



ACADEMIC PROGRAM

TRAINING FOR EMPLOYMENT

B.F.A. IN ANIMATION

MODALITY: ON CAMPUS

ACADEMIC YEAR: 2023-2024

Name of the course:	Training for Employment
Degree :	Animation
Location:	Centro Universitario de Tecnología y Arte Digital
Area:	Work Environment
Year:	4º
Teaching period:	Anual
Type:	OP
ECTS credits:	6
Teaching modality:	On campus
Language:	English
Lecturer / Email	-
Web page:	http://www.u-tad.com/

SUBJECT DESCRIPTION

Area description

The objective of this subject is to bring students closer to the reality of the work environment they will enter once they have completed their studies. Through this subject they acquire the fundamental knowledge about the main agents of the industry or industries associated with the field of the degree, the techniques and instruments of job search, the legal scope of the labor market, the social skills necessary for teamwork, and the knowledge of conflict management mechanisms within a work group. In this subject, students take the subject Internship in companies (6 ECTS), which introduces them to the reality of work in the professional sector associated with the degree.

Subject description

The objective of this course is to introduce students to the reality of the work environment. To this end, students will learn about the main agents of the audiovisual industry as well as the job search processes. Resources of the legal framework of the industry. They will also learn the soft skills needed in the work environment, such as communication, time management or teamwork, among others.

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

- Legal environment of the degree
 - o Copyright and intellectual property
 - o Legal context of the professional work environment
 - o Legal aspects of self-employment and entrepreneurship
 - o Conflict resolution in the workplace
 - o Mechanisms and procedures to ensure respect and promotion of diversity in the workplace.
- Job search resources
 - o Structure and elaboration of a resume and portfolio for job search.
 - o Search and selection of job offers: resources and tracking methodology.
 - o Creation of a personal brand image in social networks oriented to the professional field.
 - o Training to confront a job interview.

SUBJECT SYLLABUS

1. Active job search
 - Development of CVs, portfolios and reels
 - The importance of networking and industry events
2. Conflict management and work teams
3. Legal framework of the working environment
 - Contracts
 - Rights and obligations arising from labour relations
 - Payroll and wages
 - Collective bargaining and social security
4. The reality of the audiovisual industry
 - Professional communication in the audiovisual industry
 - The main players in the industry
 - Major festivals
 - Audiovisual financing systems

TRAINING ACTIVITIES AND TEACHING METHODOLOGIES

TRAINING ACTIVITIES

LEARNING ACTIVITIES	Total hours	Hours of presence
<i>Theoretical / Expository classes</i>	26,00	26,00
<i>Practical classes</i>	30,00	30,00
<i>Tutorials</i>	0,00	0,00
<i>Independent study and autonomous work of the student</i>	50,00	0,00
<i>Elaboration of work (group or individual)</i>	40,00	0,00
<i>Evaluation Activities</i>	4,00	4,00
TOTAL	150	60

Teaching methodologies

Expository method or master class

Case method

Problem-based learning

Cooperative or collaborative learning

Inquiry-based learning

Flipped classroom or inverted classroom methodology

Gamification

TEMPORAL DEVELOPMENT

Theme 1: 4 weeks

Theme 2: 2 weeks

Theme 3: 2 weeks

Theme 4: 5 weeks

EVALUATION SYSTEM

ASSESSMENT SYSTEM	MINIMUM SCORE RESPECT TO THE FINAL ASSESSMENT (%)	MAXIMUM SCORE RESPECT TO THE FINAL ASSESSMENT (%)
<i>Assessment of participation in class, exercises or projects of the course</i>	0	30
<i>Assessment of assignments, projects, reports, memos</i>	0	70
<i>Objective test</i>	0	50

GRADING CRITERIA

ASSESSMENT SYSTEM	ORDINARY EVALUATION	EXTRAORDINARY EVALUATION
<i>Assessment of participation in class, exercises or projects of the course</i>	10	10
<i>Assessment of assignments, projects, reports, memos</i>	50	50
<i>Objective test</i>	40	40

General comments on the evaluations/assessments

In order to pass the course, it will be necessary to pass both the exam and the work submission (the job search portfolio).

-It will be compulsory to hand in all the class practicals in order to be able to carry out a continuous assessment.

-The student will be required to actively participate during the classes and to assimilate the concepts developed in the course in the assignments and written tests.

-The evaluation percentages in the extraordinary call are the same as in the ordinary call.

LIST OF REFERENCES (BOOKS, PUBLICATIONS, WEBSITES):

Basic:

Producing animation, de Catherine Winder y Zahra Dowlatabadi

Technical and Professional Writing Genres: A Study in Theory and Practice, by Michael Beilfuss, Katrina Peterson and Stacy Bettes

Audio-visual industries and diversity, edited by Luis A. Albornoz and María Trinidad García Leiva

Técnicas de búsqueda de empleo: cursos profesionales, de José García Altares-Monjas

Producción y desarrollo de proyectos audiovisuales, de Carmen Ciller Tenreiro y Manuel Palacio Arranz

Cine independiente. Manual de instrucciones, de Antonio Dyaz

El dinero de Hollywood, de Joel Augros

REQUIRED MATERIALS, SOFTWARE AND TOOLS

Type of classroom

Theory

Materials:

Display - Digital whiteboard, Laptop

Software:

El software necesario para la elaboración de la bobina y el portfolio.