

804236 - NAV - Audiovisual Narrative

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: Torelló Oliver, Josep

Degree competences to which the subject contributes

Specific:

CEVJ 1. (ENG) Dissenyar les mecàniques, les regles, l'estructura, el guió i el concepte artístic d'un videojoc, maximitzant la immersió i els criteris de jugabilitat i balanceig per oferir la millor experiència d'usuari possible.

CEVJ 2. (ENG) Representar de forma esquemàtica i visual conceptes, idees i / o dades complexes a partir d'habilitats personals i referències externes, amb l'objectiu de transmetre atractiu, originalitat i creativitat.

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.

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Study load

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

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Content

<p>1. Audiovisual Narrative</p>	<p>Learning time: 45h Theory classes: 20h Self study : 25h</p>
<p>Description:</p> <ol style="list-style-type: none"> 1. The narrative and dramaturgy 2. The Fiction's Mechanisms <ol style="list-style-type: none"> 2.1 Basic Mechanisms 2.2 Structural Mechanisms 2.3 Local Mechanisms 3. Archetypes 4. Genres 	
<p>2. Audivisual Language</p>	<p>Learning time: 45h Theory classes: 20h Self study : 25h</p>
<p>Description:</p> <ol style="list-style-type: none"> 1. Definition of the Diegesis: Articulation of the Space-Time 2. Manners of Cinematographic Representation <ol style="list-style-type: none"> 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 <ol style="list-style-type: none"> 7.1 Montage's Theory 7.2 Editing with Adobe Premiere 	
<p>3. Narrative applied to Video Games</p>	<p>Learning time: 60h Theory classes: 20h Self study : 40h</p>
<p>Description:</p> <ol style="list-style-type: none"> 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 	

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Planning of activities

<p>Exercise E01. Audiovisual Portrait or Self Portrait [4%]</p>	<p>Hours: 5h Self study: 5h</p>
<p>Description: Student must record a portrait or an audiovisual self-portrait.</p>	
<p>Exercise 02. Narratology-Ludology Debate [3%]</p>	<p>Hours: 5h Self study: 5h</p>
<p>Description: The student must argue their position about Video Games capacity for storytelling in relation to narratology-ludology debate.</p>	
<p>Exercise 03. Analysis of the Narrative Model of an Audiovisual [3%]</p>	<p>Hours: 5h Self study: 5h</p>
<p>Description: The student has to choose an audiovisual product and analyze extensively its narrative model.</p>	
<p>Exercise 04. Create a Storyboard [5%]</p>	<p>Hours: 5h Self study: 5h</p>
<p>Description: Beginning with a cinematic or literary scene proposed by Professor the student should develop a Storyboard.</p>	
<p>Exercise 05. Editing Exercise [10%]</p>	<p>Hours: 15h Self study: 15h</p>
<p>Description: To edit storytelling developing an animatic with Adobe Premiere.</p>	
<p>Exercise 06. To Adapt a Linear Audio Visual to Video Game [3%]</p>	<p>Hours: 5h Self study: 5h</p>
<p>Description: The student must choose an audio visual or literary product and develop a proposal adaptation to non-linear video game narrative.</p>	
<p>Exercise 7. Graphic Adventure [12%]</p>	<p>Hours: 20h Self study: 20h</p>

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Qualification 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.

Regulations for carrying out activities

- 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 (4%), Exercise 2 (3%), Exercise 3 (3%), Exercise 4 (5%), Exercise 5 (10%), Exercise 6 (7%), Exercise 7 (12%).
- Its late delivery will behave suspend the practice.
- The content of the exercises and their correct writing will be assessed.

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