

Degree programme	Type	Course
Interactive Communication	OB	2

Contact lecturer

Name : Carles Llorens Maluquer

Email : carles.llorens@uab.cat

Teaching staff

Pau Lluís Gumiel

Group languages

You can consult this information at the [end](#) of the document.

Prerequisites

There are no prerequisites, even though curiosity and prior knowledge of fiction, videogames and narrative in general are valuable.

Objectives

1. Learn the concept of genre in fiction
2. Studying genre in audiovisual products prior to videogames.
3. Learn the basic concepts regarding videogames.
4. Learn the basic concepts of videogames genre.
5. Identify the characteristics of a videogame as a cultural artifact.
6. Analyze the genre specificities of a videogame.

Learning outcomes

- CM22 (Design interactive scripts and videogame proposals in accordance with the principles of ethical responsibility, respect for fundamental rights and duties, diversity and democratic values.) Design interactive scripts and videogame proposals in accordance with the principles of ethical responsibility, respect for fundamental rights and duties, diversity and democratic values.
- CM23 (Develop interactive scripts and videogame proposals that enhance social, economic and environmental benefits within a professional practice that is sensitive to society's problems and challenges.) Develop interactive scripts and videogame proposals that enhance social, economic and environmental benefits within a professional practice that is sensitive to society's problems and challenges.
- CM24 (Come up with and develop interactive scripts and video game proposals autonomously with

initiative and proactivity.) Come up with and develop interactive scripts and video game proposals autonomously with initiative and proactivity.

- CM25 (Work as a team in the techniques and creative processes of coming up with and developing interactive scripts and videogame proposals.) Work as a team in the techniques and creative processes of coming up with and developing interactive scripts and videogame proposals.
- KM18 (Describe the social function of videogames and identify their generic elements and features.) Describe the social function of videogames and identify their generic elements and features.
- SM18 (Develop and script interactive narratives.) Develop and script interactive narratives.
- SM19 (Use the generic elements and characteristics of videogames to come up with and develop them.) Use the generic elements and characteristics of videogames to come up with and develop them.

Contents

1. What is genre?
2. Genre in fiction prior to videogames.
3. What is a videogame?
4. The concept of genre in videogames.
5. Historical references in videogames genre.
6. Genre in videogames nowadays.
7. What can happen in the future, in terms of genre?

The detailed calendar with the content of the different sessions will be provided on the first day in the classroom during the presentation of the subject. This planning will also be posted on the Virtual Campus where you will also find the detailed description of the exercises and practices, the different teaching materials, and any information necessary for the proper monitoring of the subject.

Note: The course content will be sensitive to issues related to gender perspective and the use of inclusive language.

Learning activities and methodology

Title	Hours	ECTS	Learning outcomes
Theory	33	1.32	
Reading and assignments	24	0.96	

Handout assessment activities	20	0.8
Lab practices	30	1.2

The methodology of the subject is based on:

1. The theoretical sessions will be dedicated to presenting and discussing theoretical concepts.
2. The practical classes will be destined to present analysis cases and defending the ideas.
3. The tutorials will be intended to guide students in their video game analysis in terms of genre.

The analysis of the genres will be made through products' analysis, not only videogames but also media products prior to videogames.

Also, students should be able to synthesize all the knowledge in the course through a videogame creation.

A detailed schedule outlining the content of each session will be presented on the first day of the course and will be available on the course's Virtual Campus, where students will find the various teaching materials deemed appropriate by the instructors and necessary information for effective course monitoring.

Annotation: within the schedule set by the centre or degree programme, 15 minutes of one class will be reserved for students to evaluate their lecturers and their courses or modules through questionnaires.

Assessment

Continuous assessment activities

Title	Weight	Hours	ECTS	Learning outcomes
[A] Videogame Idea	40	18	0.72	CM22, CM23, CM24, CM25, KM18, SM18, SM19
[D] Class participation	10	4	0.16	CM24, CM25, KM18
[C] Classroom discussion and activities	20	8	0.32	CM23, CM25, KM18, SM19
[B] Case Study	30	13	0.52	KM18

Evaluation

[A] -Videogame Idea: 40%. The ideas taught throughout the course should be reflected in this idea. Group activity.

[B] -Case Study: 30%. Analyze 3 fiction products, one of them has to be a videogame. Individual activity.

[C] -Classroom activities and debates: 20%. Individual activity.

[D] -Classroom participation: 5% in direct participation and 5% in ludification activities.

This course offers the possibility of a single assessment. The conditions for being assessed in this way will be explained on the first day of class.

Single assessment

Exam: 30%. Which includes all the contents in the subject

Case Study: 20%. Fictions prior to videogames.

Videogame analysis: 20%. Detailed analysis of a videogame.

Videogame idea: 30%. Idea and early development of a videogame.

a) According to regulation, in order to participate in the re-evaluation process, students must have been previously evaluated in at least 2/3 of the total assessable activities of the course.

b) The exam can only be retaken if the student has obtained a grade lower than 4.9. The recovery exam will consist of a written test assessing theoretical knowledge.

c) The grade obtained in the resolution of activities 2, 3 and 4 will be part of the total average of the final grade. Only in the case of failing this test, and if the student so wishes, they may choose to retake it with a test of the same nature.

d) Activities 2, 3 and 4 are not suitable for re-evaluation, and the grade obtained in each assignment (whether passed or not) will be part of the total average of the final grade.

For this course, the use of Artificial Intelligence (AI) technologies is permitted exclusively for specify tasks or other specific situations as considered appropriate. Students must clearly identify anyparts generated with these technologies, specify the tools used, and include a critical reflection on how AI has influenced the process and final outcome of the assignment. Failure to disclose the use of AI in this assessed activity will be considered a breach of academic integrity and may result in a partial or total penalty to the assignment grade, or more serious sanctions in severe cases.

The non-assessable will be applied when the student has not appeared for at least 2/3 of the assessment tests.

The performance of any irregularity in an evaluation act (academic fraud, plagiarism or improper use of AI, unless this use is expressly authorized by the teaching guide), which may lead to a significant variation in the grade, assumes that this act will be graded with a 0. In the event that the teaching guide foresees that in order to pass the subject it is an essential requirement to have obtained a minimum grade in this evaluation act or that there are several irregularities in the evaluation acts of the same subject, the final grade of this subject is 0. Apart from this, a disciplinary process may be instructed to the student that incurs any of these irregularities.

Bibliography

The specific bibliography will be revealed throughout the semester.

Basic references:

Altman, R. (2000). *Los géneros cinematográficos*. Paidós Comunicación. Barcelona: Espasa.

Heussner, Tobias, Kristen Finley, Toya, Brandes Hepler, Jennifer, & Lemay, Anne (2015). *The Game Narrative Toolbox*

Complementary references:

· BISSELL, T. (2010). *Extralives: Why Video Games Matter*. New York: Pantheon Books.

· COLON, A. y ANYÓ, L. (2015). Argumentos para el clímax: estrategias narrativas en el vide- o juego de acción y aventuras. En J. Cuesta y J. Sierra (Eds.), *Videojuegos: arte y narrativa audiovisual* (pp. 69-85). Madrid: ESNE.

· GONZÁLEZ, F. (2014) *Super Control. Seria aproximación al mundo del videojuego*. Star-t Magazine Books.

· LÓPEZ REDONDO, I. (2014). *¿Qué es un videojuego? Claves para entender el mayor fenómeno cultural del siglo XXI*. Sevilla: Ediciones Arcade.

· PARKIN, S. (2015). *Death by video game*. London: Serpent's Tail.

· PÉREZ, Ó. (Tesis doctoral, 2010). "Análisis de la significación del videojuego. Fundamentos teóricos del juego al mundo narrativo y la enunciación interactiva como perspectivas de estudio del discurso." UPF: <http://www.tdx.cat/handle/10803/7273>

Software

This course has no software prerequisites.

Course groups and languages

The information provided is provisional until November 30. After this date, you will be able to consult the language of each group through this [link](#). To access the information, you will need to enter the course CODE

Type of teaching	Group	Language	Semester	Shift
(TE) Theory	6	Catalan	second semester	afternoon
(SEM) Seminars	61	Catalan	second semester	afternoon
(SEM) Seminars	62	Catalan	second semester	afternoon