GuíaDocente

Information about the course

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

Faculty: Faculty of Legal, Economic and Social Sciences

Code: 2051101 **Name:** Historical Documentation

Credits: 6,00 ECTS **Year:** 1 **Semester:** 1

Module: HISTORIA Y FILOSOFÍA

Subject Matter: HISTORIA **Type:** Formación Básica

Branch of knowledge:

Department: Multimedia and Digital Arts

Type of learning: Classroom-based learning

Language/-s in which it is given: Spanish

Teachers:

2051A	Guillermo Gómez-Ferrer Lozano **(Profesor responsable)**	g.gomezferrer@ucv.es

Module organization

HISTORIA Y FILOSOFÍA

Subject Matter	ECTS	Subject	ECTS	Year/semester
FILOSOFIA	6	Philosophical Fundamentals of animation and video games. Society and culture	6	2/2
HISTORIA	18	Historical Documentation	6	1/1
		History of animation, video games, comics, fantasy and fiction cinema	6	1/1
		History of literature and the audiovisual area	6	1/2

Learning outcomes

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

-

Learning outcomes of the specified title

Type of AR:

-

Assessment system

In-person modality

Assessed learning outcomes	Granted percentage	Assessment tool
	50,00%	SE1 – Written exams.
	30,00%	SE4 – Reflective assignments (essays, text commentaries, etc.).
	20,00%	SE5 – Oral exams.

Observations

In accordance with Article 9 of the General Regulations for the Assessment and Grading of Official Courses and UCV Degrees, single assessment is linked to the inability of students enrolled in a face-to-face degree program to attend classes. It is, therefore, an extraordinary and exceptional assessment system that may be chosen by students who, for justified and accredited reasons, are unable to undergo the continuous assessment system, and who request it from the professor responsible for the subject, who will expressly decide on the admission of the student's request for a single assessment and will notify them of its acceptance or rejection.

As far as the subject of Historical Documentation is concerned, the minimum attendance requirement is 50%, which is therefore the limit to be taken into consideration for a potential request for a single assessment. If granted, this will be based on the same criteria as the continuous assessment in the first and second exam sessions.

Artificial intelligence may be used as a source of information, provided that it is cited and the professor is notified in advance for continuous assessment work. It may not be used for exams.

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:

M1   MD1: Flipped classroom

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
AF1 – Within the context of the flipped classroom methodology, the student will watch videos, visit websites, complete preliminary readings, and prepare materials.	R1, R3, R11, R12, R13, R14	MD1: Flipped classroom MD6: Project-based learning	16,00	0,64
AF2 – Active listening, elaboration and formulation of questions, summaries, concept maps and/or notes that organize the information received, and related work.	R1, R3, R11, R12	MD2: Interactive lecture MD3: Cooperative learning MD6: Project-based learning	36,00	1,44

AF3 – Completion of tasks — in small groups — with a common goal, involving both individual and collective responsibility, learning with and from others.	R1, R3, R11, R12, R13, R14	MD2: Interactive lecture MD3: Cooperative learning MD6: Project-based learning	4,00	0,16
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, R3, R11, R12, R13, R14	MD2: Interactive lecture MD3: Cooperative learning MD6: Project-based learning	4,00	0,16
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, R3, R11, R12, R13	MD2: Interactive lecture MD6: Project-based learning	24,00	0,96
AF6 – The student, individually or collectively, focuses on producing a tangible final result (product) that incorporates the knowledge and skills necessary for its realization.			36,00	1,44
AF1 – Within the context of the flipped classroom methodology, the student will watch videos, visit websites, complete preliminary readings, prepare questions, and generally prepare for class (non-presential work), as well as engage in presentations and/or discussions with the professor and classmates in class, resolving doubts, etc.			17,00	0,68
AF3 – Completion of tasks — in small groups — with a common goal, involving both individual and collective responsibility, learning with and from others.			13,00	0,52
TOTAL			**90,00**	**3,60**

Description of contents

Description of content necessary for the acquisition of learning outcomes.

Theoretical content:

Block of content	Contents
History and Its Documentation	1. Documentary Sources 2. The Origin of the Universe 3. The Pre-human Earth 4. Prehistory 5. The Ancient Age 6. The Middle Ages 7. The Modern World 8. The Birth of Liberal Societies 9. The Contemporary World 10. The Technological Era

Temporary organization of learning:

Block of content	Sessions	Hours
History and Its Documentation	30	60,00

References

1. Kindersley, D. (2020). *La historia del mundo en 100 objetos*. Barcelona: DK.

2. Álvarez Junco, J., & de la Fuente, J. F. (Coords.). (2007). *El relato del pasado: historia, memoria y vida cotidiana*. Madrid: Taurus.

3. Blainey, G. (2002). *Una breve historia del mundo*. Barcelona: Crítica.

4. Tiné, M. C. (2017). *La vida cotidiana en la Prehistoria*. Barcelona: Ariel.

5. González, J. (2015). *El mundo antiguo: Egipto, Mesopotamia, Grecia, Roma*. Madrid: Anaya.

6. Funcken, L., & Funcken, F. (2005). *La vida en la Edad Media*. Madrid: Susaeta.

7. Elliott, J. H. (2009). *El viejo mundo y el nuevo: 1492–1650*. Madrid: Alianza Editorial.

8. Levi, G. (2001). *El calidoscopio de la historia. El individuo y la historia en el siglo XX*. Barcelona: Gedisa.

9. Laver, J. (2006). *La moda: Una historia desde el siglo XVIII hasta el siglo XX*. Barcelona: Taschen.

10. Rodríguez, M. A. (2008). *Atlas de historia universal ilustrado*. Barcelona: Parramón.

11. Vázquez, L. (Coord.). (2016). *Atlas ilustrado de la historia del mundo*. Madrid: Susaeta.

12. Corvisier, A. (2003). *La vida en el ejército: del siglo V al XX*. Madrid: Akal.

13. Lissarrague, F. (2005). *La ciudad de las imágenes: visiones de la Grecia antigua*. Madrid: Akal.

14. Netherton, R., & Owen-Crocker, G. R. (2008). *La vestimenta en la Edad Media*. Madrid: Akal.