ACADEMIC PROGRAM

COMPANY INTERNSHIPS

B.F.A. IN ANIMATION

MODALITY: ON CAMPUS

ACADEMIC YEAR: 2023-2024

Name of the course:	Company Internships
Degree :	Animation
Location:	Centro Universitario de Tecnología y Arte Digital
Area:	Company Internships
Year:	4º
Teaching period:	Anual
Type:	OB
ECTS credits:	6
Teaching modality:	On campus
Language:	English
Lecturer / Email	Rafael Lopez Fernandez/rafael.lopez@u-tad.com
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SUBJECT DESCRIPTION

Area description

 Internships are a compulsory subject within the Bachelor's Degree in Animation. Its main objective is the practical application of the knowledge acquired throughout the degree in a business environment. The work placement provides the student with direct interaction with the professional activity and first-hand knowledge of the working dynamics of the company and the working environment of the degree. In addition, they provide students with the opportunity to to enter the world of work at the end of their studies with a base of experience

Subject description

The objective of this course is to place the student in a professional learning scenario so that they can develop the competencies acquired during the degree within the framework of the business or institutional reality. In this way, the student will apply the skills acquired during the degree to the work environment. Internships are carried out in a public or private company, entity or organization. This experience serves as a complement to the student's university education, and allows students to get closer to the professional environment. The student will have an academic tutor and an internship tutor in the company, entity or organization for orientation and must submit a final report.

COMPETENCIES AND LEARNING OUTCOMES

Competencies
BASIC AND GENERAL

CG11 - To know the legal framework of the professions associated with the degree.

CG7 - To know the employability resources of the professions associated with the degree.

CB1 - That students have demonstrated to possess and understand knowledge in an area of study that starts from the basis of general secondary education, and is usually at a level that, while relying on advanced textbooks, also includes some aspects that involve knowledge from the forefront of their field of study.

CB2 - That students know how to apply their knowledge to their work or vocation in a professional manner and possess the skills that are usually demonstrated through the development and defense of arguments and problem solving within their field of study.

CB3 - That students have the ability to gather and interpret relevant data (usually within their area of study) to make judgments that include reflection on relevant social, scientific or ethical issues.

CB4 - Students should be able to convey information, ideas, problems and solutions to both specialized and non-specialized audiences.

CB5 - That students have developed those learning skills necessary to undertake further studies with a high degree of autonomy.

TRANSVERSALS

CT6 - Develop collaborative projects with a teamwork climate based on respect, cooperation and responsibility.

SPECIFIC

CE12 - Create a graphic document demonstrating personal technical and artistic skills.

Learning outcomes
At the end of the degree, the graduate will be able to:

- Solve problems derived from teamwork in animation projects in a collaborative manner.

- Contribute creative or innovative ideas to the established production processes of an animation project.

- Develop artistic creation collectively or as a team in the realization of an animation project.

- To know the main portals and job search resources for animators.

- To know the mechanisms of registration and protection of intellectual and industrial property in the creative industries.

- Manage the different phases of execution of an animation project and the dependencies between them.

- Identify the agents involved in an animation project from design to commercialization, such as the regulatory framework, cultural institutions, festivals, production companies or artists and their roles within the animation studio.

- Estimate the costs and development timelines of an animation project.

- Follow up on a production plan according to costs and deadlines.

- Elaborate a portfolio or demo reel with the work done by the student during the studies to show their professional and creative skills within the field of animation.

- Adapt the approach of an animation project to the market study and target audience.

CONTENTS

The contents of the training sessions, either pervious or simultaneous to the internship in the company, are the following:

· Structure and elaboration of a resume and portfolio for job search.

· Training to confront a job interview.

· Legal context of the professional work environment.

· Contents and basic structure of the internship memorandum: Reflective analysis of the experience.

SUBJECT SYLLABUS

Mentoring with U-TAD's Professional Development Service

- Development of the internship in a company

- Tutorials with the internship academic tutor

- Development of the report

TRAINING ACTIVITIES AND TEACHING METHODOLOGIES

TRAINING ACTIVITIES

LEARNING ACTIVITIES	Total hours	Hours of presence
Tutorials	10	8
Independent study and autonomous work of the student	30	0
Elaboration of work (group or individual)	10	0
External internships	100	100
TOTAL	150	108

Teaching methodologies

Expository method or master class

4

Case method

Problem-based learning

Cooperative or collaborative learning

Inquiry-based learning

Flipped classroom or inverted classroom methodology

Gamification

TEMPORAL DEVELOPMENT

Internship: September-January

INITIAL Tutorial -October

INTERMEDIATE Tutoring -December

FINAL Tutorial- January-May

EVALUATION SYSTEM

ASSESSMENT SYSTEM	MINIMUM SCORE RESPECT TO THE FINAL ASSESSMENT (%)	MAXIMUM SCORE RESPECT TO THE FINAL ASSESSMENT (%)
Assessment of participation in class, exercises or projects of the course	0	0
Assessment of assignments, projects, reports, memos	0	0
Objective test	0	0
Evaluation of the External Practices	100	100

GRADING CRITERIA

ASSESSMENT SYSTEM	ORDINARY EVALUATION	EXTRAORDINARY EVALUATION
Evaluation of the External Practices	100	100

General comments on the evaluations/assessments

The student will prepare and submit to the U-tad academic tutor a final report, at the end of the placement, which must include at least the following aspects:a) Personal details of the student.b) Company or collaborating entity where the placement was carried out and its location.c) Specific and detailed description of the tasks, work carried out and the departments of the entity to which the student has been assigned.d) Assessment of the tasks carried out with the knowledge and competences acquired in relation to university studies.e) List of the problems posed and the procedure followed to solve them.f) Identification of the contributions that the student has made to the knowledge and competences acquired in relation to university studies. d) Assessment of the tasks carried out with the knowledge and skills acquired in relation to the university studies. e) List of the problems posed and the procedure followed to solve them. f) Identification of the learning contributions made by the internship. g) Assessment of the internship and suggestions for improvement. The U-tad academic tutor will evaluate the internships carried out, especially assessing the adaptation to the work environment, compliance with the teaching quality assurance of the assigned functions - as will be verified through the tutor's report in the company - with the acquisition of the generic and specific competences foreseen in the training project, together with the student's regular attendance at the internships and tutorials established in this Guide, as well as the student's final report. In the assessment of the final report, the presentation as well as the correct written expression of the student will be assessed, with negative marks for spelling mistakes with a value of 0.5 points for each mistake and 0.1 for each mistake or error in accents, up to a maximum of 4 points.

LIST OF REFERENCES (BOOKS, PUBLICATIONS, WEBSITES):

Basic:

Real Decreto 592/2014, de 11 de julio, por el que se regulan las prácticas académicas externas de los estudiantes universitarios.https://www.boe.es/buscar/act.php?id=BOE-A-2014-8138CHATFIELD, T. (2012).

50 things you need to know about the digital world. ARIEL.ZABALZA, MIGUEL A. (2013):

The practicum and internships in companies. NARCEA.

Recommended bibliography:

CELAYA, J. (2011). La empresa en la web 2.0: el impacto de las redes sociales y las nuevas formas de comunicación en la estrategia empresarial. EDICIONES GESTION 2000

10LACOSTE, J. A. (2012). The human and professional profile of digital entrepreneurs. BUBOKPUBLISHING.SCHNARCH, A. (2010). Creatividad aplicada: como estimular y desarrollar la creatividad a nivelpersonal y empresarial.

STARBOOK EDITORIAL.TRIAS DE BES, F. (2014): La reconquista de la creatividad: como recuperar la capacidad decrear que llevamos dentro. CONECTA.VV.AA. (2002). Communication and culture in the digital era: industries, markets and diversity in Spain. GEDISA.

REQUIRED MATERIALS, SOFTWARE AND TOOLS

Type of classroom

Theory

Materials:

Display - Digital whiteboard, Laptop

Software:

Software básico