



Information about the course

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

Faculty: Faculty of Legal, Economic and Social Sciences

Code: 2051431 **Name:** Science, Reason and Faith

Credits: 6,00 ECTS **Year:** 4 **Semester:** 1

Module: HUMANIDADES

Subject Matter: HUMANIDADES **Type:** Obligatoria

Branch of knowledge:

Department: Multimedia and Digital Arts

Type of learning: Classroom-based learning

Language/-s in which it is given: Spanish

Teachers:

2054A Oscar Diaz Ruiz (**Profesor responsable**)

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Module organization

HUMANIDADES

Subject Matter	ECTS	Subject	ECTS	Year/semester
ANTROPOLOGÍA	6	Anthropology	6	1/2
HUMANIDADES	12	Science, Reason and Faith	6	4/1
		Social Morality - Deontology	6	4/2



Learning outcomes

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

R10 - Recognise the limits that must be placed on both our own and others' animation and video game productions as elements of communication and social education, taking into account the sincere search for the whole truth and the integration of all dimensions of the human being in the face of life's big questions, applying the principles derived from the concept of integral ecology and respecting and implementing the ethical principles and proposals for action derived from the sustainable development goals. RA6.39 / RA7.35 / RA8.43

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

R11 - Explain how your work, within the scope of your degree, can be an opportunity to contribute to the common good, to the achievement of human rights and to the construction of a more just society thanks to the great social and media influence it wields, taking into account the sincere search for the full truth and the integration of all dimensions of the human being in the face of the great questions of life, applying the principles derived from the concept of integral ecology and respecting and putting into practice the ethical principles and proposals for action derived from the objectives for sustainable development. RA6.40 / RA7.36 / RA8.41

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

R4 - Demonstrate in a reasoned manner which contributions to culture and the advancement of humanity originate from science and which from faith, and how both types of knowledge can be complementary. RA6.34 / RA3.22

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

R5 - Distinguishing between the realms of science and faith and how both can lead to common ethical approaches. RA6.35 / RA3.23

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.
- 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.



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

R6 - Critically analyse the presence of scientific, pseudoscientific, mythological and religious approaches as a source of argumentation in numerous creations in the field of animation and video games. RA6.36 / RA3.24

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

R7 - Develop narrative proposals that could serve as a basis for the creation of scripts or storyboards in the field of animation or video games, demonstrating that the knowledge acquired in the course has been assimilated, taking into account the sincere search for the whole truth and the integration of all dimensions of the human being in the face of life's big questions, applying the principles derived from the concept of integral ecology and respecting and putting into practice the ethical principles and proposals for action derived from the objectives for sustainable development. RA6.37 / RA3.25 / RA7.33 / 8.40

Learning outcomes of the specified title

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.
- 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.



- 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.

R8 - Make judgements in an argumentative manner, citing sources, on real or simulated cases, moral dilemmas or current issues involving human beings as beings. RA6.38

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.
- 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.

R9 - Argue soundly about the ethical consequences and social repercussions on the most vulnerable people (especially children) of animation and video game products, taking into account the sincere search for the whole truth and the integration of all dimensions of the human being in the face of life's big questions, applying the principles derived from the concept of integral ecology and respecting and implementing the ethical principles and proposals for action derived from the sustainable development goals. RA3.26 / RA6.41 / RA7.34 / RA8.42

Learning outcomes of the specified title

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



Assessment system

In-person modality

Assessed learning outcomes	Granted percentage	Assessment tool
R8, R9, R10	40,00%	SE1 – Written exams.
R4, R6, R10, R11	20,00%	SE4 – Reflective assignments (essays, text commentaries, etc.).
R4, R5, R6, R7, R8, R10, R11	40,00%	SE5 – Oral exams.

Observations

Single Assessment:

According to 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 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 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.

Regarding the subject of Science, Reason, and Faith, the minimum attendance required is 80%, which is the limit to be taken into account for any potential request for a single assessment. If awarded, this distinction will be based on the following criteria: the completion of a project, which will represent 50% of the course, and a final written exam, which will represent the remaining 50%, both in the first and second sittings.

Criteria for granting the Matrícula de Honor (Honours Matrícula):

According to Article 14.4 of the General Regulations for the Evaluation and Grading of Official Studies and UCV's Own Degrees, the "Honours Matrícula" 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 less than 20, in which case only one "Honours Matrícula" may be awarded.

Use of AI in the course:

- The use of AI is permitted for:
 - Generating diagrams or concept maps to support study.
 - Receiving feedback on the clarity or coherence of one's own text.
 - Improving the writing of written documents, provided the original content is the student's own.
 - Simulating interviews, questionnaires, or conversations as part of data collection practices.
- The use of AI is not permitted for:
 - Writing sections of the final project or practical work.
 - Formulating hypotheses, objectives, or conclusions for assignments.
 - Replacing the process of analyzing and evaluating the various tasks proposed in the classroom.
- Generating AI avatars as a way to present video/audio work.
- Citation and attribution criteria:
 - All use of AI tools must be explicitly declared in the submitted document (for example, in a footnote or an appendix).
 - The name of the tool, the purpose of its use (e.g., grammar check, organization of ideas, writing sample), and the section of the work where it was used will be indicated.
 - Responsible use of AI will be evaluated as part of the criteria for originality and academic honesty. The use of citations and AI tools cannot exceed 30% of the total work. For this purpose, the Turnitin application will be used for all submissions made through the teaching platform.

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 |

IN-CLASS TRAINING ACTIVITIES



ACTIVITY	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.	R4, R5, R6, R7, R8, R9, R10	MD1: Flipped classroom MD2: Interactive lecture	30,00	1,20
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.	R4, R5, R6, R7, R8, R9, R10, R11	MD1: Flipped classroom MD2: Interactive lecture	30,00	1,20
TOTAL			60,00	2,40

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.	R4, R5, R6, R7, R8, R9, R10, R11	MD1: Flipped classroom MD2: Interactive lecture	40,00	1,60
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.	R4, R5, R6, R7, R8, R9, R10, R11	MD1: Flipped classroom MD2: Interactive lecture	50,00	2,00
TOTAL			90,00	3,60



Description of contents

Description of content necessary for the acquisition of learning outcomes.

Theoretical content:

Block of content	Contents
Block I. Knowledge and the Different Approaches to It	Didactic Unit 1. Scientific Knowledge and Religious Knowledge. Didactic Unit 2. Science and Faith: Incompatible or Complementary?
Block II. Modern science	Didactic Unit 3. Birth of modern science Didactic Unit 4. The Galileo case Didactic Unit 5. The universe and its origin Didactic Unit 6. Modern scientists and the question about God Didactic Unit 7. Science and ethics Didactic Unit 8. Science, religion, and the environment
Block III. Arguments and narratives in the production of digital stories and video games	Didactic Unit 9. The critical analysis of the underlying messages about science, mythology, and religion that are transmitted and supported by narratives in the field of animation and video games.



Temporary organization of learning:

Block of content	Sessions	Hours
Block I. Knowledge and the Different Approaches to It	5	10,00
Block II. Modern science	15	30,00
Block III. Arguments and narratives in the production of digital stories and video games	10	20,00

References

ARTIGAS, MARIANO, *Ciencia, razón y fe*, EUNSA 2011

ARTIGAS, MARIANO, *Ciencia y religión. Conceptos fundamentales*. EUNSA 2007

BOLLARÉ, M. - BONNASSIES, O., *Dieu, la science, les preuves - L'aube d'une révolution*, Guy Trédaniel éditeur 2021

CAMPBELL, JOSEPH, *The hero with a thousand faces*, New World Library 2008

HUIZINGA, JOHAN, *Homo ludens*, Alianza Editorial 2012

POOLE, DIEGO, *¿Qué es el relativismo?*, Palabra 2025

RATZINGER, JOSEPH - BENEDICTO XVI, *Fe y ciencia. Un diálogo necesario*, Editorial Sal Terrae 2023

UDÍAS VALLINA, AGUSTÍN, *Ciencia y religión. Dos visiones del mundo*, Editorial Sal Terrae 2010

VAZ, BORJA, *El siglo de los videojuegos*, Arpa Editores 2023