



## Information about the subject

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

**Faculty:** Faculty of Legal, Economic and Social Sciences

**Code:** 2051217 **Name:** Philosophical Fundamentals of animation and video games. Society and culture

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

**Module:** HISTORY AND PHILOSOPHY

**Subject Matter:** PHILOSOPHY **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:**

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## Module organization

### HISTORY AND PHILOSOPHY

Subject Matter	ECTS	Subject	ECTS	Year/semester
PHILOSOPHY	6,00	Philosophical Fundamentals of animation and video games. Society and culture	6,00	2/2
HISTORY	18,00	Historical Documentation	6,00	1/1
		History of animation, video games, comics, fantasy and fiction cinema	6,00	1/1
		History of literature and the audiovisual area	6,00	1/2

## Recommended knowledge

NO ONE



## 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 quote the main authors that have reflected about moral and social influence of videogames and animation productions dealt with in the subject.
- R2 To argue with solidity about the consequences, social and ethical, of the videogames and animation productions.
- R3 To use basic philosophical vocabulary related to ethic and society developed in the subject.
- R4 To quote the main authors that have reflected about the role of narrative as a part of human condition worked in the subject.
- R5 To create a historic chronogram with the essential landmarks of the role of narrative in human history.
- R6 To describe the consequences that are given in the human being by its narrative condition.
- R7 To choose appropriately among different narrative genres those which are most appropriate based on the concerns and yearnings of humans in every vital situation.



## 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):

BASIC	Weighting			
	1	2	3	4
B3				X
Students to be able to gather and interpret relevant data (normally within their area of study) to make judgements including a reflection about relevant topics of social, scientific or ethic nature.				

SPECIFIC	Weighting			
	1	2	3	4
E2				X
To apply ethical principles of their profession in the theoretical and practical proposals in the sphere of animation and videogames				
E4				X
To explain reasonably how narrative is an essential element of the anthropological identity to a required level in the degree study.				

## Assessment system for the acquisition of competencies and grading system

Assessed learning outcomes	Granted percentage	Assessment method
R1, R2, R3, R4, R5, R6, R7	50,00%	Written tests
R1, R2, R3, R4, R5, R6, R7	30,00%	Reflection papers (essays, text comments, etc)
R1, R2, R3, R4, R5, R6, R7	20,00%	Oral tests

### Observations



## 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:

- M1 Flipped classroom
- M2 Participatory master class
- M3 Cooperative 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	30,00	1,20
In the flipped classrooms the student will undertake video viewing, web browsing, readings, questions elaboration and class preparation in general, etc (non-on-site work) as well as presentation and debates with all the participants in the class and doubt solving (on-site work). M1	R1, R3, R6, R7	20,00	0,80
Task elaboration of tasks, in small teams, bearing a common objective with individual and collective responsibility learning from each other. M3	R2, R3, R4, R5, R6	10,00	0,40
<b>TOTAL</b>		<b>60,00</b>	<b>2,40</b>



## 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, R4, R5, R6, R7	40,00	1,60
In the flipped classrooms the student will undertake video viewing, web browsing, readings, questions elaboration and class preparation in general, etc (non-on-site work) as well as presentation and debates with all the participants in the class and doubt solving (on-site work). M1	R2, R3, R4, R5, R6	30,00	1,20
Task elaboration of tasks, in small teams, bearing a common objective with individual and collective responsibility learning from each other. M3	R1, R2, R3, R4	20,00	0,80
<b>TOTAL</b>		<b>90,00</b>	<b>3,60</b>

## Description of the contents

Description of the necessary contents to acquire the learning outcomes.

### Theoretical contents:

#### Content block

#### Contents

#### Lesson 1

SS



## Temporary organization of learning:

Block of content	Number of sessions	Hours
Lesson 1	30,00	60,00

## References

GÓMEZ-FERRER. Apuntes de la asignatura, 2023

ARISTÓTELES Poética Gredos, Madrid, 1999.

MARÍAS, JULIÁN Breve tratado de la ilusión Alianza, Madrid, 2014.

CUADRADO ALVARADO, ALFONSO y PLANNELS, ANTONIO JOSÉ Ficción y videojuegos.  
Teoría y práctica de la ludonarración UOC Press, Barcelona, 2020.