

## 804229 - IVJ - Game Industry

Coordinating unit:	804 - CITM - Image Processing and Multimedia Technology Centre
Teaching unit:	804 - CITM - Image Processing and Multimedia Technology Centre
Academic year:	2019
Degree:	BACHELOR'S DEGREE IN VIDEO GAME DESIGN AND DEVELOPMENT (Syllabus 2014). (Teaching unit Compulsory) BACHELOR'S DEGREE IN VIDEO GAME DESIGN AND DEVELOPMENT (Syllabus 2014). (Teaching unit Compulsory)
ECTS credits:	6
Teaching languages:	Catalan, Spanish, English

### Teaching staff

Coordinator: Gutiérrez, Javier

### Degree competences to which the subject contributes

#### Specific:

CEVJ 10. (ENG) Identificar el procés de producció i les metodologies de desenvolupament d'un videojoc, així com el paper de cada un dels perfils implicats i les funcions.

CEVJ 11. (ENG) Identificar los modelos de negocio, financiación y monetización propios de la industria del videojuego, así como su distribución digital, seguimiento y marketing.

#### Transversal:

01 EIN N1. ENTREPRENEURSHIP AND INNOVATION - Level 1. Showing enterprise, acquiring basic knowledge about organizations and becoming familiar with the tools and techniques for generating ideas and managing organizations that make it possible to solve known problems and create opportunities.

02 SCS N1. SUSTAINABILITY AND SOCIAL COMMITMENT - Level 1. Analyzing the world's situation critically and systemically, while taking an interdisciplinary approach to sustainability and adhering to the principles of sustainable human development. Recognizing the social and environmental implications of a particular professional activity.

03 TLG. THIRD LANGUAGE. Learning a third language, preferably English, to a degree of oral and written fluency that fits in with the future needs of the graduates of each course.

### 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

- Know the history and evolution of videogames from different points of view: eras, studies, platforms, technologies, works and outstanding authors.
- Understand and be able to classify and identify a video game according to different criteria: public gender, model, interaction, theme and support.
- Know the process and each of the stages involved in the development of a video game: pre-production, production and post-production.
- Know, understand and be able to identify the functions of each of the roles that belong to a videogame study as well as its structure and organization.
- Identify and know the different software and design tools, technologies, engines and platforms with which a videogame



## 804229 - IVJ - Game Industry

studio works.

- Analyze and understand the different economic models linked to the videogame industry from its beginnings to the present.

### Study load

Total learning time: 150h	Hours large group:	30h	20.00%
	Hours medium group:	18h	12.00%
	Hours small group:	0h	0.00%
	Guided activities:	12h	8.00%
	Self study:	90h	60.00%

## 804229 - IVJ - Game Industry

### Content

Introduction to the videogame industry.	Learning time: 2h 30m Theory classes: 1h Self study : 1h 30m
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.	
Videogame history	Learning time: 5h Theory classes: 2h Self study : 3h
Description: Evolution of the Video Game Industry. Main milestones. Relationship between technological evolution and the evolution of the videogame industry.	
The development process	Learning time: 10h Theory classes: 4h Self study : 6h
Description: Process of creating a videogame: phases and tasks.	
Organizational model and profiles professionals	Learning time: 10h Theory classes: 6h Self study : 4h
Description: Organization and professional profiles involved in the creation of video games.	
Tools and technologies	Learning time: 5h Theory classes: 2h Self study : 3h
Description: Technologies and computer programs used in the creation of video games.	

## 804229 - IVJ - Game Industry

Classification of video games	Learning time: 5h Theory classes: 2h Self study : 3h
Description: Criteria for classification and genres of video games.	

Business models	Learning time: 10h Theory classes: 4h Self study : 6h
Description: Business models and financing in the video game industry.	

### Planning of activities

Practice 1. Analysis of current technologies and extrapolation to the near future	Hours: 12h Guided activities: 6h Self study: 6h
Description: In practice 1 the student faces a photo of the user devices that surround the world of video games presented in chronological order of appearance. It will have to extrapolate the use in the industry of some of these technologies analyzing its origin, its current impact and its possible projection in the near future. All this with the aim of training their capacity for critical analysis of the technological environment in which videogame projects are developed and thus understand, anticipate or even anticipate general trends.	

Practice 2. Reflective analysis - Presentations	Hours: 50h Guided activities: 10h Self study: 40h
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.	

## 804229 - IVJ - Game Industry

### Qualification system

Practices.

- Practice 1, with a weight of 10% of the final grade of the subject.
- Practice 2, with a weight of 30% 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, regardless of the grade they have obtained (there is no minimum grade to be able to access, 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.

### Regulations for carrying out activities

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.

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

Others resources: