Course guide
804229 - IVJ - Video Game Industry

Last modified: 18/05/2026

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: 2026 **ECTS Credits:** 6.0 **Languages:** Catalan, English

LECTURER

Coordinating lecturer: Hurtado, Daniel

Others:

TEACHING METHODOLOGY

- Exhibition method / master lesson.
- Participatory class.
- Study of cases.
- Learning based on problems and expositions and defenses of practices or jobs.
- Autonomous work.

LEARNING OBJECTIVES OF THE SUBJECT

- Describe the concept of video game industry, integrating the professional roles involved and their functions.

- Remember the history of video games, through their relationship with the evolution of technology and the different genres of video games that have existed.

STUDY LOAD

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

Total learning time: 150 h

CONTENTS

Introduction to the videogame industry.

Description:
Video Game Industry: Concept.
Agents involved and value chain of the video game industry.
Analysis of the most relevant data about the videogame industry in Catalonia and Spain.

Full-or-part-time: 10h
Theory classes: 8h
Self study : 2h

Videogame history

Description:
Evolution of the Video Game Industry. Main milestones.
Relationship between technological evolution and the evolution of the videogame industry.

Full-or-part-time: 21h
Theory classes: 8h
Self study : 13h

The development process

Description:
Process of creating a videogame: phases and tasks.

Full-or-part-time: 23h
Theory classes: 8h
Self study : 15h

Organizational model and profiles professionals

Description:
Organization and professional profiles involved in the creation of video games.

Full-or-part-time: 23h
Theory classes: 8h
Self study : 15h

Tools and technologies

Description:
Technologies and computer programs used in the creation of video games.

Full-or-part-time: 23h
Theory classes: 8h
Self study : 15h

Classification of video games

Description:
Criteria for classification and genres of video games.

Full-or-part-time: 23h
Theory classes: 8h
Self study : 15h

Business models

Description:
Business models and financing in the video game industry.

Full-or-part-time: 27h
Theory classes: 12h
Self study : 15h

ACTIVITIES

Practice 1. Analysis of the evolution of one genre of video games

Description:
In practice 1 the student has to develop, in groups, a document about the evolution of one genre of video games. It will be necessary to analyse the origin and the main evolution moments in its history, why those evolutions happened, why are relevant and how are they related with the industry.

Full-or-part-time: 12h
Guided activities: 6h
Self study: 6h

Practice 2. Reflective analysis - Presentations

Description:
For the correct evaluation of practice 2, the student will appear and actively participate in Q & A in a series of lectures given by different professionals in the videogame industry. Subsequently, and at the most after the next session, it will deliver a group and reflective analysis of each paper that must answer, at least, to a series of questions stipulated by the subject's faculty. The relationship capacity of the analysis of each paper with the content of the course is valued, as well as the capacity of analysis and comparison with the background and previous knowledge of the students. The activity responds to a self-evaluation dynamic that will be explained in detail during the first session of the course.

Full-or-part-time: 50h
Guided activities: 10h
Self study: 40h

GRADING SYSTEM

Any academic fraud, plagiarism or use or possession of unauthorised means in an assessment activity leads to a mark of zero (0) for the affected test or assignment. Furthermore, in accordance with the University's regulations, if disciplinary proceedings are initiated the subject is recorded as "Pending Assessment" until a decision is reached. These incidents are managed in accordance with the **Action Framework for Academic Integrity in Assessment at the UPC**.

Practices & activities:
- Practice 1, with a weight of 10% of the final grade of the subject.
- Practice 2, with a weight of 15% of the final grade of the subject.
- Activity portfolio, with a weight of 15% of the final grade of the subject.

Midterm exam:
- 1 partial exam with a weight of 25% of the final grade of the subject.

Final exam:
- 1 final exam with a weight of 25% of the final grade of the subject.

Participation and attitude of learning, with a weighting of 10% of the final grade of the subject.

Students who have failed in the continuous assessment can be presented in re-evaluation (as long as the grade is different from NP). The grade obtained in the re-evaluation replaces, if higher, the grades of the partial and final exams. The final grade for the subject, calculated from the re-evaluation exam, can not exceed 5.

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.

A part of the practices can be done during classes with a teacher. Students must also dedicate autonomous work time (outside of class hours), to perform these practices.

The evaluation of the practices does not only involve the resolution of them, but also the presentation that is made of the results when the group is required to do so during the classes and the realization of the corresponding documents that must be deposited in the classroom of the virtual campus that is enabled for that purpose.

The documents must be completed following the instructions given therein, especially regarding the labeling of the file names and the structure of the content. In no case will the layout of the document be modified or saved in a format or version other than that indicated. The correct management of the documentation provided is an aspect related to the competences to be acquired and is, therefore, object of evaluation.

BIBLIOGRAPHY

Basic:
- DeMaria, R.; Wilson, J.L. High score!: la historia ilustrada de los videojuegos. 3ª ed. Madrid: McGraw-Hill Interamericana, 2002. ISBN 9788448137045.
- Kent, Steven L.. The Ultimate History of Video Games (volume 1). Crown, 2001. ISBN 978-0761536437.
- Kent, Steven L.. The Ultimate History of Video Games (volume 2). Crown, 2021. ISBN 978-1984825438.
- Keith, Clinton. Agile Game Development whith Scrum. Addison Wesley, 2010. ISBN 0-321-61852-1.

Complementary:
- Rabin, Steve. Introduction to game development. Hingham, Mass: Charles River Media, 2005. ISBN 9781584503774.

RESOURCES

Other resources:
Resources:

Gama Sutra
http://www.gamasutra.com/ />
International Web Developers Association
http://www.igda.org />
Game Career Guide
http://www.gamecareerguide.com/