Course guide
804236 - NAV - Audiovisual Narrative

Last modified: 07/02/2025

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: 2024   **ECTS Credits:** 6.0   **Languages:** Catalan, English

LECTURER

Coordinating lecturer:	Borrull Zapata, Mariona

Others:	Borrull Zapata, Mariona
	Rissech Roig, Daniel

DEGREE COMPETENCES TO WHICH THE SUBJECT CONTRIBUTES

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

- Expository method
- Participatory class
- Case studies
- Independent work

LEARNING OBJECTIVES OF THE SUBJECT

- Conceive the traditional narrative theory in the framework of audiovisual and its connection with video games.
- Identify the main elements of the story and audiovisual fiction, the triggers and the mechanisms of representation of space and time.
- Develop the critical and reflective capacity towards the narrative in the audiovisual media.
- Correctly analyze narrative audiovisual products, whether they have a classic or contemporary structure.
- Understand the evolution of models and hegemonic narrative structures in the audiovisual and video game context.
- Know the main concepts that link the narrative with the video game.
- Train the student in the use of interactivity as a tool of narrative expression.

STUDY LOAD

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

Total learning time: 150 h

CONTENTS

1. Audiovisual Narrative

Description:
1. Narration and dramaturgy
2. Fundamental, structural and local mechanisms of fiction
3. The hero's journey
4. The genres

Full-or-part-time: 75h
Theory classes: 30h
Self study : 45h

2. Audivisual Language

Description:
1. Work on texts by Robert McKee and Xavi Pérez and Jordi Balló
2. Analysis of staging issues: color, planning, music, framing and time
3. Theoretical and practical introduction to assembly
4. Final project

Full-or-part-time: 105h
Theory classes: 30h
Self study : 75h

ACTIVITIES

Practice P01: Creative practice 1

Description:
Group structural narrative analysis practice.

Full-or-part-time: 15h
Self study: 15h

Practice P02: Creative practice 2

Description:
Individual structural narrative analysis practice.

Full-or-part-time: 15h
Self study: 15h

Practice P03: Creating a teaser

Description:
Assembling a teaser for your video game project using the Adobe Premiere program.

Full-or-part-time: 5h
Guided activities: 5h

Practice P04: Presentation of a Game Design Document

Description:
Creation of a Game Design Document that sells the narrative video game project that we will have developed throughout the term.

Full-or-part-time: 30h
Self study: 10h
Guided activities: 20h

GRADING SYSTEM

- There will be no mid-term exam, only a final theoretical-practical exam with a weighting of 20% of the subject.

- The two classroom practices will have a total weighting of 20% of the subject.

- A third practice with Premiere will be valued at 15% of the subject.

- The presentation of a Game Design Document will be weighted at 35% of the subject grade.

- "Participation and learning attitude" will be assessed with a weighting of 10% of the subject.

Students who participate in the continuous assessment and do not pass this subject may access a re-assessment exam in which the theoretical content will be reassessed (final exam).

Irregular actions that may lead to a significant variation of the grade of one or more students constitute a fraudulent performance of an evaluation act. This action entails the descriptive grade of failure and a numerical grade of 0 for the ordinary global evaluation of the course, without the right to re-evaluation.

If the lecturers have indications of the use of AI tools not allowed in the evaluation tests, they may summon the students concerned to an oral test or a meeting to verify the authorship.

EXAMINATION RULES.

- Once completed, the activities must be delivered to the Virtual Campus in the corresponding delivery and on the corresponding date.

- Students will dedicate autonomous work time (outside class hours) to carry out these activities.

- The evaluation of the activities does not only imply their resolution, but also the presentation of the results (when the student or the group is required to do so during the classes).

- The documents must be completed following the instructions given, especially with regard to the names of the files and the content structure. The correct management of the documentation provided is an aspect related to the skills to be acquired and is, therefore, subject to evaluation.

BIBLIOGRAPHY

Basic:
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- McKee, R.. El guión story: sustancia, estructura, estilo y principios de la escritura de guiones.. Alba, 2012.
- Pérez, X. y Balló, J.. La semilla inmortal. Los argumentos universales en el cine. . Anagrama, 2012.

Complementary:
- Pérez, Oliver. El arte del entretenimiento: un ensayo sobre el diseño de experiencias en narrativa, videojuegos y redes sociales. Laertes, 2015.
- Martín Rodríguez, I.. Análisis narrativo del guión de videojuego. Síntesis, 2015.
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- Aristóteles. Poética. Alianza, 2013.
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- Burch, N. . El tragaluz del infinito: contribución a la geneaología del lenguaje cinematográfico. Cátedra, 1987.
- Villalobos, J.M. Cine y videojuegos: un diálogo transversal. Arcade, 2014.
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- Sheldon, L. . Character development and storytelling for games. Course Technology, 2014.
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