



Information about the course

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

Faculty: Faculty of Legal, Economic and Social Sciences

Code: 2053437 **Name:** Internship

Credits: 9,00 ECTS **Year:** 4 **Semester:** 2

Module: PRÁCTICAS

Subject Matter: PRÁCTICAS **Type:** Prácticas Externas

Branch of knowledge:

Department: Multimedia and Digital Arts

Type of learning: Classroom-based learning

Language/-s in which it is given: Spanish

Teachers:

2054A Luis Estivalis Torrent (**Profesor responsable**)

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Module organization

PRÁCTICAS

Subject Matter	ECTS	Subject	ECTS	Year/semester
PRÁCTICAS	9	Internship	9	4/2

Recommended knowledge



The External Placements in this degree are personalised so that it can be chosen the modality within the academic plan of the degree.

The internships can be carried out in a working environment of animation projects or focused on the creation of videogames.

The External Work Placement is a compulsory 9 ECTS module. Its general objective is to integrate the student in a learning context located in real fields related to practice and the performance of their work in a professional environment. In this sense, the aim is to enable students to acquire the knowledge, skills, information and practice necessary for professional practice in a given field of storytelling animation and video game projects.

The specific objectives pursued with this subject are as follows:

1. To allow a first contact of the imminent graduates with the professional field of animation and videogames.
2. To introduce students to the environment in which they could develop their own professional activity.
3. To enhance the personal performance of the students through the development of the skills required to achieve a truly comprehensive training.
4. To favour the critical and reflective capacity of students, encourage decision-making and put into practice their capacity for analysis and synthesis.

There will be a lecturer coordinating the work placement subject and an academic tutor who will carry out a series of actions throughout the work placement period that guarantee the quality of the training process and which are aimed at providing students with the necessary generic skills for their future professional practice.

The function of the tutors is to provide academic guidance and institutional support for the students in the practical activities they carry out. In addition to the annual appointments established with the tutor, the tutor will always be available to the tutored students through the channels of communication with the teaching staff existing at the UCV (intranet, weekly tutorials).

With the aim of guiding and tutoring the student during the External Placement course, tutors will carry out different interviews and training activities and tutoring activities, which may be individual or with the whole tutor group.

Orientation interview: The orientation interview will take place before the students are assigned to the type of placement they are interested in. In this interview the tutor will personally orientate the students on the different career options as well as on the interests, aptitudes, requirements of both the students, and of the chosen professional pathways.

They will clarify the assessment system for the External Placement and the steps to be followed in the preparation of the work/memorandum to be presented and submitted by the students.

Report from the professional tutor in the company or external centre: The tutor evaluates, by means of a report, the participation, involvement and progression of the student's acquisition of knowledge and skills of the student.

Report on the work carried out in the External Placement course:

For the general qualification of the report, some relevant aspects will be taken into account:

1. General structure of the document and presence of the most relevant sections.
2. Degree to which it reflects the activity carried out during the internship.
3. Descriptive and argumentative capacity
4. Presence of a critical perspective



5. Suggestions for improvement

6. Presence of relevant appendices and, finally, relevant bibliographical references adequately referenced.



Learning outcomes

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

R1 - Apply the knowledge acquired in the degree programme in the field of video games and animation to contextualised and professional situations, 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. RA13.6 / RA6.42 / RA7.37 / RA8.44

Learning outcomes of the specified title

Type of AR: Competencias

- Analyze the characteristics of the animation and video game sector, how it operates, and the trends to understand and predict its evolution.
- 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.

R2 - Analyse one's own pre-professional development through participation in work teams in real environments, 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 sustainable development goals. RA5.4 / RA6.43 / RA7.38 / RA8.45

Learning outcomes of the specified title



Type of AR: Habilidades o Destrezas

- Demonstrate a high degree of autonomy in learning.

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.

R3 - Prepare a report on the activities carried out and experiences gained, clearly explaining: the relationship between the academic training received and the professional reality in which the work experience took place, verification of the level of skills acquired in all subjects and during the work experience period itself.

RA2.29

Learning outcomes of the specified title

Type of AR: Competencias

- Correctly apply their knowledge to their work or vocation in a professional manner and be able to develop and defend arguments and solve problems within their area of study.
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Assessment system

In-person modality

Assessed learning outcomes	Granted percentage	Assessment tool
	40,00%	SE7 – Internship report.
	10,00%	SE9 – Evaluation report by the academic supervisor.
	50,00%	SE10 – Internship evaluation report (supervisor at the collaborating institution).

Observations

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.

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Training activities

The methodologies to be used so that the students reach the expected learning outcomes will be the following:

M7 MD7: Supervised academic work

IN-CLASS TRAINING ACTIVITIES

ACTIVITY	RELATIONSHIP WITH THE COURSE LEARNING OUTCOMES	METHODOLOGY	HOURS	ECTS
AF7 – Preparation of an academic paper under the guidance and supervision of a professor (supervised academic work).	R2, R3	MD7: Supervised academic work	3,00	0,12
AF9 – Pre-professional internships. The student engages in a professional environment, applies and tests what has been learned in the degree program, reflects on and consolidates their professional vocation under the guidance of a supervisor at the placement center and a university tutor.	R1, R2	MD7: Supervised academic work	205,00	8,20
TOTAL			208,00	8,32



TRAINING ACTIVITIES OF AUTONOMOUS WORK

ACTIVITY	RELATIONSHIP WITH THE COURSE LEARNING OUTCOMES	METHODOLOGY	HOURS	ECTS
AF7 – Preparation of an academic paper under the guidance and supervision of a professor (supervised academic work).	R1, R2	MD7: Supervised academic work	17,00	0,68
TOTAL			17,00	0,68

Description of contents

Description of content necessary for the acquisition of learning outcomes.

Theoretical content:

Block of content

Contents

Temporary organization of learning:

Block of content

Sessions

Hours

References