

Academic Year: 2025/26

200285 - History of Animation and Video Games

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Teaching Guide Information

Subject code: 200285

Degree program: 10014 - Degree in Digital Creation, Animation and Video Games

Type: Basic Training

Year: 1

Number of ECTS: 6.0

Period: First term

Languages:

Degree coordination: Patricia Comesaña Comesaña

Subject coordination: José Juan Videla Rodríguez

Faculty: José Juan Videla Rodríguez

1. Overview

A materia pretende formar ao alumnado na evolución histórica, con perspectiva xeopolítica, social e cultural, da industria do videoxogo e a animación, desde os comezos de ambas ata a época actual; adquirindo ao final da mesma un coñecemento básico dos creadores e obras de referencia de cada época e área xeográfica, así como dos avances técnicos nos que se fundamenta o seu desenvolvemento.

2. Educational and learning outcomes (RD 822/2021 degree programs) or competences (RD 1393/2007 degree programs)

Competences (RD 1393/2007 degree programs)

- **[A02]** CE2 - Understanding and ability to analyze the animation and video game industry in its creative and industrial dimensions, as well as its historical evolution.
- **[B02]** CB2 - That students know how to apply their knowledge to their work or vocation in a professional way and possess the competencies that are usually demonstrated through the preparation and defense of arguments and problem-solving within their field of study.
- **[B03]** 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.
- **[B04]** CB4 - That students can communicate information, ideas, problems, and solutions to both specialized and non-specialized audiences.
- **[B05]** CB5 - That students have developed the learning skills necessary to undertake further studies with a high degree of autonomy.

- **[B11]** CG6 - Critical and self-critical thinking skills, necessary in all creative processes that aim for a commitment to the quality of the work, outcomes, and proposed solutions.
- **[C01]** CT1 - Correct oral and written expression in the official languages of the autonomous community.
- **[C03]** CT3 - Use of basic tools in information and communication technologies (ICT) necessary for professional practice and lifelong learning.
- **[C04]** CT4 - Development for the exercise of citizenship that respects democratic culture, human rights, and gender perspective.
- **[C05]** CT5 - Understanding the importance of an entrepreneurial culture and knowledge of the resources available to entrepreneurs.
- **[C06]** CT6 - Acquisition of life skills and healthy habits, routines, and lifestyles.
- **[C07]** CT7 - Ability to work in interdisciplinary or transdisciplinary teams, offering proposals that contribute to sustainable environmental, economic, political, and social development.
- **[C08]** CT8 - Appreciation of the importance of research, innovation, and technological development in the socio-economic and cultural advancement of society.
- **[C09]** CT9 - Ability to manage time and resources: develop plans, prioritize activities, identify critical tasks, set deadlines, and meet them.

2.1. Learning outcomes (RD 1393/2007 degree programs)

Learning outcomes	Study programme competences / results		
Ser quen de analizar obras audiovisuais desde a perspectiva da historia estética e tecnolóxica.	A2	B2	C1
Coñecer a evolución histórica da animación e dos videoxogos.	A2	B5	C5
Ser quen de presentar claramente as conclusións e os argumentos dun estudo. Aplicar un pensamento crítico, lóxico e creativo.		B2 B3 B4 B11	C1
Mellorar a capacidade analítica.	A2	B2 B3	C8
Habilidade para a organización e temporalización das tarefas.		B2 B5	C3 C9
Resolver problemas de forma eficaz.		B2 B5 B11	C3 C5 C7
Comunicarse de xeito eficaz nun ambiente de traballo.		B2 B3 B4	C1 C4 C5 C6 C7 C9
Traballar en equipo de xeito colaborativo.		B4 B11	C3 C4 C7 C9
Ter a capacidade de recoller e interpretar datos relevantes (normalmente dentro do seu campo de estudo) para emitir xuízos que inclúan reflexión sobre temas relevantes de tipo social, científico ou ético.		B3 B5	C4 C6
Aplicar os coñecementos adquiridos ao traballo ou vocación dunha forma profesional e ter as competencias necesarias para defender argumentos e resolver problemas dentro do campo de estudo propio.		B2 B3 B5	

3. Contents

Content unit	Description	Education and learning outcomes / competences	Teaching methodology and training activities	Assessment systems
Topic	TEMA 1. Pioneiros do cinema de animación: 1.1. Concepto de animación. 1.2. Emile Reynauld y el teatro óptico. 1.3. Georges Méliès. 1.4. James Stuart Blackton. 1.5. Segundo de Chomón. 1.6. Ladislav Starewicz. 1.7. Quirino Cristiani. 1.8. Emile Cohl.	A02, B03, B04, C01.	MAG22, MAG39.	SEG22, SEG29, SEG42.
Topic	TEMA 2. Animación en Norteamérica: 2.1. Winsor McCay. 2.2. Max Fleisher. 2.3. Pat Sullivan e Otto Mesmer. 2.4. Walt Disney. 2.5. Pixar. 2.6. Tim Burton.	A02, B03, B04, C01.	MAG22, MAG39.	SEG22, SEG29, SEG42.
Topic	TEMA 3. Animación en Europa do Leste: 3.1. O Bloque Soviético e o Telón de Aceiro. 3.2. Duga Film Company. 3.3. Escola de Zagreb. 3.4. Ladislav Starewicz. 3.5. Michael Tsekhanovskiy. 3.6. Soyuzdetmultfilm Studio. 3.7. Andrey Khrzhanovsky. 3.8. Youry Norstein. 3.9. Jiri Trnka. 3.10. Jan Svankmajer.	A02, B03, B04, C01.	MAG22, MAG39.	SEG22, SEG29, SEG42.
Topic	TEMA 4. Animación en Europa Occidental e Cinema de Vanguarda: 4.1. Europa trala II Guerra Mundial. 4.2. Francia. 4.3. Reino Unido. 4.4. Vanguardas e cinema experimental 4.5. Canadá: National Film Board.	A02, B03, B04, C01.	MAG22, MAG39.	SEG22, SEG29, SEG42.
Topic	TEMA 5. Animación en España e en Galicia: 5.1. Precusores do cinema de animación en España. 5.2. A primeira Idade Dourada (1939 - 1953). 5.3. Os anos 60 e 70. 5.4. A década dos 80. 5.5. A dixitalización dos 90. 5.6. Animación en Galicia.	A02, B03, B04, C01.	MAG22, MAG39.	SEG22, SEG29, SEG42.
Topic	TEMA 6. Animación no Xapón: O Anime: 6.1. Orixe e concepto de anime. 6.2. Hiroshi Okawa e Toei Doga. 6.3. Osamu Tezuka e Mushi Production. 6.4. A cultura Otaku. 6.5. Isao Takahata e Hayao Miyazaki: Estudio Ghibli. 6.6. Outros autores de referencia.	A02, B03, B04, C01.	MAG22, MAG39.	SEG22, SEG29, SEG42.
Topic	TEMA 7. Prehistoria dos videoxogos: Anos 40 e 50: 7.1. Contexto histórico: Da bomba atómica ao videoxogo. 7.2. Nacemento da informática. 7.3. Thomas Goldsmithy e Estle Ray Mann: Cathode Ray	A02, B03, B04, C01.	MAG22, MAG39.	SEG22, SEG29, SEG42.

Content unit	Description	Education and learning outcomes / competences	Teaching methodology and training activities	Assessment systems
	Amusement Device. 7.4. Nascimento da televisión. 7.5. John Bennett: Nimrod. 7.6. Alexander Douglas: OXO. 7.7. William Higinbotham: Tennis for Two.			
Topic	TEMA 8. Videoxogos. Desenvolvemento creativo. Anos 60: 8.1.- O Tech Model Railroad Club e o MIT. 8.2. Steve Rusell e Martin Graetz: Spacewar! 8.3. Ralph Baer: Brown Box.	A02, B03, B04, C01.	MAG22, MAG39.	SEG22, SEG29, SEG42.
Topic	TEMA 9. Videoxogo comercial: Anos 70: 9.1. Contexto histórico. 9.2. Bill Pitts e Hugh Tuck: Galaxy Game. 9.3. Nolan Bushnell e Ted Dabney: Computer Space. 9.4. Odyssey. 9.5. Atari. 9.6. Kee Games. 9.7. A Crise de 1977. 10.8. Taito: Space Invaders. 10.9. Activision. 10.10. Outros videoxogos de referencia.	A02, B03, B04, C01.	MAG22, MAG39.	SEG22, SEG29, SEG42.
Topic	TEMA 10. Consolidación da industria do videoxogo: Anos 80: 10.1. Contexto histórico. 10.2. Mattel: Intellivision. 10.3. O Crack do 83. 10.4. O éxito dos arcade. 10.5. Namco: Pac-Man. 10.6. Shigeru Miyamoto: Donkey Kong, Mario e The Legend of Zelda.	A02, B03, C01.	MAG22, MAG29.	SEG22, SEG29, SEG42.
Topic	TEMA 11. O estourido das consolas. Anos 90: 11.1. A expansión das consolas. 11.2. A nova "guerra das consolas". 11.3. As consolas de 16 bits. 11.4. Chega o 3D. 11.5. Videoxogos e violencia 11.6. A crise dos 90. 11.7. Sony entra en logo. PlayStation. 11.8. SEGA deixa as consolas	A02, B03, B04, C01.	MAG22, MAG39.	SEG22, SEG29, SEG42.
Topic	TEMA 12. O século XXI: 12.1. Unha nova xeración de videoxogos. 12.2. A nova xeración de mesas de consola. 12.3. As novas consolas portátiles. 12.4. Os soportais sobreviven. 12.5. Os editores se reestructuran. 12.6. Novas tendencias e experiencias.	A02, B03, B04, C01.	MAG22, MAG39.	SEG22, SEG29, SEG42.

4. Teaching methodologies and training activities

Modality In-person

Methodology	Description	In-person teaching hours	Virtual teaching hours	Independent study hours	Education and learning outcomes / competences
Personalized attention [MAG00]	O alumnado recibirá atención personalizada na aula durante as sesións prácticas, nas horas de tutorías fixadas no horario do profesor e a través de Teams cando así o demande. Os/as estudantes a tempo parcial e dispensa académica de exención de asistencia establecerán co profesor as metodoloxías pertinentes en cada caso.	1,00	0,00	0,00	
Oral presentation [MAG22]	Exposición dos contidos traballados nas clases prácticas.	1,00	0,00	6,00	B02, B03, B04, C01.
Short answer questions [MAG29]	Exame sobre as películas e os videoxogos de visión obligatoria.	1,00	0,00	92,00	A02, C01, C09.
Guest lecture / keynote speech [MAG39]	O profesor exporá os aspectos máis relevantes que contextualizan cada etapa histórica e amosará exemplos.	25,00	0,00	0,00	A02, B03, B04, B11, C04, C05, C06, C08.
Supervised projects [MAG42]	Traballos en grupo e individuais con fontes audiovisuais e bibliográfica referidas os diferentes apartados do temario.	24,00	0,00	0,00	A02, B02, B03, B05, B11, C03, C07, C08, C09.
Sum of hours by type		52,00	0,00	98,00	
Total hours				150,00	

5. Assessment

Modality In-person			
Assessment system	Description	Weighting (%)	Education and learning outcomes / competences
Oral presentation [SEG22]	Exposición oral dos traballos grupais sobre os contidos da materia.	25,00	B02, B03, B04, C01.
Short answer questions [SEG29]	Exame de reposta breve sobre as películas e os videoxogos de visión obligatoria.	25,00	A02, C01, C09.
Guest lecture / keynote speech [SEG39]	Cuestionario sobre cada tema exposto	25,00	A02, B03, B04, B11, C04, C05, C06, C08.
Supervised projects [SEG42]	Elaboración de traballos individuais sobre os contidos da materia.	25,00	A02, B02, B03, B05, B11, C03, C07, C08, C09.
Total (%)		100,00	

All aspects related to academic exemption, study dedication, retention, and academic fraud will be governed in accordance with the current [academic regulations](#) of the UDC.

5.1. First opportunity

- To pass, the student must have successfully completed both the theoretical and practical sections. Textual copying in practical assignments or any other type of fraudulent activity will result in a grade of 0 on the corresponding assignment or test. All aspects related to "academic exemption," "dedication to study," "permanence," and "academic

fraud" will be governed by the current academic regulations of the UDC.

- Theory Block: The theory block consists of quizzes and exams on movies and video games. This block is worth a total of 5 out of 10 for the overall grade.
- Practical Block: The practical block consists of individual and group assignments. This block is worth a score of 5 out of 10 for the final grade.

5.2. Second opportunity

- If the student fails, the second attempt will evaluate the block(s) that were failed, and within each block, the section(s) that are not permitted.

5.3. Early opportunity

- Erasmus and Sicue students will be able to advance their second opportunity if the official dates fall outside their teaching contract.

5.4. Academic exemption

- Students with academic exemption will agree with the teacher on the training activities and evaluation systems based on their attendance level.

6. Recommended bibliography

Basic bibliography

- Bendazzi, Giannalberto, Rosa, Emilio de la. (2003). Cartoons : 110 años de cine de animación. Ocho y medio, 1ª ed. en español, rev. y amp. por el autor.. Book. [\[URL\]](#)
- Donovan, Tristan (2018). Replay : la historia de los videojuegos. Héroes de Papel. Book. [\[URL\]](#)
- Kent, Steven L. (2016). La gran historia de los videojuegos de Pong a Pokémon y mucho más-- : un adictivo viaje al interior de los juegos con los que creciste y nunca has olvidado. Ediciones B Grupo Zeta. Book. [\[URL\]](#)
- Kent, Steven L. autor (2022). La historia definitiva de los videojuegos. Plan B Publicaciones Dolmen. Book. [\[URL\]](#)