

BASIC DETAILS:

Subject:	ESTÉTICA DEL VIDEOJUEGO		
Id.:	33247		
Programme:	DOBLE GRADO EN INGENIERÍA INFORMÁTICA Y DISEÑO Y DESARROLLO DE VIDEOJUEGOS		
Module:	DISEÑO DE VIDEOJUEGOS		
Subject type:	OPTATIVA		
Year:	4	Teaching period:	Primer Cuatrimestre
Credits:	6	Total hours:	150
Classroom activities:	61	Individual study:	89
Main teaching language:	Inglés	Secondary teaching language:	Castellano
Lecturer:		Email:	

PRESENTATION:

This subject intends to be a study of videogames as an art form by which a group of authors communicate their aesthetic aspirations. A way of expression directed to the mind and heart of gamers, as games try to stimulate our senses into an artificial world that is linked to our passions, reflections and interests. During the course, different audiovisual resources of creation will be explored in order to better understand and analyze how an artistic mind works from the side of games development. Besides, it will explore the ludic nature of the videogame field and its consequences on depiction, reality and user experiences. Philosophy, psychology and social discourse aspects will be debated in order to understand videogame as a field of human creation in its widest possible way.

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 usability 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:

Interest (and passion) in videogames and art.

Proactive attitude.

Students will need to have a minimum B1 level in English in order to take this subject, as it will be taught entirely in English.

SUBJECT PROGRAMME:

Subject contents:

1 - VIDEOGAMES AND THE HUMANISTIC PERSPECTIVE: LUDOLOGY AND SIMULATION
1.1 - Introduction
2 - AN INTRODUCTION TO AESTHETICS
2.1 - The concept of aesthetics
2.2 - Videogame as a form of art
3 - FICTIONAL WORLDS IN VIDEOGAMES: REALITY AND ABSTRACTION
3.1 - Realism in audiovisual representation
3.2 - Realism and depiction in videogames
4 - RESOURCES IN AUDIOVISUAL AESTHETICS
4.1 - Lights and colour; eyes and heart
4.2 - Audiovisual space and digital space
4.3 - The sound of the music
5 - REPRESENTATION AND SOCIAL DISCOURSE IN VIDEOGAMES
5.1 - The avatar and I
5.2 - Talking about things: discourse and social communication
6 - EMOTION AND EXPERIENCE: HOW VIDEOGAMES MADE ME CRY
6.1 - Introduction
7 - ETHICS AND MORALITY IN VIDEOGAMES
7.1 - Theories of effects in social interaction
7.2 - Violence, crime and mushrooms

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:

Theory/ practice classes: theory content is provided by the teacher in face to face sessions where practice cases (example analyses, debates, etc.) will be presented to strengthen different aspects of the subject.

Final dissertation and individual/ group coursework: it will be done during the independent learning time. Instructions will be provided during the classes.

Tutorials: students can request a personal meeting with the teacher to solve doubts, guide their work or any other need.

Student work load:

Teaching mode	Teaching methods	Estimated hours
Classroom activities	Master classes	25
	Other theory activities	5
	Practical exercises	16
	Debates	4
	Coursework presentations	4
	Films, videos, documentaries etc.	2
	Assessment activities	5
Individual study	Tutorials	4
	Individual study	25
	Individual coursework preparation	32
	Group coursework preparation	14

	Project work	10
	Research work	2
	Recommended reading	2
	Total hours:	150

ASSESSMENT SCHEME:

Calculation of final mark:

Written tests:	20	%
Individual coursework:	45	%
Group coursework:	20	%
Final dissertation:	15	%
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:

TAVINOR, G. The art in videogames. New Jersey: Wiley-Blackwell, 2009.

WOLF, M. & PERRON, B. The videogame theory reader. New York: Routledge, 2003.

Recommended bibliography:

AUMONT, J. Aesthetics of film. Austin: University of Texas, 2004.

COLLINS, K. Game sound : an introduction to the history, theory, and practice of video game música and sound design. Cambridge, MA: MIT Press, 2008.

JENKINS, H. Fans, blogueros y videojuegos: la cultura de la colaboración. Barcelona: Paidós, 2009.

SHELL, J. The art of game design: a book of lenses. Pittsburgh: Carnegie Mellon University and Schell Games, 2015.

SCOLARI, C.A. Homo videoludens 2.0: de Pacman a la gamificación. Barcelona: Universitat de Barcelona, Laboratori de Mitjans Interactius, 2013.

WOLF, M. & PERRON, B. The videogame theory reader 2. New York: Routledge, 2009.

Recommended websites:

EUROGAMER	www.eurogamer.net
GAME INFORMER	https://www.gameinformer.com/

* Guía Docente sujeta a modificaciones