Course guides
804236 - NAV - Audiovisual Narrative

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: 2021 ECTS Credits: 6.0 Languages: Catalan, Spanish, English

LECTURER

Coordinating lecturer: Torelló Oliver, Josep
Others: Duran Castells, Jaume

DEGREE COMPETENCES TO WHICH THE SUBJECT CONTRIBUTES

Specific:
CEVJ 1. Design the mechanics, rules, structure, script and artistic concept of a video game, maximising immersion and criteria of playability and balance to provide the best possible user experience.
CEVJ 2. Schematically and visually represent complex concepts, ideas and/or data based on personal skills and external references, in order to convey attractiveness, originality and creativity.

Transversal:
CT4. EFFECTIVE USE OF INFORMATION RESOURCES: Managing the acquisition, structuring, analysis and display of data and information in the chosen area of specialisation and critically assessing the results obtained.
07 AAT. SELF-DIRECTED LEARNING. Detecting gaps in one's knowledge and overcoming them through critical self-appraisal. Choosing the best path for broadening one's knowledge.
04 COE. EFFICIENT ORAL AND WRITTEN COMMUNICATION. Communicating verbally and in writing about learning outcomes, thought-building and decision-making. Taking part in debates about issues related to the own field of specialization.

TEACHING METHODOLOGY

- Master demo classes.
- Class participation.
- Case studies.
- Autonomous Work.

LEARNING OBJECTIVES OF THE SUBJECT

- To conceive the traditional narrative theory in the context of audiovisual and its connection with Video Games.
- To identify the main elements of the story and audiovisual fiction, their triggers factors and their mechanisms of space-time's representation.
- To develop critical and reflective capacity about of narrative in the media.
- To analyze correctly the audiovisual narratives, its classical or contemporary structure.
- To know in depth the main concepts that connect the narrative with the Video Game.
- To enable the student in the use of interactivity as a tool of narrative expression.
STUDY LOAD

<table>
<thead>
<tr>
<th>Type</th>
<th>Hours</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Self study</td>
<td>90,0</td>
<td>60.00</td>
</tr>
<tr>
<td>Guided activities</td>
<td>12,0</td>
<td>8.00</td>
</tr>
<tr>
<td>Hours large group</td>
<td>18,0</td>
<td>12.00</td>
</tr>
<tr>
<td>Hours medium group</td>
<td>30,0</td>
<td>20.00</td>
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</tbody>
</table>

Total learning time: 150 h

CONTENTS

1. Audiovisual Narrative

Description:
1. The narrative and dramaturgy
2. The Fiction's Mechanisms
   2.1 Basic Mechanisms
   2.2 Structural Mechanisms
   2.3 Local Mechanisms
3. The Hero's Journey
4. Genres

Full-or-part-time: 45h
Theory classes: 20h
Self study: 25h

2. Audivisual Language

Description:
1. Definition of the Diegesis: Articulation of the Space-Time
2. Manners of Cinematographic Representation
   2.1 Primitive Manners of Representation
   2.2 Institutional Manners of Representation
   2.3 Modern Manners of Representation
   2.4 Postmodern Manners of Representation
3. Types of Shots
4. Colour in Storytelling
5. Sound and Music in the Audiovisual
6. The Script
7. Montage
   7.1 Montage's Theory
   7.2 Editing with Adobe Premiere

Full-or-part-time: 45h
Theory classes: 20h
Self study: 25h
3. Narrative applied to Video Games

Description:
1. The Film and the Video Games
2. The fictions of the Video Games
3. The non-linear narrative
4. The script of Video Game
5. The Player

Full-or-part-time: 60h
Theory classes: 20h
Self study: 40h

ACTIVITIES

Exercise 01. Narrative analysis of an audiovisual production [10%]

Description:
The student has to choose an audiovisual product and analyze extensively its narrative model.

Full-or-part-time: 15h
Self study: 15h

Exercise 02. Linguistic analysis of an audiovisual production [10%]

Description:
The student must choose an audiovisual product and analyze the audiovisual language extensively.

Full-or-part-time: 15h
Self study: 15h

Exercise 03. Editing Exercise [15%]

Description:
To edit storytelling developing an animatic with Adobe Premiere.

Full-or-part-time: 22h 30m
Self study: 22h 30m

Exercise 04. To Adapt a Linear Audio Visual to Video Game [5%]

Description:
The student must choose an audio visual or literary product and develop a proposal adaptation to non-linear video game narrative.

Full-or-part-time: 7h 30m
Self study: 7h 30m
GRADING SYSTEM

- Individual practices: 40% of the final mark of the course.
- There will be one Partial Exam: 20% of the final mark of the course.
- Final Exam: 30% of the final mark of the course.
- Participation and attitude: 10% of the final mark of the course.
- Students who participate in the continuous evaluation and do not exceed this subject, may submit to the reevaluation test in which only the theoretical part will be reevaluated.

EXAMINATION RULES.

- The exercises will be done in autonomous work time. The value of the exercises as a whole is 30% of the course and each counts as follows: Exercise 1 (10%), Exercise 2 (10%), Exercise 3 (15%) and Exercise 4 (5%).
- Its late delivery will behave suspend the practice.
- The content of the exercises and their correct writing will be assessed.

BIBLIOGRAPHY

Basic:

Complementary: