



Information about the course

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

Faculty: Faculty of Legal, Economic and Social Sciences

Code: 2051436 **Name:** Social Morality - Deontology

Credits: 6,00 ECTS **Year:** 4 **Semester:** 2

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 María De Los Ángeles Díaz Del Rey (**Profesor responsable**) mdla.diaz@ucv.es



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

- 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.

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

- 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.

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.

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

- 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.
 - 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.
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Assessment system

In-person modality

Assessed learning outcomes	Granted percentage	Assessment tool
	50,00%	SE1 – Written exams.
	40,00%	SE4 – Reflective assignments (essays, text commentaries, etc.).
	10,00%	SE5 – Oral exams.

Observations

Plagiarism, Copying, and Lack of Citations

Any detected plagiarism or copying in submitted work will result in its invalidation. Plagiarism is defined as the use of another person's work without proper citation or the excessive use of non-original material (exceeding 35%) in the preparation of an assignment. Cheating during the examination will lead to failure of the entire course, and the student will not be allowed to sit for the second examination session.

Spelling Errors

Spelling mistakes in submitted assignments will be penalized by up to 2 points. This applies to both individual and group activities, as well as the final examination.

Written Assignments and Oral Presentations

Throughout the course, students will be required to complete several written and oral assignments, both individually and in groups. The evaluation criteria for these assignments will be communicated in class by the instructor in due time. Once submitted, assignments will be graded and the marks will not be subject to modification after review. These grades will be considered alongside the examination score. Late submissions will not be accepted, and all assignments must be submitted exclusively through the virtual classroom platform.



Final Examination and Overall Grade

A minimum score of 4.5 on the final written examination is required to pass the course.

Criteria for Awarding “Honors”

The distinction of “Honors” may be granted to students who achieve a final grade above 9.0. The number of honors distinctions cannot exceed five percent of the students enrolled in a given group for the academic year, except when the total number of enrolled students is below this threshold.

Single Evaluation

In accordance with Article 9 of the General Regulations on Assessment and Grading of Official Degrees and UCV Proprietary Programs, single evaluation is reserved for students enrolled in an on-campus program who are unable to attend classes. This is an extraordinary and exceptional assessment system available to students who, for justified and documented reasons, cannot participate in continuous assessment. Requests must be submitted to the course instructor, who will decide whether to grant single evaluation and will communicate acceptance or denial to the student.

For the course “**Social and Deontological Ethics**,” the minimum attendance requirement is 70%. This threshold must be met to be eligible for single evaluation. If granted, the assessment will be based on the following criteria:

First Examination Session:

- Complete reflective assignments based on recommended readings and/or films.
- Prepare an individual comparative analysis between the professional code of ethics and the social morality topics discussed in class.
- Compile a glossary of key concepts related to social morality.
- Pass the final examination.

Second Examination Session:

- Complete any pending assignments required in the first session.
- Pass the final examination.

Use of Artificial Intelligence (AI)

Although the use of generative AI is not recommended, students may use it for:

- Consultation and assisted learning.
- Searching for alternative resources and references.
- Improving text drafting, provided the content remains original.

Students may **not** use AI for:

- Submitting AI-generated work as their own.
- Performing any part of the creative process for scriptwriting or analyzing audiovisual and/or interactive productions using AI.

Citation and Attribution Guidelines

If AI is used in any activity, students must indicate:

- Which part of the activity involved AI.
- Which AI tool was used.
- The purpose of its use (e.g., source consultation, style analysis, knowledge enhancement).



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.	R10, R11	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.	R8, R9	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.	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.	R8, R9	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

1. We Are Not Islands: Social Morality

- The human being as a being-with-others
- Love as a source of meaning and as a vocation for humanity's existence
- The Personal Dimension
- Interpersonal relationships
- Marriage and family
- Communities
- The Social Dimension
- The world of work and business; Corporate Social Responsibility (CSR)
- Economy
- Politics: a service to society?
- Local, national, and international community
- Human rights
- Justice and peace
- Social Teaching of Benedict XVI and Francis

Ethics and Professional Conduct in Animation and Video Games

- An evolving code of ethics
- Social morality and the common good as sources of inspiration for professional conduct
- Effects of animation and video game products on vulnerable individuals, especially children
- In animation and video games: does everything go?
- Ethical limits and possibilities of digital animation and video game productions



Temporary organization of learning:

Block of content	Sessions	Hours
1. We Are Not Islands: Social Morality	20	40,00
Ethics and Professional Conduct in Animation and Video Games	10	20,00

References

Pontifical Council for Justice and Peace (2024). Compendium of the Social Doctrine of the Church. Libreria Editrice Vaticana

M. Aquilina (2013). The Social Doctrine of the Catholic Church: Semester Edition. Didache Series

Dicastery for the Doctrine of the Faith (2024). Declaration "Dignitas Infinita" on Human Dignity