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: 2051103 **Name:** History of animation, video games, comics, fantasy and fiction cinema

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	Mateo Terrasa Torres **(Profesor responsable)**	mateo.terrasa@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

Recommended knowledge

No previous knowledge required.

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Learning outcomes

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

R23 - Identificar los principales autores y obras de la historia del cine de animación, cómic, fantasía, ficción y videojuegos trabajados en la asignatura. 3.9

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.

R24 - Critically analyse an audiovisual work (comic, video game, fiction and/or fantasy film) and its impact on today's society as a cultural element. 3.10

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.

R25 - Identify aesthetically and visually the different historical periods as a source for developing projects that could have taken place in those eras. 11.3

Learning outcomes of the specified title

Type of AR: Competencias

- Apply different aesthetic patterns in the development of animation and video game projects to generate new proposals based on them.

R26 - Use basic language related to animated films, video games, comics, fantasy and fiction in arguments. 11.4

Learning outcomes of the specified title

Type of AR: Competencias

- Apply different aesthetic patterns in the development of animation and video game projects to generate new proposals based on them.

R27 - Identify the narrative models used in the works of fiction and/or video games studied in the course. 12.4

Learning outcomes of the specified title

Type of AR: Habilidades o Destrezas

- Illustrate and generate specific animation and video game projects using traditional procedures and digital techniques

R28 - Criticising an audiovisual work from a narrative perspective. 3.11 / 12.5

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.

R29 - Create a historical timeline showing how animated films, video games, comics, fantasy and fiction have evolved over time and how these influences are reflected in animation and video game projects. 6.4

Learning outcomes of the specified title

Type of AR: Competencias

- 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.

R30 - Analyse the sources of animated films, video games, comics, fantasy and fiction, considering their impact and relevance from a cultural and ecological sustainability perspective, and how these dimensions can influence your own projects. 7.4

Learning outcomes of the specified title

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.

R31 - Incorporate sustainable development principles into the creation of timelines and historical representations, ensuring that animation and video game projects promote responsible practices that respect the environment and culture. 8.5

Learning outcomes of the specified title

Type of AR: Competencias

- 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
R23, R24, R25, R26, R27, R28, R29, R30, R31	40,00%	SE1 – Written exams.
R24, R27, R28, R29, R30, R31	40,00%	SE4 – Reflective assignments (essays, text commentaries, etc.).
R23, R24, R26, R28	20,00%	SE5 – Oral exams.

Observations

Plagiarism, Copying, and Lack of Citations:
Detection of plagiarism or copying of any work will result in failure of the assignment. Plagiarism is considered to be the use of other people's work not cited by the author or the abusive use of material not their own in the preparation of the assignment (more than 35%). Copying in the exam will result in failure of the entire course, and students will not be able to take the exam.
Spelling Mistakes:
Spelling mistakes in submitted work will be penalized by up to 2 points, both in individual and group activities and in the exam.
Written and Oral Assignments:
During the course, students will be required to complete several individual and group written assignments, as well as oral exams and a final project. The assessment criteria for these assignments will be explained in class by the professor in advance. These assignments are evaluated once submitted, and the grade cannot be changed once submitted and reviewed. Consequently, the grade obtained on the exam will not be adjusted.
Assignments submitted after the established deadline will not be accepted, and they must always be submitted through the virtual classroom.
Exam and Final Grade:

A pass on the final exam is required (minimum grade 5 out of 10) to be computed and averaged with the rest of the grades obtained during the course. A failed exam cannot be compensated with a high grade on the practical exam. Therefore, failing the exam means failing the current session. In any case, if the student failed the first session, the student may take and pass the second session exam to pass the course.

Cheating on the exam means failing the entire course, and the student cannot take the second session.

Criteria for granting honors:

The "Honors" distinction may be awarded to students who have obtained a grade equal to or higher 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.

Single Assessment:

In accordance with Article 9 of the General Regulations for the Assessment and Grading of Official Studies and University-Specific Degrees at the UCV, the single assessment is linked to the inability of students enrolled in a face-to-face degree program to attend. It is, therefore, an extraordinary and exceptional assessment system available to those students who, with justification and accreditation, are unable to submit to the continuous assessment system and who so request the professor in charge of the subject, who will expressly decide on the admission of the student's request for a single assessment and will inform the student of the acceptance/denial.

For the subject "History of Animated Film, Video Games, Comics, Fantasy, and Fiction," the minimum attendance requirement is 70%. This is the limit to be considered for any potential single assessment request. If granted, the request will be based on the following criteria:

In the first call:

   ·Complete all the essays: (1) history of animated film, (2) thematic assignment, (3) video games as animation, (4) history of video games. An average of 5 must be obtained for all of these activities..

   ·Instead of presenting historical research on a given topic in class, you must complete a written assignment with the keys to your research and record yourself presenting it. You must also write ten possible questions on the given topic for your classmates to answer, and answer the questions your classmates prepare on their respective topics. It is essential to complete this activity during the first session in order to receive feedback from your classmates.

   ·Pass the exam.

   ·Write summaries (2-5 pages) with your own reflections on the course topics.

   ·Write aesthetic and narrative critiques of some short films and films seen in class.

In the 2nd call:

   ·The work completed in the first call will be retained, and reflection papers and/or summaries not completed in the first call must be submitted.

   ·The presentation must be given during the first session, as feedback between students is required.

   ·Pass the exam.

Regarding the use of AI:

Although the use of generative AI is not recommended, students may use it for:
  ·Reference and assisted learning.
  ·Searching for alternative resources and references.
  ·Improving the writing of texts, provided the content is original.
Students may not use AI for:
  ·Presenting AI-generated work as their own.
  ·Performing any part of the creative process of scriptwriting or analyzing audiovisual and/or interactive productions using AI.
Citation and attribution criteria:
  ·If AI is used in any of the activities, the specific part of the activity, which AI was used, and what it was used for (source review, style analysis, knowledge expansion, etc.) must be cited.

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.	R23, R25, R26, R27, R28, R29, R30, R31	MD1: Flipped classroom	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.	R23, R24, R25, R26, R27, R28, R29, R30, R31	MD2: Interactive lecture	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.	R26, R29, R30, R31	MD3: Cooperative 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.	R23, R24, R26, R27, R28, R29, R30, R31	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.	R23, R24, R25, R26, R27, R28, R29, R30, R31	MD2: Interactive lecture	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.	R23, R24, R26, R27, R28, R29, R30, R31	MD6: Project-based learning	13,00	0,52
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.	R23, R24, R25, R26, R27, R28, R29, R30, R31	MD1: Flipped classroom	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.	R26, R29, R30, R31	MD3: Cooperative learning	17,00	0,68
TOTAL			**90,00**	**3,60**

Description of contents

Description of content necessary for the acquisition of learning outcomes.

Theoretical content:

Block of content	Contents
Unit 1. Introduction to animated language, video games and comics	In this unit, we will introduce the theory of storytelling and the narrative resources used in animated, ludonarrative and comic.
Unit 2. Animation: techniques, trends and creators in the early days.	In the second unit, we begin a historical journey through the beginnings of animation. We will learn about the main animation techniques and the most significant creators in the animated medium.
Unit 3. Frontiers, trends and creators in contemporary animation	We continue our review of the history of animation, focusing on some trends and creators that gained momentum in the 1970s and 1980s and beyond. We will also discuss the current state of animation.
Unit 4. A review of the history of video games as culture and entertainment	In this unit, we will explore the industrial and technological changes in the video game medium throughout its history.
Unit 5. Video game culture today	The last unit will be devoted to some essential issues for understanding the video game medium today, delving deeper into topics and trends already raised in the previous unit.

Temporary organization of learning:

Block of content	Sessions	Hours
Unit 1. Introduction to animated language, video games and comics	4	8,00
Unit 2. Animation: techniques, trends and creators in the early days.	7	14,00
Unit 3. Frontiers, trends and creators in contemporary animation	7	14,00
Unit 4. A review of the history of video games as culture and entertainment	8	16,00
Unit 5. Video game culture today	4	8,00

References

Main references:

Donovan, T. (2018). *Replay. La historia de los videojuegos*. Héroes de papel.

Lorenzo Hernández, M. (2021). *La imagen animada. Una historia imprescindible*. Diabolo ediciones S.L.

McCloud, S. (2005). *Entender el cómic. El arte invisible*. Astiberri.

Ross, E. (2021). *Gamish. Una historia gráfica de los videojuegos.* Reservoir Books.

Sánchez-Navarro, J. (2020). *La imaginación tangible. Una historia esencial del cine de animación*. Editorial UOC.

Williams, A. 2017. *History of Digital Games: Developments in Art, Design and Interaction*. CRC Press.

Additional references:

Bartual. R. (2014). *Narraciones gráficas. Del códice medieval al cómic*. Editorial Marmotilla.

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Juul, J. (2020). *Handmade Pixels: Independent Video Games and the Quest for Authenticity*. The MIT Press.

Kushner, D.(2018). *Maestros del DOOM.* ES POP EDICIONES.

Loriguillo-López, A. (2021). *Anime Complejo. La ambigüedad narrativa en la animación japonesa*. Publicacions de la Universitat de Valencia.

Loriguillo-López, A. (2021). *Estudios sobre cultura visual japonesa: videojuegos, manga y anime*. Edicions Bellaterra.

Montero Plata, L. (2012). *El mundo invisible de Hayao Miyazaki*. Dolmen Editorial.

Pinon, M., Bunel, P. (2023). *Un siglo de animación japonesa*. Heroes de Papel.

Relinque, J., Fernández, JM., Relaño Gómez, J. (2025). *La enciclopedia de PlayStation*. Heroes de Papel.

Schreier, J. (2022). *Press Reset*. Heroes de Papel.