

68037 - Images as stories. From painting to videogames

Syllabus Information

Academic year: 2024/25

Subject: 68037 - Images as stories. From painting to videogames

Faculty / School: 103 - Facultad de Filosofía y Letras

Degree: 550 - Master's in Advanced Studies in the History of Art

ECTS: 4.5

Year: 1

Semester: Annual

Subject type: Optional

Module:

1. General information

This subject is part of a module for the advanced study of the mechanisms used in the production of meaning and narrative construction through the devices integrated in the still image, the moving image and their relationship with sound supports.

These approaches and objectives are aligned with the Sustainable Development Goals (SDGs) of the United Nations Agenda 2030 (<https://www.un.org/sustainabledevelopment/es/>), so that the acquisition of the learning results of the subject provides training and competence to contribute to some extent to their achievement. In addition to SDGs 4, 5 and 10 indicated in section 6 of this guide, this subject works on the SDGs 16: Peace, justice and strong institutions and 17: Partnerships to achieve the goals.

2. Learning results

Upon completion of this subject, the student will be able to:

1- systematically search for, organise and coherently interpret information obtained in different ways and from different sources (bibliographic, documentary, oral, etc.), related to the field of audiovisual language (cinema, photography, comics, electronic image, television, video, Internet, computer games, video games and virtual reality).

2- integrate knowledge and face the complexity entailed by the formulation of judgments from incomplete or limited information that includes reflections on the social and ethical responsibilities linked to their specialized knowledge and judgments, in the field of audiovisual language.

3- apply the acquired knowledge and solve problems in new or unfamiliar environments inside broader contexts, within the strict framework of professional ethics and in the field of audiovisual language.

4- analyse complex phenomena, exercise abstraction (the ability to create or identify patterns that organise the different aspects of reality or of a given phenomenon, organise and relate data relating to a phenomenon or a problem under study and to distinguish between its relevant and secondary aspects) and to synthesise knowledge at advanced and specialised levels in the field of audiovisual language.

5- disseminate and communicate complex and original ideas, arguments and judgements to specialist and non-specialist audiences in a clear and convincing, organised and coherent manner, either orally or in writing. Discuss within a group the contributions made in academic works of an advanced level and in research works related to the field of audiovisual language.

6- make effective use of ICT, both in the search for information sources and in the organisation of the data found, as well as in the communication or dissemination (oral and written) of the results of the work in the field of audiovisual language.

7- understand the need to carry out their professional work with an attitude consistent with respect for fundamental rights and the principles of equal opportunities and equality between men and women, and in accordance with democratic values such as respect for differences and peaceful resolution of conflicts.

8- systematically understand the most important sources, the current interpretative approaches and main debate topics, the specificities and problems as well as the keys to research in a specialised or specific field of study in Art History, such as audiovisual language.

9- analyse and critically assess the specific sources of information in audiovisual language (documentary, bibliographic, oral sources, etc.), especially those of an unpublished nature.

10- directly analyse the work of art, fundamental source of research in the discipline: observe, describe and interpret its physical characteristics and the language of its forms at an advanced level and catalogue the artistic work according to the methods and standards of the discipline.

11- systematically construct, with accuracy and critical sense, theories, theses or conclusions about a phenomenon that contribute to the knowledge of an area of Art History (audiovisual language). Such theories, theses and conclusions must be based on the knowledge acquired, the information gathered and the analysis of works of art.

3. Syllabus

1. *Storytelling* and audiovisuals.

2. The creation of the story in the plastic arts. The painting of the divine.

3. Photography and narration.
4. The narrative discourse of the mass media: comics and advertising.
5. Peculiarities and possibilities of the cinematographic story.
6. Evolution of television *storytelling*.
7. Internet as a story.

4. Academic activities

1)**Theoretical classes:** oral presentations by the teaching staff of the theoretical contents of the subject in the classroom (lectures).

2)**Practical classes:** analysis, commentary and interpretation of sources and texts on architecture, sculpture, painting and audiovisual media, as well as external practical works.

3)**Study and personal work.**

4)**Tutorials.**

5)**Assessment tests.**

5. Assessment system

First call

Continuous assessment that constitutes 100 % of the final grade, and consists of these activities:

- **Practical activities (20%):** analysis and commentary of texts and audiovisual fragments.

- **Introductory research work (55%):**

- **Active participation and follow-up (25%):**

The assessment criteria are: quality of the contents, clarity and accuracy in their exposition; use of critical apparatus (sources and bibliography); capacity for analysis and synthesis; adequate use of artistic terminology, presentation and formal correctness.

Global evaluation, which constitutes 100% of the final grade, and consists of these activities:

- **Practical activities (20%):** analysis and commentary of texts and audiovisual fragments.

- **Introductory research work (55%):**

- **Follow-up and tutoring (25%)**

The assessment criteria are the same as those for continuous assessment.

A grade of 5.0 is required to pass this subject.

Second call

Global assessment (to be carried out on the date established in the academic calendar).

The second call follows the same system, tests, computations and assessment criteria as the first call.

6. Sustainable Development Goals

4 - Quality Education

5 - Gender Equality

10 - Reduction of Inequalities