Information about the course

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: NARRACIÓN

Subject Matter: NARRATIVA AUDIOVISUAL **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:

2052A	Mateo Terrasa Torres **(Profesor responsable)**	mateo.terrasa@ucv.es

Module organization

NARRACIÓN

Subject Matter	ECTS	Subject	ECTS	Year/semester
PSICOLOGÍA	6	Psychology of gaming, gameplay and level design	6	3/2
NARRATIVA AUDIOVISUAL	12	Animation and video game scripts	6	2/1
		Storyboards for animation and video games	6	2/2

Recommended knowledge

Those specific to the degree.

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
R2, R5, R6	30,00%	SE1 – Written exams.
R1, R3, R4, R7, R8	70,00%	SE8 – Project development.

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 "Script for animation and video games" the minimum attendance requirement is 80%. 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 individual and group assignments in the script folder, which are equivalent to 40% of the grade: original story, original short script, adapted script, mini-series bible, GDD + video game script.

·The deadlines indicated in the virtual classroom must be respected, and the established monitoring and improvement in the writing process must be followed between the original and final submissions.

·Class activities must be submitted on the stipulated dates.

·For activities that involve a presentation, students must record themselves and respond to the teacher's feedback. Pass the exam.

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:

M2 MD2: Interactive lecture

M3 MD3: Cooperative learning

M5 MD5: Case studies

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, R2, R3, R5, R6	MD2: Interactive lecture	14,00	0,56
AF3 – Completion of tasks — in small groups — with a common goal, involving both individual and collective responsibility, learning with and from others.	R4, R7	MD3: Cooperative learning	7,00	0,28

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.	R5, R6	MD5: Case studies	6,00	0,24
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	MD6: Project-based learning	33,00	1,32
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, R3, R5, R6	MD2: Interactive lecture	6,00	0,24
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	MD6: Project-based learning	50,00	2,00
AF3 – Completion of tasks — in small groups — with a common goal, involving both individual and collective responsibility, learning with and from others.	R4, R7	MD3: Cooperative learning	13,00	0,52
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.	R5, R6	MD5: Case studies	21,00	0,84
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 – The art of telling stories: theory of storytelling and narrative	Introduce students to the art of storytelling, whether written, audiovisual or interactive, the transmedia relationships that can be established between them and the narrative resources they use.
Unit 2 – Scriptwriting for animation: the process of creating a story	Describe the principles of audiovisual scriptwriting for the creation of an animated work, developing the different strategies and phases required for this.
Unit 3 – Serial animation: formulas and strategies for serial narrative	Put into practice the specificities of scriptwriting for animated serial narrative.
Unit 4 – Interactive audiovisual and video game storytelling: ludonarrative and scriptwriting	Examine the aesthetic and narrative elements, strategies and tools of interactive storytelling, both in video games and interactive audiovisual media, and study the unique features of scriptwriting for video games.

Temporary organization of learning:

Block of content	Sessions	Hours
Unit 1 – The art of telling stories: theory of storytelling and narrative	6	12,00
Unit 2 – Scriptwriting for animation: the process of creating a story	11	22,00
Unit 3 – Serial animation: formulas and strategies for serial narrative	5	10,00
Unit 4 – Interactive audiovisual and video game storytelling: ludonarrative and scriptwriting	8	16,00

References

Required literature:
Aranda, Daniel. 2016. Cómo construir un buen guion audiovisual. Editorial UOC.
Bateman, Chris. 2020. Game Writing. Narrative Skills for Videogames. Bloomsbury Academic.
Case, Julialicia. 2024. Story Mode: The Creative Writer's Guide to Narrative Video Game Design. Bloomsbury Academic
Cuadrado Albarado, Alfonso y Planells de la Maza, Antonio José. 2020. Ficción y videojuegos. Teoría y práctica de la ludonarración. UOCpress.
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.
Seger, Linda. 1991. Cómo convertir un buen guion en un guion excelente. Rialp.
Recommended literature:
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.
Fernández-Vara, Clara. 2015. Introduction to Game Analysis. Routledge.
Scott, Jeffrey. 2003. How to write for animation. The Overlook Press.
Yorke, John. 2014. Into the Woods. Penguin.