



## IDENTIFYING DATA

### Interactive Entertainment: Video Games

Subject	Interactive Entertainment: Video Games			
Code	P04G071V01407			
Study programme	Grado en Comunicación Audiovisual			
Descriptors	ECTS Credits	Choose	Year	Quadmester
	6	Optional	4th	1st
Teaching language	#EnglishFriendly Spanish			
Department				
Coordinator	Legerén Lago, Beatriz			
Lecturers	Legerén Lago, Beatriz			
E-mail	blegeren@uvigo.es			
Web				
General description	<p>Through this subject, the student will know that it is a video game, as if it designs, develops, or puts in the bought.</p> <p>With the aim to provide the student with training with the most next to the reality that going to find in the professional world.</p> <p>This subject is reached in a collaborative manner with 2 subjects of Telecommunications Engineering - Video games and Virtual Reality is Programming of Intelligent Systems.</p> <p>The students of both degrees work in groups to design a video game.</p> <p>Facing the problems they will find in the real world to collaborate with profiles that come from different fields.</p>			

## Training and Learning Results

Code				
A4	Que los estudiantes puedan transmitir información, ideas, problemas y soluciones a un público tanto especializado como no especializado			
B3	Aplicar técnicas y procedimientos de la composición de la imagen a los diferentes soportes audiovisuales, a partir del conocimiento de las leyes clásicas y de los movimientos estéticos y culturales de la historia de la imagen.			
B4	Exponer los resultados de los trabajos académicos de manera escrita, oral o por medios audiovisuales o informáticos de acuerdo a los cánones de las disciplinas de la comunicación.			
B6	Trabajar en equipo y comunicar las propias ideas mediante la creación de un ambiente propicio.			
B8	Orden y método: habilidad para la organización y temporalización de las tareas, realizándolas de manera ordenada adoptando con lógica las decisiones prioritarias en los diferentes procesos de producción audiovisual			
C20	Fluently write scripts for different audiovisual formats			
C22	Know and apply techniques for the design and development of interactive multimedia projects			
D2	Comunicar por oral y por escrito en la lengua gallega.			
D4	Adaptarse a los cambios tecnológicos, empresariales u organigramas laborales			

## Expected results from this subject

Expected results from this subject	Training and Learning Results			
New	B3			
	B8			
New		C22		
New	B3	C20		
New	B6		D4	
New	B8		D4	
New	A4	B4		D2

## Contents

## Topic

Video Games: History and Genres	Taxonomy of games
Introduction the design of video games	Concept Specifications-Architecture. Design Postmortem
Design of Video games	Elements necessary to create videogames History. Mechanics. Art. Technology. Organisation. Narrative Design Level Design
Serious video games	What's it a serious game? Typology of a serious game.

## Planning

	Class hours	Hours outside the classroom	Total hours
Lecturing	15	6	21
Mentored work	10	25	35
Autonomous problem solving	0	15	15
Presentation	4	0	4
Collaborative Learning	10	25	35
Project	4	14	18
Simulation or Role Playing	2	0	2
Essay	0	20	20

\*The information in the planning table is for guidance only and does not take into account the heterogeneity of the students.

## Methodologies

	Description
Lecturing	Exhibition of the distinct subjects of the subject
Mentored work	The students will realize work through the course, followed by their presentation and discussion.
Autonomous problem solving	The students must solve independently some of the problems related to the collaborative work they develop in the subject.
Presentation	The students must present the work assigned to them by the teacher
Collaborative Learning	Students must work collaboratively with students from other grades to design a video game pilot.

## Personalized assistance

Methodologies	Description
Mentored work	The teacher will monitor the student's work throughout the course.
Tests	Description
Project	The teacher will periodically review the project carried out by the students

## Assessment

	Description	Qualification	Training and Learning Results
Collaborative Learning	(*)O impartirse a materia de forma colaborativa con materias de Enxenería de Telecomunicacions. Os estudantes de ambos graos traballan de forma conxunta para poder deseñar un videoxogo.	20	A4 B3
Project	(*)O deseño do proxecto conxunto, levará os estudantes a enfrentarse as problemáticas de colaborar con perfís que proveñen de diferentes ámbitos.	40	B4 B6 B8 D4
Essay	(*)O estudante deberá desenvolver un traballo de corte académico sobre algún tema relacionado con algún contido da materia.	40	C20 D2 C22

## Other comments on the Evaluation

The student will opt for two types of assessment: continuous assessment and global assessment

The students must inform the teacher of their express resignation to the continuous evaluation system within the period established by the center for that purpose, together with the completed and signed document authorized for that purpose.

**1- Continuous evaluation.** The previous percentages and concepts will be applied (Examination, Systematic Observation and Project), with the following considerations: Class attendance is mandatory since one of the methodologies is collaborative learning (they will work with students from other schools), so it is recommended that students who choose continuous assessment attend.

In the second call (July) the same qualification criteria will be applied, although the Collaborative Learning and the Project will not be re-evaluated, maintaining the qualification of the first edition. The student will have to improve his grade through an individual project.

**2. Global assessment** - In accordance with what is established in the Student Statute of the University of Vigo, students who do not opt for the continuous assessment modality will have the right to a global test on the dates determined by the Faculty. It will be a single test and will have a grade between 0 and 10, just like in the continuous assessment. The global assessment test will be held on the date and time scheduled by the center in the official exam calendar. The student must pass each and every one of the evaluation tests provided below, obtaining a minimum qualification of 5 points in each of them.

This modality will consist of a theoretical part (40% of the grade), and two practical projects (40% of the grade), and presentation of the same (20%).

1. The theoretical part will include short questions (20% of the mark) and another part of the development of a theme of the program (20% of the mark).
2. The practical part will consist of the design of a video game project, on a topic proposed by the teacher. (40%). Which must be delivered on the day of the theory test.
3. An oral presentation of the project must be made. (20%), which will take place after the theoretical exam.

In the second call (July) the same qualification criteria will be applied.

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#### Sources of information

##### Basic Bibliography

Bogost, I, **Persuasive Games**, 9780262514880, MIT Press, 2010

Despain, Wendy, **Writing for Video Game Genres: From FPS to RPG**, 1568814178, 1st, AK Peters / CRC Press, 2009

Skolnick, Evan, **Videogame Storytelling**, 0385345828, Watson-Guptill, 2014

Rogers, Scott, **Level UP!**, 1118877160, Wiley, 2014

Schell, Jessw, **The art of Game Design**, 1138632058, 3rd, A K Peters/CRC Press, 12016

Salen, Katie; Zimmerman, Eric, **Rules of Play: Game Design Fundamentals**, MIT Press, 2003

Schreier, Jason, **Blood, Sweat and Pixels**, 0062651234, 1st, Harper paperback, 2017

Williams, Walt, **Significant Zero: Heroes, Villains, and the Fight for Art and Soul in Video Games**, 1501129953, Atria Books, 2017

Cuadrado, Alfonso; Planells, Antonio, **Ficción y videojuegos. Teoría y Práctica De La Ludonarración**, 8491807209, UOC, 2020

Kocurek.C., **Walter Benjamin on the Video Screen: Storytelling and Game Narratives**, 10.3390/arts7040069, 2018

##### Complementary Bibliography

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#### Recommendations

##### Subjects that continue the syllabus

Final Year Dissertation/P04G071V01991

##### Subjects that are recommended to be taken simultaneously

Mobile Applications/P04G071V01409

##### Subjects that it is recommended to have taken before

Design and Development of Interactive Products/P04G071V01210

Screenplay Writing/P04G071V01209

Transmedia Screenplay and Design/P04G071V01309