BASIC DETAILS:

Subject:	INGLÉS I		
Id.:	31803		
Programme:	DOBLE GRADO EN INGENIERÍA INFORMÁTICA Y DISEÑO Y DESARROLLO DE VIDEOJUEGOS		
Module:	LENGUAS MODERNAS		
Subject type:	MATERIA BASICA		
Year:	1	**Teaching period:**	Anual
Credits:	6	**Total hours:**	150
Classroom activities:	66	**Individual study:**	84
Main teaching language:	Inglés	**Secondary teaching language:**	Castellano
Lecturer:		**Email:**	

PRESENTATION:

Students coming to the first year of university will notice that there is an ample opportunity to practice and recycle the English that they have studied at school throughout their lives. This course, through providing future IT specialists with technical English, most definitely prompts students to use English for their everyday social and professional use. The course is driven by the competences recommended by the Common European Framework for Languages. These competences are listed below in addition to other field specific competences. It is important that students keep these competences in front of them and work towards them, See more about the materials and activities in the other sections.

English in this course (Reading, Speaking, Listening, Writing, Grammar and Vocabulary) will be taught/ learned in relation to IT topics and themes. These topics and themes range from technical and academic to social and cultural. The course starts at a B1/ B2 level and adapts to other levels.

PROFESSIONAL COMPETENCES ACQUIRED IN THE SUBJECT:

General programme competences	G01	Ability to use learning strategies independently for use in the continuous improvement of professional practice.
	G02	Ability to analyse and synthesise problems of their professional activity and apply in similar environments.
	G03	Ability to achieve common results through teamwork in a context of integration, cooperation and encouraging critical discussion.
	G04	Ability to critically think about information, data and lines of action and their implementation in relevant social, scientific ethical issues.
	G05	Ability to communicate in Spanish and English for professional issues in oral and written form.
	G06	Ability to solve complex problems or contingencies that arise during professional activity within any organisation and adapt to the needs and demands of their professional environment.
	G07	Ability to handle different complex knowledge models through a process of abstraction and its application to approach and solve problems.
	G08	Ability to understand the role of the scientific method in the generation of knowledge and its application to a professional environment.
	G09	Ability to work with respect for the environment and society through the proper use of technology and its application in promoting a sustainable economy and environment.
	G10	Ability to master information and communication technologies and their application in their professional field.
Specific programme competences	E01	Ability to solve mathematical problems inherent to engineering. Ability to apply knowledge about: algebra; geometry; differential and integral calculus; optimisation and numerical methods
	E02	Ability to understand and master the concepts of the general laws of classical mechanics, fields, waves and electromagnetism and their application for solving video game development problems.
	E03	Ability to develop the use and programming of computers, operating systems, databases and software and their application in the development of video games.
	E04	Ability to understand and master the basic concepts of discrete logic, algorithmic mathematical and computational complexity, and their application for solving engineering problems.
	E05	Ability to program applications both correctly, and efficiently, choosing the most appropriate paradigm

		and programming languages, applying knowledge of basic algorithmic procedures and using the types and structures of the most appropriate data.
	E06	Ability to learn, understand and evaluate the structure and architecture of computers, as well as their basic components.
	E07	Ability to design, analyse and implement applications based on the characteristics of the database.
	E08	Ability to learn and master the features, functionality and structure of the Distributed Systems, Computer Networks and the Internet and design and implement applications based on them.
	E09	Ability to learn and master the tools necessary for the storage, processing and access to information systems, including web-based.
	E10	Ability to be familiar with the characteristics, functions and structure of operating systems.
	E11	Ability to develop online games for multiple players.
	E12	Ability to understand and analyse the structure, organisation, function and interconnection of the devices and systems in video game platforms.
	E13	Ability to discover, design and assess the main foundations and techniques of player-computer interaction that guarantee the accessibility and userability of the systems, services and IT applications including video games.
	E14	Ability to apply the main foundations and techniques of the smart systems and their practical application in diverse environments.
	E15	Ability to apply the main foundations and techniques of programming in real time.
	E16	Ability to fully manage and plan software projects and handle suitable tools to do so.
	E17	Ability to understand and analyse the structure and function of the main hardware systems and peripherals in video game platforms.
	E18	Ability to understand and apply the principles of ergonomics and "Design for all" in order to develop universally accessible interfaces and devices in the field of video games.
	E19	Ability to recognise and apply the principles, methodologies and life cycle of software engineering.
	E20	Ability to generate and analyse expressive and narrative resources and their application to video games.
	E21	Ability to execute the art of video games, create characters and settings.
	E22	Ability to manage techniques and tools used for artistic representation and expression.
	E23	Ability to use creative processes in the design and development of video games.
	E24	Ability to specially visualise and have knowledge of the graphical representation techniques, both in terms of traditional methods of metrical geometrics and descriptive geometrics using computer-assisted design application.
	E25	Ability to design and create graphical elements and their application in the development of video games.
	E26	Ability to perform the design and creation of animated characters and their application in the development of video games.
	E27	Ability to apply the methods in the creation and preservation of synthetic images
	E28	Ability to perform the design and construction of models with the information necessary for the creation and display interactive images.
	E29	Ability to understand and apply the techniques of visualisation, animation, simulation and interaction on models
	E30	Ability to design, develop, select and evaluate applications and systems, ensuring reliability, safety and quality, according to ethical principles and legislation and regulations.
	E31	Ability to perform the evaluation of video games from their different approaches.
	E32	Ability to evaluate, use and spread game engines.
	E33	Ability to develop production developments in the field of video games.
	E34	Ability to create and analyse games on their fundamentals and develop the understanding of what are the keys that determine how they work and their development.
	E35	Ability to know and understand the video game industry from a business point of view
	E36	Ability to identify and implement legal and ethical aspects of the gaming industry
	E37	Ability to design and create sounds and sound environments and their application in game development
	E38	Ability to produce an original project that integrates the skills acquired throughout the degree along with its presentation and defence before a university tribunal that relates to the field of design and game development.

PRE-REQUISITES:

Students are expected to have a high B1 Level. The Institute of Modern Languages offers general English courses

at levels A2 and B1 and if the student has an A2 or low B1 level they should sign up for one of these courses in September so that they will be able to succeed in this course

SUBJECT PROGRAMME:

Subject contents:

1 - Overview and Self Assessment
1.1 - Language needs analysis
1.2 - Vocabulary Learning Strategies
2 - Academic and Professional Skills
2.1 - Preparing for a Presentation
2.2 - Problem Solving and Troubleshooting
2.3 - Debate
2.4 - Ethics in IT
2.5 - The history of ICT
2.6 - Software Development
2.7 - Efficiency in Computer Systems
3 - English Language Skills
3.1 - Practicing Genres- Definitions/ Descriptions, Categorising/Sequencing, Analysis skills, Giving instructions
3.2 - Technical and academic vocabulary work (including pronunciation)- Meaning from context, Word classes
3.3 - Grammar work - Sentence Structure, Compounds/Collocations, Qualifying/Comparing, Comparative/Superlative etc
3.4 - Reading and Listening Comprehension
3.5 - IELTS preparations
3.6 - Academic English
3.7 - Book Club
4 - Oral and Written Tests
4.1 - Listening and Oral Tests

Subject planning could be modified due unforeseen circumstances (group performance, availability of resources, changes to academic calendar etc.) and should not, therefore, be considered to be definitive.

TEACHING AND LEARNING METHODOLOGIES AND ACTIVITIES:

Teaching and learning methodologies and activities applied:

The teaching methodology used is a communicative approach in which students learn by working in groups or pairs speaking English to the lecturer and among themselves. The use of this approach guarantees that students use the grammar, vocabulary and language structures acquired. Classes will be developed using a wide range of texts and different pedagogical resources. Classes will include listening,speaking and reading activities. Writing tasks and grammar exercises will be done as self-study. The methodology encourages students to learn in a more independent and responsible way towards their own learning process. Self-learning strategies (in relation to listening and vocabulary learning in particular) will be taught in class to help students develop a more productive and independent way of learning.

Theoretical/ Practical sessions: Students are expected to participate and interact in class, ask questions, make suggestions and solve tasks. Outside class students must complete all the independent study tasks assigned and attend tutorial sessions whenever possible. This can be done by consulting the lecturer during office hours (or by appointment) to resolve any questions related to the subject.

Homework/ tasks: Students are expected to prepare every week for class. The novel must be read at home each week on the weeks indicated and students must be ready to discuss it in class and the group presentation will be prepared outside of class too.

Academic expectations: San Jorge University maintain a high standard of academic integrity among its faculty and students. In becoming part of the San Jorge University academic community, you are responsible for honesty and independent work. Any student who takes part in any act of academic fraud will be seriously taken into account and your grade will be considerably reduced. Dishonesty and/ or plagiarism includes, for example: using another person's ideas without referencing appropriately; inventing a bibliographical reference or pretending to have consulted one; inventing research results without having done the research, etc. This inappropriate behaviour will be considered especially in relation to texts copied from Internet. ALL work must be your own work, without the help of others. Writing that may primarily be someone else's work will not be accepted. To clarify what kind of help is admitted, refer to the following list.

YOU MAY:

• Consult with your teacher during office hours. • Write notes or questions on your drafts about particular doubts or problems with expressions that you may have. • Consult Dictionaries and grammar reference sources.

YOU MAY NOT:

• Submit any writing that translates your writing from Spanish to English. • Academic dishonesty will not be tolerated and will automatically result in a mark of 0(no second chances given!). It only takes one act of academic dishonesty to fail the entire course.

Courtesy
Everyone will be encouraged to participate in class and it is essential that full courtesy is awarded to your classmates. Intentional class disturbances (for
example: using instant messenger programmes, accepting a phone call during class, text messaging or listening to personal audio will not be tolerated.

Student work load:

Teaching mode	Teaching methods	Estimated hours
Classroom activities	Master classes	10
	Other theory activities	10
	Practical exercises	10
	Practical work, exercises, problem-solving etc.	10
	Debates	4
	Coursework presentations	8
	Films, videos, documentaries etc.	2
	Workshops	2
	Other practical activities	2
	Assessment activities	4
	Tutorials	4
Individual study	Tutorials	4
	Individual study	10
	Individual coursework preparation	20
	Group cousework preparation	10
	Project work	10
	Research work	10
	Compulsory reading	10
	Recommended reading	2
	Portfolio	4
	Other individual study activities	4
	Total hours:	150

ASSESSMENT SCHEME:

Calculation of final mark:

Written tests:	40	%
Individual coursework:	35	%
Group coursework:	15	%
Final exam:	10	%
TOTAL	100	%

*Las observaciones específicas sobre el sistema de evaluación serán comunicadas por escrito a los alumnos al inicio de la materia.

BIBLIOGRAPHY AND DOCUMENTATION:

Basic bibliography:

Glenndinning, E and McEwan, J. Basic English for Computing.OUP, 2009.
Grussendorf,M. English for Presentations. OUP, 2008.
Jeremy, D. Cambridge English for Job Hunting. CUP, 2008
Kirkpatrick, B and Mock, R. Read and Understand III. Learners Publishing, 2005.
McCarthy and Duckworth. English for Telecoms and Information Technology. OUP, 2003
Mills, R. Speaking of Values. Pearson, 2006.
Moss J. Successful Negotiations. Business English Pod, 2009.
Kent, Steven L, The Ultimate History of Video games, 2008
Guiness World Records, Guiness World Records, The Gamer´s Edition, 2015
Bradygames, Capcom 30th Anniversary Character Encyclopedia, 2012
Blum, Andrew, Tubes: A journey to the Center of the Internet, 2010
Bonamy David,Technical English 4,Pearson, 2015
Vance, Ashlee, Elon Musk : Tesla, SpaceX, and the quest for a fantastic future.ECCO, 2005

Recommended bibliography:

Recommended websites:

General UK English learning website	www.bbc.co.uk/worldservice/learningenglish
Free English grammar, vocabulary and business English exercises and tests	www.nonstopenglish.com
Talks and conferences in English	www.tedtalks.com
Computer and Programming Languages. For Your Free Tutorials	www.freecomputerbooks.com
English IT terms	www.pcworld.com
Online English dictionary	www.merriam-webster.com
Free online dictionary and theasaurs	www.wordreference.com
Acronym Finder is the world\'s largest and most comprehensive dictionary of acronyms, abbreviations	www.acronymfinder.com
Playful word associations. Visually captivating. Connect words visually. Learn synonyms and other connections	www.visuwords.com
English 4 IT is a self-paced course in technical English for IT students.	www.english4it.com/

* Guía Docente sujeta a modificaciones