project documentation phase to enable well-informed decisions to be made. RA3.15

Learning outcomes of the specified title

Type of AR: Competencias

- 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.

R2 - Propose original and innovative ideas and proposals in your projects. RA9.25

Learning outcomes of the specified title

Type of AR: Competencias

- Develop original and innovative ideas and proposals in the area of animation and video game design and storytelling, in the work required for a project, combining conceptual and technical aspects.

R3 - Participate collaboratively in the development of team projects. RA10.7

Learning outcomes of the specified title

Type of AR: Competencias

- Collaborate in teams that adopt interdisciplinary roles in the development of animation and video game projects.

R4 - Incorporate innovative trends into your project proposals. RA1.3 / RA9.26

Learning outcomes of the specified title

Type of AR: Competencias

- Develop original and innovative ideas and proposals in the area of animation and video game design and storytelling, in the work required for a project, combining conceptual and technical aspects.

R5 - Use the terms and concepts specific to animation and video game projects correctly. RA4.14

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.

R6 - Identify the essential elements of an animation or video game company. RA13.1

Learning outcomes of the specified title

Type of AR: Competencias

- Analyze the characteristics of the animation and video game sector, how it operates, and the trends to understand and predict its evolution.

R7 - Outline, in basic terms, the communication process of an animation or video game company. RA13.2

Learning outcomes of the specified title

Type of AR: Competencias

- Analyze the characteristics of the animation and video game sector, how it operates, and the trends to understand and predict its evolution.

R8 - Plantear propuestas de negocio originales en el ámbito de la animación y/o los videojuegos teniendo en cuenta la búsqueda sincera de la verdad plena y la integración de todas las dimensiones del ser humano ante las grandes cuestiones de la vida, aplicando los principios derivados del concepto de ecología integral y respetando y poniendo en práctica los principios éticos y las propuestas de acción derivados de los objetivos para el desarrollo sostenible. RA13.3 / RA5.2 / RA6.20 / RA7.20 / RA8.22

Learning outcomes of the specified title

Type of AR: Habilidades o Destrezas

- Demonstrate a high degree of autonomy in learning.

Type of AR: Competencias

- Analyze the characteristics of the animation and video game sector, how it operates, and the trends to understand and predict its evolution.

- 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.

- 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.

Assessment system

In-person modality

Assessed learning outcomes	Granted percentage	Assessment tool
	10,00%	SE5 – Oral exams.
	90,00%	SE8 – Project development.

Observations

A grade of at least 50% must be obtained in the final project in order to count and average the grades of the weekly practices.

A minimum passing grade (50% of the score in that test) must also be obtained in the final exam of the 1st or 2nd call in order to count and average the grades of the weekly practices and the final project.

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

EXAMS, EXERCISES AND 2ND CALL.
The presence of the student in the classroom at the start of the exam will entail their evaluation, with no possibility of claiming to be "not presented," even if the student leaves immediately after the exam begins. Once the first call has been passed, no work may be submitted to raise the obtained grade, nor may this call be left as failed in order to appear in the second, even if requested by the student.

The submission of exercises outside the date and time established on the platform for each one will not be allowed. Exercises may only be submitted through the platform. The format of the submitted exercises will be determined in each exercise statement. Submission in a format different from the specified one will result in failure of the exercise with no possible grade .

In any case where the student fails the first call, they must attend the second call under the following criteria, depending on the grades obtained, the tests passed or failed, and the discretion of the professor:

·In case of failing the final project, the student must make it up by submitting a project of similar or different characteristics to the one originally completed, at the professor's discretion (even so, the student may still attend the final exam in the 1st call).

·Additionally, if the student has also failed any practical exercise, they must submit one or more works for the second call, at the professor's discretion, which will replace a non-submitted or low-graded one from the first call; the grade of the first work will be annulled and replaced by the grade obtained in this new work.

·Finally, if the exam is failed, the student may take it again on the 2nd call dates.

Everything must be submitted on the dates set by the professor for the 2nd call.

PLAGIARISM AND USE OF AIs.
Copying or falsifying designs or works taken from the internet, another source, or a classmate will constitute a serious offense and will result in the cancellation of all grades obtained in the practices during the course and the final project, for both the first and second calls, with no possibility of submitting an extra work; that is, plagiarism will result in failure with no possibility of recovery. If the student has any doubts about the possibility of plagiarism, copying, or falsification, it is their responsibility to consult the instructor regarding creativity or references in order to develop a work. Without such consultation, the student is responsible for the risk of committing this serious offense.

The use of image generation tools based on artificial intelligence for the completion of practices is strictly prohibited, and their use will result in the failure of all practices, under the same conditions as plagiarism. The goal is for students to develop their own skills in design and visual conceptualization, so all graphic material submitted must be of original authorship by the student.

SINGLE ASSESSMENT
According to Article 9 of the General Regulations for Evaluation and Grading of Official Degrees and UCV's Own Degrees, the single assessment is linked to the impossibility of attendance for students enrolled in an on-site program. It is, therefore, an extraordinary and exceptional evaluation system available to those students who, in a justified and accredited manner, cannot undergo the continuous assessment system, and who request it from the instructor responsible for the course, who will expressly decide on the admission of the single assessment request and communicate its

acceptance or denial.

As for the course *Development of Animation and Video Game Projects*, the minimum required attendance percentage is 80%, which should be considered the threshold for the potential request for single assessment. If granted, it will be structured based on an adaptation and extension of both the weekly practices and the final project, as well as the requirement for the student to maintain regular and meaningful communication with the instructor regarding the development of their exercises and works (failing which, their grades may be annulled). This adaptation will apply to both the 1st and 2nd calls.

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

M3   MD3: Cooperative learning

M6   MD6: Project-based learning

IN-CLASS TRAINING ACTIVITIES

ACTVITY	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.	R1, R5, R6, R7, R8	MD2: Interactive lecture MD3: Cooperative learning	12,00	0,48

AF6 – The student, individually or collectively, focuses on producing a tangible final result (product) that incorporates the knowledge and skills necessary for its realization.	R2, R3, R4	MD6: Project-based learning	48,00	1,92
TOTAL			**60,00**	**2,40**

TRAINING ACTIVITIES OF AUTONOMOUS WORK

ACTVITY	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.	R1, R2, R4, R7, R8	MD6: Project-based learning	18,00	0,72
AF6 – The student, individually or collectively, focuses on producing a tangible final result (product) that incorporates the knowledge and skills necessary for its realization.	R1, R2, R4, R8	MD6: Project-based learning	72,00	2,88
TOTAL			**90,00**	**3,60**

Description of contents

Description of content necessary for the acquisition of learning outcomes.

Theoretical content:

Block of content	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	Work on the final project during the subject sessions

Temporary organization of learning:

Block of content	Sessions	Hours
Introduction to video game development and animation	3	6,00
Industry fundamentals and context	3	6,00
Strategies and methodologies for project development	4	8,00
Creativity and design in pre-production	5	10,00
Implementation of the production process	5	10,00
Post-production refinement and finalization	4	8,00
Final project	6	12,00

References