2010-11 academic year

Audiovisual Languages and Interactive Narrative (21413)

Degree/study: Bachelor's degree in Computer Sciences
Year: 1st
Term: 3rd
Number of ECTS credits: 4 credits
Hours of studi dedication: 100 hours
Teaching language or languages: Catalan / Spanish
Teaching Staff: Xavier Ruiz Collantes, Marco Romeo, Carlos A. Scolari, Óliver Pérez, Nina Valkanova

1. Presentation of the subject

Audiovisual Languages and Interactive Narrative is a compulsory subject offered during the first year of the Bachelor's degree in Computer Sciences. This subject includes a theoretical and analytical introduction focused on the narrative world, the audiovisual language and the interactive narratives and it is complemented by practical application activities (from scriptwriting and video production to the design of an interactive communication project).

2. Competences to be obtained in the subject

2.1. General competences

Instrumental
1. Capacity to apply theoretical models.
2. Capacity to analyze with critical foundations and consult and broaden the proposed bibliography.
3. Capacity to communicate, with precision and clearness, the results of the analysis and the following process.
4. Capacity to analyze, synthesise and organize information.

Interpersonal
5. Capacity to work in teams and establish synergies with the rest of mates.
6. Capacity to be critic and self-critic about the activities to do.

Systemic
7. Capacity to understand the fundamentals of the main theories and methodologies of analysis of the narratives.
8. Capacity to apply the theoretical and methodological principles to the narratives analysis.

2.2. Specific competences

1. Acknowledgement of the narrative theories and of the theoretical fundamentals of the audiovisual language and the interactive narratives.
2. Acknowledgment of the methods to analyze the interactive and audiovisual narratives.
3. Capacity to analyze the interactive and audiovisual narratives.
4. Capacity to develop an audiovisual production project from its script to its postproduction.
5. Capacity to design an interactive communication project.