

<b>MODULE TITLE</b>  <b>1.4 Film Language &amp; Media Technology</b>	<b>ECTS Credits</b> 12
	<b>Language(s) of instruction</b> English
<p><b>Skills that the student will acquire with this subject</b></p> <p><b>BASIC SKILLS:</b></p> <p><b>CB2.</b> Student can apply their knowledge to their work or vocation in a professional way and possess the competences usually demonstrated through the development and defence of arguments and problem solving within their field of study.</p> <p><b>CB5.</b> Student has developed the learning skills necessary to undertake further study with a high degree of self-sufficiency.</p> <p><b>GENERAL SKILLS:</b></p> <p><b>CG4.</b> Uses different communicative strategies to work in a team, carrying out work responsibly, getting involved in group work and managing possible conflicts.</p> <p><b>CG6.</b> Proposes new questions, looks for different ways of doing and creates different contexts to find creative solutions to situations.</p> <p><b>SPECIFIC SKILLS:</b></p> <p><b>CE6.</b> Uses the language of audiovisual communication in a clear, coherent and effective way, attending to the needs of the context.</p> <p><b>CE7.</b> Uses and masters audiovisual communication technologies to develop contents taking into account the specific needs of the project.</p> <p><b>CE8.</b> Carries out the production, organisation, planning and coordination of the different phases of a communication project, considering the foreseen human, technical and budgetary resources.</p>	
<p><b>Learning outcomes the student will acquire with this subject</b></p> <ul style="list-style-type: none"> <li>- Has identified his/her duty within the teamwork and has been diligent in the performance of his/her duties.</li> <li>- Has proposed new ways of responding to tasks from a creative perspective.</li> <li>- Knows the basic audio-visual language and can apply this language to a basic audio-visual production.</li> <li>- Makes basic use of the camera to visually film an audio-visual production.</li> <li>- Masters the basic use of audio-visual editing software.</li> <li>- Has carried out basic organizing, planning, and coordination with regards to the audio-visual production.</li> </ul>	
<p><b>Teaching-learning methodology and its relationship to the skills the student must acquire</b></p> <p><b>ME1.</b> Master class.</p> <p><b>ME4.</b> Cooperative learning.</p>	

**ME6.** Project-based learning.

### Training activities

#### ACTIVITY-HOURS-FORMAT (% FACE-TO-FACE AND NON- FACE-TO-FACE)

Face-to-face activities (90 hours, 30 %):

**AP1.** Development, writing and presentation of individual work: 10 hours.

**AP2.** Development, writing and presentation of group work: 20 hours AP3.

**AP4.** Viewing and analysis of videos: 10 hours

**AP6.** Presentation of theory and associated concepts: 15 hours

**AP9.** Individual work for reflection and personal development 15 hours

**AP18.** Tutoring: 20 hours

Non-face-to-face activities (210 hours, 70 %):

**ANP1.** Study and independent work: 90 hours

**ANP2.** Study and group work: 120 hours

### Skills acquisition assessment

#### ASSESSMENT-WEIGHT

**EV1.** Group work: 70%

**EV2.** Individual work: 10%

**EV3.** Exhibitions and presentations: 10%

**EV6.** Student self-evaluation and co-evaluation: 10%

### Summary of course content

- Basis of audiovisual language: shots, angles and camera movements.
- Basis of audiovisual editing: rhythm, space and time
- Characteristics of professional video cameras and their use in the recording of audiovisual content.
- Characteristics of sound recording equipment and microphones, and their use in the recording of audiovisual content.
- Characteristics of video-editing software and their use in the editing of audiovisual content.