



## Information about the course

**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:** HISTORIA Y FILOSOFÍA

**Subject Matter:** FILOSOFIA **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**)

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## 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

Those specific to the degree.



## Learning outcomes

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

R1 - Cite the main authors who have reflected on the social and moral influence of video games and animated productions covered in the course. 8.1

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.

R2 - Argumentar con solidez sobre las consecuencias éticas y sociales de los videojuegos y producciones. RA8.2 / RA3.1

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.

- Respect and implement the ethical principles and action proposals derived from the Sustainable Development Goals, applying them to all academic and professional activities.

R3 - Use basic philosophical vocabulary related to ethics and society developed in the course. 8.3

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.



R4 - Cite the main authors who have reflected on the role of storytelling as part of the human condition and worked on the subject. 4.1

Learning outcomes of the specified title

**Type of AR:** Competencias

- Be able to convey information, ideas, problems, and solutions to both specialized and non-specialized audiences.

R5 - Create a historical timeline with the essential milestones of the role of storytelling in human history. 4.2

Learning outcomes of the specified title

**Type of AR:** Competencias

- Be able to convey information, ideas, problems, and solutions to both specialized and non-specialized audiences.

R6 - Describe the consequences that arise in human beings due to their narrative condition. 4.3

Learning outcomes of the specified title

**Type of AR:** Competencias

- Be able to convey information, ideas, problems, and solutions to both specialized and non-specialized audiences.



R7 - Choose appropriately from among the different narrative genres those that are most suitable in terms of the concerns and desires that arise in human beings in each life situation. 4.4

Learning outcomes of the specified title

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**Type of AR:** Competencias

- Be able to convey information, ideas, problems, and solutions to both specialized and non-specialized audiences.
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R8 - Critically analyse narrative productions, video games and animations, integrating the principles of integral ecology into the assessment of their social, ethical and cultural impact, encouraging proposals that promote gender equality, universal accessibility, a culture of peace and respect for environmental sustainability. 7.1

Learning outcomes of the specified title

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**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.
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R9 - Desarrollar propuestas narrativas y de ocio digital que integren reflexiones filosóficas y éticas sobre la condición humana, promoviendo la igualdad, la accesibilidad universal y una cultura de paz a través del diseño y la narración de animación y videojuegos. 6.1

Learning outcomes of the specified title

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**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.
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## Assessment system

### In-person modality

Assessed learning outcomes	Granted percentage	Assessment tool
R1, R3, R6, R7, R8	40,00%	SE1 – Written exams.
R1, R2, R3, R4, R5, R6, R7, R8, R9	40,00%	SE4 – Reflective assignments (essays, text commentaries, etc.).
R2, R3, R7	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 "Philosophical Foundations of Animation and Video Games. Society and Culture," 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 the essays based on recommended readings and analyses of animated or video game productions.
- Write an additional assignment that delves into one of the topics taught in class and another on the activities carried out in class.
- Present a recorded research paper if it is not possible to present it in class. In this case, the presentation must be submitted, as well as the reflection paper on which the research was written.
- Complete the final project independently; therefore, the required length will be shorter.
- 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:

M1	MD1: Flipped classroom
M2	MD2: Interactive lecture
M3	MD3: Cooperative learning

### IN-CLASS TRAINING ACTIVITIES

ACTIVITY	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, R4, R5, R6, R7, R8, R9	MD1: Flipped classroom	20,00	0,80





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, R4, R5, R6, R7, R8, R9	MD2: Interactive lecture	30,00	1,20
AF3 – Completion of tasks — in small groups — with a common goal, involving both individual and collective responsibility, learning with and from others.	R1, R4, R5, R6, R8, R9	MD3: Cooperative learning	10,00	0,40
<b>TOTAL</b>			<b>60,00</b>	<b>2,40</b>



## TRAINING ACTIVITIES OF AUTONOMOUS WORK

ACTIVITY	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, R4, R5, R6, R7, R8, R9	MD2: Interactive lecture	40,00	1,60
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.	R1, R4, R5, R6, R7, R8, R9	MD1: Flipped classroom	30,00	1,20
AF3 – Completion of tasks — in small groups — with a common goal, involving both individual and collective responsibility, learning with and from others.	R1, R4, R5, R6, R8, R9	MD3: Cooperative learning	20,00	0,80
<b>TOTAL</b>			<b>90,00</b>	<b>3,60</b>



## Description of contents

Description of content necessary for the acquisition of learning outcomes.

### Theoretical content:

Block of content	Contents
UNIT1. Homo ludens. Play, myth and culture	Explore the foundations of human culture and the role of play, myth and the transmission of wisdom through stories.
UNIT 2. The (cultural) industries of animation and video games. Evolution, changes and trends.	Explore the foundations of the cultural industries of animation and video games, what they have been and what they are now, the aesthetic and narrative influences between different cultures and how they fit into the current global context.
UNIT 3. Play, storytelling and create. Ethical, aesthetic and philosophical values of animation and video games.	Focus on animation and video games, their value as ethical, aesthetic and narrative works, and their impact on society.
UNIT 4. Impact and current issues of animation and video games in culture	Study in depth the current issues that affect animation and video games in one way or another, such as environmental impact and the animal perspective, gender, race and class issues from an ethical and philosophical point of view, and the use of sex and violence.



### Temporary organization of learning:

Block of content	Sessions	Hours
UNIT1. Homo ludens. Play, myth and culture	6	12,00
UNIT 2. The (cultural) industries of animation and video games. Evolution, changes and trends.	6	12,00
UNIT 3. Play, storytelling and create. Ethical, aesthetic and philosophical values of animation and video games.	9	18,00
UNIT 4. Impact and current issues of animation and video games in culture	9	18,00

## References

### Recommended references:

Alt, Matt. 2022. *Manga, arcades y karaokes. Cómo la cultura pop japonesa reinventó el mundo*. Península.

Armstrong, Karen. 2020. *Breve historia del mito*. Siruela.

Bateman, Chris. 2018. *The Virtuous Cyborg*. Squint Books.

Bown, Alfie. 2017. *The PlayStation Dreamworld*. Polity.

Cuadrado Alvarado, Alfonso y Planells de la Maza, Jose Antonio. 2020. *Ficción y videojuegos. Teoría y práctica de la ludonarración*. UOC Press.

Eagleton, Terry. 2017. *Cultura*. Taurus.

Fisher, Mark. 2016. *Reallismo Capitalista ¿no hay alternativa?* Caja negra editorial.

Han, Byung-chul. 2018. *Buen entretenimiento*. Herder.

Levitt, Deborah. 2018. *The Animatic Apparatus. Animation, Vitality, and the Futures of the Image*. zero books.

Panikkar, Raimon. 2021. *Ecosofía. La sabiduría de la tierra*. Fragmenta editorial.

Sicart, Miguel. 2014. *Play Matters*. The MIT Press.

Wood, James. 2016. *Los mecanismos de la ficción*. Taurus.