



Information about the subject

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

Faculty: Faculty of Legal, Economic and Social Sciences

Code: 2051219 **Name:** Storyboards for animation and video games

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

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:

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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

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 sequence the creative processes in an orderly and favourable way to the development of the narrative project.
- R2 To progressively improve the stories as the narrative and creative project progresses.
- R3 To elaborate stories with unity and coherence between all their parts (characters, times, spaces, etc.).
- R4 To describe in detail the form and function of storyboards, whether they are for animation or video game projects.
- R5 To transform a script into a storyboard, whether for an animation or videogame project.
- R6 To draw, with the precision of a storyboard, a script, whether it is your own or someone else's.
- R7 To detail in the storyboards the camera and vision positions or any other necessary technical indication.



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
E7	To elaborate storyboards for projects 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
	30,00%	Written tests
	70,00%	Elaboration of projects

Observations

Attendance will have a percentage of 10% of the final grade. Each lack of attendance will deduct 1% from the final grade, up to a maximum of 10% in the subject.

The practical content will have a percentage of 40% of the final grade. The final exam will have a percentage of 50% of the final grade.

The exam grade will be obtained from the sum of a mandatory final practical part delivered at the end

of the semester and the final grade obtained in the subject exam.

If the exam is not passed, the call will be suspended, and the grade obtained in the exam will appear in the minutes, a rule that will be applied to both the first and second calls.

The student's presence in the classroom at the beginning of the exam will lead to its evaluation, without the possibility of being able to claim as not presented, even if the student is absent as soon as the exam begins.

Once the first call has been approved, work cannot be submitted to raise the grade obtained in this call, nor can the said call be left suspended in order to be able to take the second call in the event of a request from the student.

In any case, if the first call has not been approved, the student must take and pass the second call exam to pass the subject.

A minimum of passing (50% of the grade in said test) must be obtained in the final exam of the 1st and 2nd call to compute and average the grades for the practices and assistance obtained during the course. This final test will consist of a theoretical part and a practical part, being mandatory to pass the theoretical part to add the practical part. Failure in the theoretical part will mean complete failure of the exam. Answers to the theoretical part that contain spelling mistakes will not be graded. In order to take the first call exam, it will be mandatory to present and approve the final personal project with 50% of its grade on the date and time established on the platform.

The marks for attendance and practices can only be obtained in the first call and will be saved for the second call exam to be averaged with it in case of not passing the first call.

The grade for attendance will be obtained at the beginning of class at the time of roll call. If a student is not present at that time, it will be considered unexcused absence, unless he or she has



previously warned the teacher that he or she is going to arrive late. for tutoring, work or other justified reason. It is the student's responsibility to indicate that she is in class at the time she is named in order to mark her attendance.

In case of suspending the first call, a work may be presented for the second call at the discretion of the professor, which will replace one not delivered or with a low grade from the first call; The grade of the first work would be canceled and will be replaced by the one obtained in this new work.

The delivery of practices will not be allowed outside the date and time established on the platform for each one. The delivery of internships can only be done through the platform.

The format of the practices delivered will be determined in each statement thereof. Submission in a format different from that specified will result in failure of the practice without possible qualification .

The copy or falsification of designs or works extracted from the Internet, another medium or partner will mean the immediate suspension of all the practices of the subject without the possibility of presenting extra work in both the first and second call.

By virtue of the regulations governing the evaluation and grading of UCV subjects, article 8.1 establishes that the student who has not attended at least 50% of the classes of this subject will not be able to take the exam in First call. Both justified and unjustified absences will be considered non-attendance.

Those students who previously and after notifying the teacher of their personal situation receive from the teacher permission to take the exam on the first call will be excluded from this regulation if the teacher considers the absence justified, whether for work reasons, coincidence of subjects, second registrations, serious illnesses, etc. To benefit from this exemption, it is absolutely essential to have spoken with the teacher at the beginning of the subject and to have accepted the evaluation procedure that the teacher deems most appropriate. In no case can these situations be appealed by default or at the end of the subject to violate the rule.

The use of cell phones in class is prohibited. Under university regulations, a student may be expelled from the classroom if he or she is using the telephone. The expulsion will result in the consideration of non-attendance in class that day with the consequent loss of grade.

On the other hand, the teacher can establish

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	R4, R5, R6, R7	12,00	0,48
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, R5, R6, R7	18,00	0,72
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	R3, R4, R5, R6, R7	30,00	1,20
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, M5, M6	R3, R4, R5, R6, R7	30,00	1,20
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. M5, M6	R2, R3, R4	30,00	1,20
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, M6	R1, R2, R3, R4, R5, R6, R7	30,00	1,20
TOTAL		90,00	3,60



Description of the contents

Description of the necessary contents to acquire the learning outcomes.

Theoretical contents:

Content block	Contents
Storyboard history, origins.	Storyboard history, origins.
Resultado de traducción Functions of a Storyboard: Time, money, communication.	Resultado de traducción Functions of a Storyboard: Time, money, communication.
How to build a Storyboard and Develop a graphic narrative: Narration, types of shot, shots, and movements of the camera, drawing or image.	How to build a Storyboard and Develop a graphic narrative: Narration, types of shot, shots, and movements of the camera, drawing or image.
Different types of Storyboard.	Different types of Storyboard.
Recursos gráficos: Técnicas tradicionales de dibujo, utilización de programas informáticos: Illustrator, Photoshop.	Recursos gráficos: Técnicas tradicionales de dibujo, utilización de programas informáticos: Illustrator, Photoshop.



Temporary organization of learning:

Block of content	Number of sessions	Hours
Storyboard history, origins.	1,00	2,00
Resultado de traducción Functions of a Storyboard: Time, money, communication.	1,00	2,00
How to build a Storyboard and Develop a graphic narrative: Narration, types of shot, shots, and movements of the camera, drawing or image.	10,00	20,00
Different types of Storyboard.	8,00	16,00
Recursos gráficos: Técnicas tradicionales de dibujo, utilización de programas informáticos: Illustrator, Photoshop.	10,00	20,00

References

- BEÁ, J.M. (1990) *La técnica del cómic*, Iru, Barcelona
EISNER, W. (2003) *La narración gráfica*, Norma, Barcelona
- HART, J. (2001) *La técnica del storyboard. Guión gráfico para cine, TV y animación*, IORTV, Madrid.
- MARTÍN, A. (2000) *Los inventores del cómic español 1873/1900*, Planeta De Agostini, Barcelona
- MERINO, A. (2003) *El cómic hispano*, Cátedra, Madrid
- PANOFSKY, E. (1994) *Estudios sobre iconología*, Alianza Universidad, Madrid.



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: