



## Course guide

### 804236 - NAV - Audiovisual Narrative

Last modified: 21/07/2025

**Unit in charge:** Image Processing and Multimedia Technology Centre  
**Teaching unit:** 804 - CITM - Image Processing and Multimedia Technology Centre.

**Degree:** BACHELOR'S DEGREE IN VIDEO GAME DESIGN AND DEVELOPMENT (Syllabus 2014). (Compulsory subject).

**Academic year:** 2025    **ECTS Credits:** 6.0    **Languages:** Catalan, English

#### LECTURER

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**Coordinating lecturer:** Borrull Zapata, Mariona

**Others:** Borrull Zapata, Mariona  
Rissech Roig, Daniel

#### TEACHING METHODOLOGY

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- Expository method
- Participatory class
- Case studies
- Independent work

#### LEARNING OBJECTIVES OF THE SUBJECT

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- To identify the elements of interactive narration in video games.
- To implement the mechanics, rules, structure and levels, the script and the artistic concept of a game or gamified process, following the criteria of gameplay and balancing to offer the best possible user experience.
- To collaborate effectively and responsibly as a member or leader of a team, in interdisciplinary contexts or not, considering the available resources.
- To conceive traditional narrative theory within the audiovisual framework and its connection with video games.

#### STUDY LOAD

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Type	Hours	Percentage
Self study	90,0	60.00
Hours medium group	30,0	20.00
Guided activities	12,0	8.00
Hours large group	18,0	12.00

**Total learning time:** 150 h

## CONTENTS

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### 1. Audiovisual Narrative

**Description:**

1. Narration and dramaturgy
2. Fundamental, structural and local mechanisms of fiction
3. The hero's journey
4. The genres

**Full-or-part-time:** 75h

Theory classes: 30h

Self study : 45h

### 2. Audivisual Language

**Description:**

1. Work on texts by Robert McKee and Xavi Pérez and Jordi Balló
2. Analysis of staging issues: color, planning, music, framing and time
3. Theoretical and practical introduction to assembly
4. Final project

**Full-or-part-time:** 105h

Theory classes: 30h

Self study : 75h

## ACTIVITIES

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### Practice P01: Creative practice 1

**Description:**

Group structural narrative analysis practice.

**Full-or-part-time:** 15h

Self study: 15h

### Practice P02: Creative practice 2

**Description:**

Individual structural narrative analysis practice.

**Full-or-part-time:** 15h

Self study: 15h

### Practice P03: Creating a teaser

**Description:**

Assembling a teaser for your video game project using the Adobe Premiere program.

**Full-or-part-time:** 5h

Guided activities: 5h



#### Practice P04: Presentation of a Game Design Document

**Description:**

Creation of a Game Design Document that sells the narrative video game project that we will have developed throughout the term.

**Full-or-part-time:** 30h

Self study: 10h

Guided activities: 20h

### GRADING SYSTEM

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- There will be no mid-term exam, only a final theoretical-practical exam with a weighting of 30% of the subject.
- The two classroom practices will have a total weighting of 20% of the subject.
- A third practice with Premiere will be valued at 10% of the subject.
- The presentation of a Game Design Document will be weighted at 30% of the subject grade.
- "Participation and learning attitude" will be assessed with a weighting of 10% of the subject.

Students who participate in the continuous assessment and do not pass this subject may access a re-assessment exam in which the theoretical content will be reassessed (final exam).

Irregular actions that may lead to a significant variation of the grade of one or more students constitute a fraudulent performance of an evaluation act. This action entails the descriptive grade of failure and a numerical grade of 0 for the ordinary global evaluation of the course, without the right to re-evaluation.

If the lecturers have indications of the use of AI tools not allowed in the evaluation tests, they may summon the students concerned to an oral test or a meeting to verify the authorship.

### EXAMINATION RULES.

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- Once completed, the activities must be delivered to the Virtual Campus in the corresponding delivery and on the corresponding date.
- Students will dedicate autonomous work time (outside class hours) to carry out these activities.
- The evaluation of the activities does not only imply their resolution, but also the presentation of the results (when the student or the group is required to do so during the classes).
- The documents must be completed following the instructions given, especially with regard to the names of the files and the content structure. The correct management of the documentation provided is an aspect related to the skills to be acquired and is, therefore, subject to evaluation.

## BIBLIOGRAPHY

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### Complementary:

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- Martín Rodríguez, I.. Análisis narrativo del guión de videojuego. Síntesis, 2015.
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