

## 1. OVERVIEW

<b>Subject area</b>	Short Film Workshop
<b>Degree</b>	Bachelor's Degree in Audiovisual Communication
<b>School/Faculty</b>	Social Sciences and Communication
<b>Year</b>	4th
<b>ECTS</b>	6
<b>Type</b>	Optional
<b>Language(s)</b>	Spanish
<b>Delivery Mode</b>	Campus-based
<b>Semester</b>	Second

## 2. INTRODUCTION

This subject area, taught in the 6th semester of the Bachelor's Degree of Audiovisual Communication, has the objective of producing a fiction project (short film), employing each and every one of the stages that make up the pre-production, recording and post-production, that is, from the creation of the idea to the final viewing.

## 3. SKILLS AND LEARNING OUTCOMES

### Basic skills (CB, by their acronym in Spanish):

- CB1: Students have demonstrated knowledge and understanding of a study area originating from general secondary school education, and are usually at the level where, with the support of more advanced textbooks, they may also demonstrate awareness of the latest developments in their field of study.
- CB2: Students know how to apply their knowledge to their work or vocation professionally and have the skills that are usually demonstrated by forming and defending opinions and solving problems within their study area.
- CB4: Students can convey information, ideas, problems and solutions to both specialist and non-specialist audiences.
- CB5: Students have developed the necessary learning skills to undertake further studies with a high degree of independence.
- **General skills (CG, by their acronym in Spanish):**
  - CG1: Ability to identify, interpret, formulate and solve problems arising in the field of Audiovisual Communication.
  - CG2: Ability to understand and transmit the different social, cultural and political realities in audiovisual products, and apply the current regulations from an open and tolerant viewpoint.
  - CG3: Ability to develop audiovisual projects and products.

- CG4: Ability to apply new technologies in professional environments in the field of Audiovisual Communication.
- CG5. Ability to act in accordance with fundamental rights and the equality between men and women, equal opportunities and universal accessibility for people with disabilities and with the values of a culture of peace and democratic values in an audiovisual communication environment.

**Cross-curricular skills (CT, by their acronym in Spanish):**

- CT1: Independent Learning: Ability to choose the most effective strategies, tools and opportunities for learning and independently put into practice what has been learnt.
- CT3: Ability to adapt to new situations: Being able to evaluate and understand different points of view, adapting one's own approaches to suit the situation.
- CT4: Ability to analyse and synthesize: Being able to break down complex problems into manageable blocks, as well as evaluate alternatives and perspectives to find the ideal solution. Synthesising to reduce complexity and better understand the situation and/or solve problems.
- CT6: Oral or written communication: Ability to convey and receive information, ideas, opinions and attitudes to achieve understanding and action. Oral communication by means of words and gestures and written communication by means of written and/or visual aids.
- CT8: Information management: Ability to seek, choose, analyse and integrate information from diverse sources.
- CT9: Interpersonal relationship skills: Ability to hold positive relationships with other people through assertive verbal and non-verbal communication. This means being able to express or communicate what you want, think or feel without discomforting, offending or harming the feelings of other people.
- CT11: Planning and time management: Ability to set objectives and choose the right means to fulfil them through efficient use of time and resources.
- CT12: Critical thinking: Ability to analyse an idea, occurrence or situation from different perspectives and adopt a personal viewpoint based on scientific rigour and objective reasoning, rather than intuition.
- CT13: Problem solving: Ability to resolve an unclear issue or complex situation which has no established solution that keeps them from achieving an objective.
- CT14: Innovation/Creativity: Ability to propose and develop new, original solutions that add value to problems that are faced, as well as bringing a different scope to the problem itself.
- CT15: Responsibility: Ability to fulfil commitments to themselves and others when performing a task and trying to achieve a set of objectives as part of the learning process. Ability to face and accept the consequences of actions taken freely.
- CT16: Decision making: Ability to choose between different options or methods to effectively solve varied situations or problems.
- CT17: Group work: Ability to integrate oneself and collaborate actively with other people, departments and/or organisations to achieve shared objectives.
- CT18: Use of information and communication technology (ICT): Ability to effectively use information and communication technology such as tools for searching, processing and storing

information, as well as for the development of communication skills.

**Specific skills (CE, by their acronym in Spanish):**

CE1. Knowledge of the specific hierarchical structure of the audiovisual industry at national and international level, as well as the peculiarities of this sector and its role in the global economy.

CE2. Knowledge of the main narrative techniques to apply them to the process of generating audiovisual fiction content.

CE3. Knowledge of technological tools, how they can be used and applied to audiovisual communication.

CE4. Ability to critically analyse, reflect on and explain objective aspects of audiovisual products.

CE5. Knowledge of the historical evolution of audiovisual communication in the different processes of social, technological and economic transformation which it has undergone in the different fields of cultural industries.

CE6. Ability to apply creative techniques to audiovisual product design in an innovative way.

CE7. Knowledge of the technological tools, from audiovisual equipment to the specific hardware and software required for the creation, project production and exchange and the broadcast of audiovisual products.

CE9. Ability to use their own digital tools applied to the generation of multiplatform audiovisual content.

CE10. Knowledge of the foundations and techniques of photography and how to apply them for digital image creation.

CE12. Knowledge of linguistic resources and audiovisual communication techniques for their application in the production of audiovisual productions.

CE13. Ability to recognise and apply basic legal regulations, ethics and deontology in the audiovisual communication sector as a whole.

CE15. Ability to design, shape and develop audiovisual projects, taking into account the social environments in which the project will be developed.

CE17. Ability to create special effects in audiovisual productions.

CE18. Ability to identify trends in each of the communication disciplines in terms of their application within the audiovisual sector.

CE19. Knowledge of the technical tools used in the recording, post-production and reproduction of sound in all its forms in the different types of audiovisual industries.

CE20. Ability to innovate, analyse and criticise new proposals and products in the audiovisual media and other aids when creating new audiovisual formats.

CE21. Ability to know and correctly apply the English language both spoken and written in the professional field as a basic tool of the audiovisual industry.

CE22. Knowledge of the correct use of Spanish, both spoken and written, as a means of transmitting information in the audiovisual field and in a professional environment.

**Learning outcomes (RA, by their acronym in Spanish):**

- The student will develop knowledge and skills linked to the processes of pre-production, production and post-production in fiction films. Ability to analyse audiovisual scenes. Practical implementation of a short fictional film project. Develop general skills

The following table shows how the skills developed in the subject area relate to the intended learning outcomes:

Skills	Learning outcomes
CB1, CB2, CB4, CB5, CG1, CG2,CG3,CG4, CG5, CT1,CT3.CT4, CT6,CT8,CT9,CT11,CT12,CT13,CT14,CT15,CT16,CT17,CT18,CE1, CE2, CE3, CE4,CE5,CE6,CE7,CE9, CE10, CE12, CE13, CE15, CE 17, CE18, CE19, CE20, CE21, CE22	RA1

## 4. CONTENTS

1. IDEA, STORYLINE AND SYNOPSIS
2. OUTLINE
3. SCRIPT WRITING
4. FINALISATION OF THE SCRIPT AND START OF THE TECHNICAL SCRIPT
5. STORYBOARD AND RELATED NARRATIVES
6. RECORDING
7. POST-PRODUCTION

## 5. TEACHING-LEARNING METHODS

The types of teaching-learning methods are as follows:

- Lecture
- Problem-based learning
- Collaborative learning

## 6. LEARNING ACTIVITIES

The types of learning activities, plus the amount of time spent on each activity, are as follows:

**Campus-based:**

Learning activity	Number of hours
Independent working	40h
Group tutorials	10h
Workshop and/or laboratory work	35h
Project development and design	15h
Drawing up reports and written work	10h
Case studies, problem solving, project development, simulation	20h

Debates and discussions	20h
<b>TOTAL</b>	<b>150h</b>

## 7. ASSESSMENT

The assessment systems, plus their weighting in the final grade for the subject area, are as follows:

### Campus-based:

Assessment system	Weighting
Portfolio	40%
Projects	50%
Oral presentation	10%

On the Virtual Campus, when you open the subject area, you can see all the details of your assessable tasks and the deadlines and assessment procedures for each task.

## 8. BIBLIOGRAPHY

The works of reference for following up this subject area are:

ALONSO DE SANTOS, J. L. (1998). *La escritura dramática*. Barcelona: Castalia.

ARISTÓTELES (2004). *Poética*. Madrid: Alianza editorial.

COMPARATO, D. (2006) *De la creación al guion: arte y técnica de escribir para cine y TV*. La cruzía editores.

CHION, M. (1994). *Cómo se escribe un guión*. Madrid: Cátedra.