

# Course guide

## 804236 - NAV - Audiovisual Narrative

**Last modified:** 14/07/2022

**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:** 2022    **ECTS Credits:** 6.0    **Languages:** Catalan, English

### LECTURER

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**Coordinating lecturer:** Torelló Oliver, Josep

**Others:** Duran Castells, Jaume

### DEGREE COMPETENCES TO WHICH THE SUBJECT CONTRIBUTES

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**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

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

### LEARNING OBJECTIVES OF THE SUBJECT

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- 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

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

**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

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- 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.

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- 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%) and Exercise 3 (20%).
- Its late delivery will behave suspend the practice.
- The content of the exercises and their correct writing will be assessed.

## BIBLIOGRAPHY

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### Basic:

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- Chion, M. Como se escribe un guión. Madrid: Cátedra, 1988. ISBN 8437607647.
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- Aristóteles. Poética. Madrid: Alianza, 2013. ISBN 9788420678801.
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### Complementary:

- Marx, Christy. Writing for animation, comics and games [on line]. Independence: CRC Press, 2012 [Consultation: 07/10/2022]. Available on: <https://www-sciencedirect-com.recursos.biblioteca.upc.edu/book/9780240805825/writing-for-animation-comics-and-games>. ISBN 9786610729067.
- Zunzunegui, S. Pensar la imagen. Madrid: Cátedra: Universidad del País Vasco, 1998. ISBN 8437608155.
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