Information about the course

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: 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	Fernando Tamarit Cobo **(Profesor responsable)**	fernando.tamarit@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

Learning outcomes

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

R10 - Transform a script into a storyboard for either an animation or video game project. 12.30

Learning outcomes of the specified title

Type of AR: Habilidades o Destrezas

- Illustrate and generate specific animation and video game projects using traditional procedures and digital techniques

R11 - Draw, with the precision of a storyboard, a script, whether your own or someone else's. RA12.31 / 9.12

Learning outcomes of the specified title

Type of AR: Habilidades o Destrezas

- Illustrate and generate specific animation and video game projects using traditional procedures and digital techniques

Type of AR: Competencias

- Develop original and innovative ideas and proposals in the area of animation and video game design and storytelling, in the work required for a project, combining conceptual and technical aspects.

R12 - Detail camera positions and angles, or any other necessary technical instructions, in the storyboards. RA12.32 / 9.13

Learning outcomes of the specified title

Type of AR: Habilidades o Destrezas

- Illustrate and generate specific animation and video game projects using traditional procedures and digital techniques

Type of AR: Competencias

- Develop original and innovative ideas and proposals in the area of animation and video game design and storytelling, in the work required for a project, combining conceptual and technical aspects.

R9 - Describe in detail the form and function of storyboards, whether for animation or video game projects. 12.29

Learning outcomes of the specified title

Type of AR: Habilidades o Destrezas

- Illustrate and generate specific animation and video game projects using traditional procedures and digital techniques

Assessment system

In-person modality

Assessed learning outcomes	Granted percentage	Assessment tool
	30,00%	SE1 – Written exams.
	70,00%	SE8 – Project development.

Observations

The practical content, along with participation, will account for 70% of the final grade. The final exam will account for 30% of the final grade.
If the exam is not passed, the exam session will be suspended, and the grade obtained will appear on the transcript. This rule will apply to both the first and second sittings.
The student's presence in the classroom at the start of the exam will result in the student being evaluated as a non-show, and the student cannot be challenged as a non-show, even if the student is absent immediately after the exam begins.
If the first sitting is not passed, the student must take and pass the second sitting exam to pass the course.
A minimum pass mark (50% of the grade on that exam) must be obtained on the final exam of the first and second sittings to compute and average the practical and participation grades obtained during the course. This final exam will consist of a theoretical and a practical section, with passing the theoretical section required to add the practical section. Failing the theoretical part will result in failing the entire exam. Answers to the theoretical part that contain spelling mistakes will not be graded.
The marks for attendance and participation obtained in the first sitting will be retained for the second sitting exam to be averaged with the latter in case the student does not pass the first sitting.
The mark for attendance will be obtained at the beginning of class during roll call. If a student is not present at that time, it will be considered an unexcused absence, unless they have previously informed the professor that they will be late for tutorials, work, or another justified reason. It is the student's responsibility to indicate that they are in class at the time designated so that their attendance can be recorded.

If the student fails the first sitting, they may submit the practical test(s) that the professor deems appropriate for the second sitting.
The submission of practical tests outside of the date and time established on the platform for each one will not be permitted. The submission of assignments may only be done through the platform. This rule applies to students in their first, second, and subsequent enrollments.
It is not permitted to submit WeTransfer links through the platform or to any other website or app. This rule applies to students in their first, second, and subsequent enrollments.
The format of the submitted assignments will be determined in each assignment statement. Submission in a format other than the one specified will result in the student failing the assignment with no grade. This rule applies to students in their first, second, and subsequent enrollments.
Copying or forging designs or work taken from the internet, another medium, or a classmate will result in immediate failure of all assignments in the course. This rule applies to students in their first, second, and subsequent enrollments.
The use of mobile phones in class is prohibited. Under university regulations, a student may be expelled from class if they are using a cell phone. This expulsion will result in non-attendance for that day, resulting in the loss of a grade.
Furthermore, the instructor may establish criteria for non-attendance such as repeated tardiness or inattentiveness in class (unauthorized cell phone use, lack of participation, etc.), which may be added to the overall non-attendance calculation and affect the percentage established in the teaching guide for participation points.
Artificial Intelligence
The use of artificial intelligence for digital practices will always be carried out in consultation with the instructor, who will indicate what can be worked on and completed with this technology.
Its use, if permitted, will be described in the assignment statement or determined by the instructor in class.
Under no circumstances may an assignment completed entirely using this technique be submitted, nor may any practice be presented without prior consultation with the instructor. Should this occur, it will be considered a very serious offense, and all practices for the course will be failed.
Single Assessment
In accordance with Article 9 of the General Regulations for the Assessment and Grading of Official Studies and UCV-Owned Degrees, 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 students who, with justification and accreditation, are unable to submit to the continuous assessment system. They may request this from the professor responsible for the subject, who will expressly decide on the admission of the student's request for a single assessment and will notify the student of the acceptance.

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.	R8, R9	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.	R8	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.	R8, R9, R10, R11, R12	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.	R8, R11, R12	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.	R8, R9, R10, R11, R12	MD5: Case studies MD6: Project-based learning	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.	R8, R10, R11, R12	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.	R8, R10, R11, R12	MD3: Cooperative learning MD6: Project-based 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.	R8, R9, R10, R11, R12	MD5: Case studies MD6: Project-based learning	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
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.
Graphic resources: Traditional drawing techniques, use of computer programs: Illustrator, Photoshop.	Graphic resources: Traditional drawing techniques, use of computer programs: Illustrator, Photoshop.

Temporary organization of learning:

Block of content	Sessions	Hours
Storyboard history, origins.	1	2,00
Resultado de traducción Functions of a Storyboard: Time, money, communication.	1	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	20,00
Different types of Storyboard.	8	16,00
Graphic resources: Traditional drawing techniques, use of computer programs: Illustrator, Photoshop.	10	20,00

References

HART, J. (2001) *La técnica del storyboard. Guión gráfico para cine, TV y animación*, IORTV, Madrid.

PANOFSKY, E. (1994) *Estudios sobre iconología*, Alianza Universidad, Madrid.

BEÁ, J.M. (1990) *La técnica del cómic*, Iru, Barcelona EISNER, W. (2003) *La narración gráfica*, Norma, Barcelona