



Information about the subject

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

Faculty: Faculty of Legal, Economic and Social Sciences

Code: 2051212 **Name:** Animation and video game scripts

Credits: 6,00 **ECTS Year:** 2 **Semester:** 1

Module: NARRATIVE

Subject Matter: AUDIO-VISUAL NARRATIVE **Type:** Basic Formation

Field of knowledge: Artes y Humanidades

Department: -

Type of learning: Classroom-based learning

Languages in which it is taught: Spanish

Lecturer/-s:

2052A Mateo Terrasa Torres (**Profesor responsable**)

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Module organization

NARRATIVE

Subject Matter	ECTS	Subject	ECTS	Year/semester
PSYCHOLOGY	6,00	Psychology of gaming, gameplay and level design	6,00	3/2
AUDIO-VISUAL NARRATIVE	12,00	Animation and video game scripts	6,00	2/1
		Storyboards for animation and video games	6,00	2/2

Recommended knowledge

No se requieren conocimientos previos.



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 develop scripts, based on previously conceived stories, either for the development of an animation project or a videogame.
- R2 To describe in detail all the necessary parts and the formal structure of a script for either animation or videogame.
- R3 To adapt a pre-existing story (a literary or other work) to the format of a script for animation or video game.
- R4 To elaborate narrative projects and scripts from a transmedia perspective (intentional splitting of content and its dissemination across multiple platforms, media and offline and online channels), appropriate to the level of the degree.
- R5 To explain the main audio-visual narrative principles.
- R6 To sequence the creative processes in an orderly and favourable way to the development of the narrative project.
- R7 To progressively improve the stories as the narrative and creative project progresses.
- R8 To elaborate stories with unity and coherence between all their parts (characters, times, spaces, etc.).



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):

GENERAL		Weighting			
		1	2	3	4
G1	To develop original and innovative ideas and proposals in the area of design and narrative of animation and videogames in the required work in a project, combining conceptual and technical aspects.				X

SPECIFIC		Weighting			
		1	2	3	4
E6	To develop the script of a project of animation and videogames.				X
E8	To apply the principles of audiovisual narrative to elaborate different plots applicable to animation and interactive products.			X	



Assessment system for the acquisition of competencies and grading system

Assessed learning outcomes	Granted percentage	Assessment method
R2, R5, R6, R8	20,00%	Written tests
R1, R2, R3, R4, R5, R6, R7, R8	80,00%	Elaboration of projects

Observations

Asistencia y participación:

La asistencia será valorada positivamente, siempre y cuando el alumnado se comporte correctamente y haga aportaciones en clase.

En virtud de la normativa reguladora de la evaluación y calificación de las asignaturas de la UCV en su artículo 8.1 se establece que el alumno que no haya asistido, al menos, al **50% de las clases** de la presente asignatura no podrá presentarse al examen en primera convocatoria. Se considerará como no asistencia tanto las faltas justificadas como no justificadas.

Plagios, copias y falta de citas:

La detección de plagio o copia de cualquier trabajo lleva acarreada la suspensión del mismo. Se considera plagio el uso de trabajos de otros no citados por el autor o el uso abusivo de material no propio para la elaboración del mismo. (Más del 35%). La copia en el examen supone el suspenso de la asignatura completa, no pudiéndose presentar en segunda convocatoria.

Faltas de ortografía:

Se penalizarán las faltas de ortografía en los trabajos presentados, tanto individuales como grupales, y en el examen. La reiteración de faltas supondrá el suspenso automático del trabajo o examen presentado.

Trabajos escritos y pruebas orales:

En el transcurso de la asignatura se deberán realizar varios trabajos escritos individuales y grupales, así como pruebas orales. Estos trabajos suponen el 80% de la nota final. El aprobado de todos estos trabajos es imprescindible para computar y promediar con el resto de las calificaciones de la asignatura. Los criterios de evaluación de estos trabajos serán explicados en el aula por el profesor con la antelación oportuna. Dichos trabajos son evaluados una vez presentados y la nota no podrá ser modificada una vez puesta y revisada, mediando, en consecuencia, con la nota obtenida en el examen.

No se admitirán trabajos fuera del plazo establecido y su entrega se realizará siempre a través del aula virtual.

Examen y nota final:



El aprobado del examen final es imprescindible (nota mínima 5 sobre 10) para computar y promediar con el resto de las calificaciones obtenidas en el transcurso de la asignatura. No se podrá compensar el suspenso en el examen con una nota alta en las prácticas. Por lo tanto, no aprobar el examen implica el suspenso de la convocatoria. En cualquier caso, si la primera convocatoria no ha sido aprobada el alumno podrá realizar y superar el examen de segunda convocatoria para aprobar la asignatura.

Copiar en el examen supone el suspenso de la asignatura completa, no pudiéndose presentar en segunda convocatoria.

Criterios para la concesión de matrícula de honor:

Según el artículo 22 de la Normativa Reguladora de la Evaluación y Calificación de las Asignaturas de la UCV, la mención de "Matrícula de Honor" podrá ser otorgada por el profesor responsable de la asignatura a estudiantes que hayan obtenido la calificación de "Sobresaliente". El número de menciones de "Matrícula de Honor" que se pueden otorgar no podrá exceder del cinco por ciento de los alumnos incluidos en la misma acta oficial, salvo que éste sea inferior a 20, en cuyo caso se podrá conceder una sola "Matrícula de Honor".

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:

- | | |
|----|----------------------------|
| M2 | Participatory master class |
| M3 | Cooperative learning |
| M5 | Case study and research |
| M6 | Project-based learning |



IN-CLASS LEARNING ACTIVITIES

	LEARNING OUTCOMES	HOURS	ECTS
Active listening, summaries, concept maps and/or notes organizing the information and work in small groups (Kagan structures) to process the received information. M2	R1, R2, R3, R4, R5, R6, R7, R8	6,00	0,24
Task elaboration of tasks, in small teams, bearing a common objective with individual and collective responsibility learning from each other. M3	R1, R3, R4, R6, R7, R8	9,00	0,36
Analysis of mock realities – real or simulated- that allow students to connect theory and practice, to learn based on models of reality or to reflect about processes used in the presented cases. M5	R2, R4, R5, R6, R7, R8	9,00	0,36
The student, individually or in a group, leads their action to the elaboration of a tangible final result (product) in which process knowledges and needed competences are incorporated. M6	R1, R2, R3, R4, R5, R6, R7, R8	36,00	1,44
TOTAL		60,00	2,40



LEARNING ACTIVITIES OF AUTONOMOUS WORK

	LEARNING OUTCOMES	HOURS	ECTS
Autonomous work. Study, memorization, test preparation, practical abilities drilling, elaboration of works, essays, reflections, metacognitions, portfolios elaboration, ... M2	R1, R2, R3, R5, R6, R7, R8	22,00	0,88
The student, individually or in a group, leads their action to the elaboration of a tangible final result (product) in which process knowledges and needed competences are incorporated. M6	R1, R2, R3, R4, R5, R6, R7, R8	39,00	1,56
Task elaboration of tasks, in small teams, bearing a common objective with individual and collective responsibility learning from each other. M3	R1, R4, R7, R8	11,00	0,44
Analysis of mock realities – real or simulated- that allow students to connect theory and practice, to learn based on models of reality or to reflect about processes used in the presented cases. M5	R1, R2, R3, R4, R5, R6, R7, R8	18,00	0,72
TOTAL		90,00	3,60



Description of the contents

Description of the necessary contents to acquire the learning outcomes.

Theoretical contents:

Content block	Contents
Tema 1 – El relato audiovisual de animación	Iniciar el estudio del arte de narrar historias mediante el lenguaje audiovisual animado.
Tema 2 – El proceso de escritura de guion para animación	Indagar en los elementos, estrategias y pasos necesarios en la escritura de guiones cinematográficos para animación.
Tema 3 – La narrativa serial en animación	Estudiar las especificidades de la escritura de guiones para la narrativa serial animada.
Tema 4 – El relato interactivo audiovisual y videojuegos	Examinar los elementos, estrategias y herramientas estéticas y narrativas de los relatos interactivos, tanto videojuegos como audiovisual interactivo.
Tema 5 – Elementos del guion ludonarrativo	Estudiar los elementos y singularidades de la ludonarrativa para la escritura de guiones de videojuegos.
Tema 6 – Estrategias de narrativa transmedia	Analizar las posibilidades y estrategias de las narrativas transmedia.



Temporary organization of learning:

Block of content	Number of sessions	Hours
Tema 1 – El relato audiovisual de animación	3,00	6,00
Tema 2 – El proceso de escritura de guion para animación	10,00	20,00
Tema 3 – La narrativa serial en animación	4,00	8,00
Tema 4 – El relato interactivo audiovisual y videojuegos	4,00	8,00
Tema 5 – Elementos del guion ludonarrativo	7,00	14,00
Tema 6 – Estrategias de narrativa transmedia	2,00	4,00



References

Main bibliography:

Bateman, Chris. 2020. Game Writing. Narrative Skills for Videogames. Bloomsbury Academic.

Cuadrado Albarado, Alfonso y Planells de la Maza, Antonio José. 2020. Ficción y videojuegos. Teoría y práctica de la ludonarración. UOCpress.

Gómez-Tarín, Francisco Javier. 2009. El guión audiovisual y el trabajo del guionista. Teoría, técnica y creatividad. Shangrila.

Jiménez, Gabriel. 2013. Golpe a golpe, versión a versión. Manual de escritura de guiones cinematográficos. Icono 14 editorial.

Mckee, Robert. 2002. El guión. Sustancia, estructura, estilo y principios de la escritura de guiones. Alba Editorial.

Nicklin, Hannah. 2022. Writing for games. Theory & Practice. CRC Press.

Sánchez-Escalonilla, Antonio. 2013. Estrategias de guion cinematográfico. El proceso de creación de una historia. Ariel.

Seeger, Linda. 1991. Cómo convertir un buen guion en un guion excelente. Rialp.

Secondary bibliography:

Balló, Jordi y Pérez, Xavier. 1997. La semilla inmortal. Los argumentos universales en el cine. Anagrama.

Douglas, Pamela. 2011. Cómo escribir una serie dramática de televisión. Alba editorial.

Duran Castells, Jaume. Guía para ver y analizar: Toy Story. Nau Llibres.

Gómez-Tarín, Francisco Javier. 2011. Elementos de narrativa audiovisual. Expresión y narración. Shangrila.

Fernández-Vara, Clara. 2015. Introduction to Game Analysis. Routledge.

Fortes Guerrero, Raúl. Guía para ver y analizar: El viaje de Chihiro. Nau Llibres.

Gámez Fuentes, María José. Guía para ver y analizar: Shrek. Nau Llibres.

Le Guin, Ursula K. 2019. Contar es escuchar. Sobre la escritura, la lectura, la imaginación.

Loriguillo-López, Antonio. 2020. Guía para ver y analizar: Perfect Blue. Nau Llibres.

Loriguillo-López, Antonio. 2021. Anime complejo. La ambigüedad narrativa en la animación japonesa. Aldea Global.

Scott, Jeffrey. 2003. How to write for animation. The Overlook Press.

Yorke, John. 2014. Into the Woods. Penguin.

Zubek, Robert. 2021. Elements of Game Design. The MIT Press.



Addendum to the Course Guide of the Subject

Due to the exceptional situation caused by the health crisis of the COVID-19 and taking into account the security measures related to the development of the educational activity in the Higher Education Institution teaching area, the following changes have been made in the guide of the subject to ensure that Students achieve their learning outcomes of the Subject.

Situation 1: Teaching without limited capacity (when the number of enrolled students is lower than the allowed capacity in classroom, according to the security measures taken).

In this case, no changes are made in the guide of the subject.

Situation 2: Teaching with limited capacity (when the number of enrolled students is higher than the allowed capacity in classroom, according to the security measures taken).

In this case, the following changes are made:

1. Educational Activities of Onsite Work:

All the foreseen activities to be developed in the classroom as indicated in this field of the guide of the subject will be made through a simultaneous teaching method combining onsite teaching in the classroom and synchronous online teaching. Students will be able to attend classes onsite or to attend them online through the telematic tools provided by the university (videoconferences). In any case, students who attend classes onsite and who attend them by videoconference will rotate periodically.

In the particular case of this subject, these videoconferences will be made through:

☒ Microsoft Teams

☐ Kaltura



Situation 3: Confinement due to a new State of Alarm.

In this case, the following changes are made:

1. Educational Activities of Onsite Work:

All the foreseen activities to be developed in the classroom as indicated in this field of the guide of the subject, as well as the group and personalized tutoring, will be done with the telematic tools provided by the University, through:

☒

Microsoft Teams

☐

Kaltura

Explanation about the practical sessions:



2. System for Assessing the Acquisition of the competences and Assessment System

ONSITE WORK

Regarding the Assessment Tools:

☒ The Assessment Tools will not be modified. If onsite assessment is not possible, it will be done online through the UCVnet Campus.

☐ The following changes will be made to adapt the subject's assessment to the online teaching.

Course guide		Adaptation	
Assessment tool	Allocated percentage	Description of the suggested changes	Platform to be used

The other Assessment Tools will not be modified with regards to what is indicated in the Course Guide.

Comments to the Assessment System: