

Academic Year: 2025/26

200297 - Legal Framework for Animation and Videogames

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Teaching Guide Information

Subject code: 200297

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

Type: Elective

Year: 4

Number of ECTS: 4.5

Period: Second term

Languages:

Lecture-based teaching: Group 101: Spanish

Interactive teaching: Group 101: Spanish

Grade record: Group 1: Spanish

Degree coordination: Patricia Comesaña Comesaña

Subject coordination: Francisco Javier Sanz Larruga

Faculty: Francisco Javier Sanz Larruga, Carlos María Díaz Teijeiro, Natalia Álvarez Lata, Fernando Cachafeiro García

1. Overview

- Fundamentos e bases legais da regulación dos videoxogos
- Temas xurídico-públicos e xurídico-privados sobre a produción e comercialización de videoxogos

Obxectivos do curso:

- Comprensión dos conceptos máis relevantes na regulación dos videoxogos
- Acceso e coñecemento da normativa legal dos videoxogos
- Cuestións prácticas relacionadas cos aspectos legais da produción e comercialización de videoxogos

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

Competences (RD 1393/2007 degree programs)

- [A01] CE1 - Knowledge and application of the theoretical and practical legal aspects related to video games and

animation products.

- **[A20]** CE20 - Understanding and application of project management models in animation and video games.
- **[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.
- **[B09]** CG4 - Knowledge of the procedures, skills, and methodologies required to adapt the creative process to digital media and to produce artistic works using specific technologies.
- **[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.
- **[B12]** CG7 - Teamwork skills. Ability to tackle projects collaboratively with other students, assuming roles and fulfilling commitments to the group.
- **[B13]** CG8 - Ability to apply knowledge in practice, integrating the different parts of the program and connecting them in the development of complex products.
- **[B14]** CG9 - Project design and management skills, addressing the narrative, technical, and managerial aspects of an animation or video game project.
- **[C01]** CT1 - Correct oral and written expression in the official languages of the autonomous community.
- **[C02]** CT2 - Mastery of oral and written comprehension and expression in a foreign language.
- **[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		
Acceso ao coñecemento do entorno xurídico en que se desenrola a actividade do desenvolvemento de videoxogos, es especial, nos aspectos relacionados coa propiedade intelectual, o licenciamiento a la protección de datos	A1 A20	B2 B3 B4 B5 B9 B11 B12 B13 B14	C2 C4
Compresión e aprendizaxe dos conceptos de Dereito Audiovisual relativos a liberdade de información e á publicidade así como os temas relativos á protección dos datos personais	A1 A20	B2 B5 B9 B11 B12 B13 B14	C1 C2 C3 C4 C5 C6 C7 C8 C9

3. Contents

Content unit	Description	Education and learning outcomes / competences	Teaching methodology and training activities	Assessment systems
Topic	1. A PROTECCIÓN DA CREACIÓN DIXITAL E OS VIDEOXOGOS MEDIANTE O COPYRIGHT: a) Concepto de dereitos de autor b) Importancia económica da industria da creación dixital, da animación e dos videoxogos			
Topic	2. OBRAS PROTEXIDAS POLO DEREITO DE AUTOR: a) Obras científicas, artísticas e literarias b) As creacións dixitais e os videoxogos son obras?			
Topic	3. OUTROS DEREITOS SOBRE CREACIÓNS DIXITAIS E VIDEOXOGOS: a) Música, personaxes, etc. b) Marcas			
Topic	4. O AUTOR DA OBRA: a) O autor b) Creacións con varios autores c) Obras creadas por encargo			
Topic	5. REQUISITOS: a) Orixinalidade b) Plasma nun soporte c) Non é imprescindible rexistrar a creación dixital ou o videoxogo			
Topic	6. DEREITOS MORAIS DO AUTOR: a) Recoñecemento b) Integridade c) Outros			
Topic	7. LÍMITES DO COPYRIGHT: a) Límites b) Copia privada e a excepción dos videoxogos			
Topic	8. AS LICENZAS: a) Cesión a terceiros dos dereitos sobre creacións dixitais b) Licenzas de explotación máis habituais c) Licenzas abertas			
Topic	9. PROTECCIÓN DO COPYRIGHT: a) Piratería e plaxio b) Protección civil c) Protección penal d) A Comisión da Propiedade Intelectual			
Topic	10. REXISTRO DE CREACIÓNS DIXITAIS E VIDEOXOGOS: a) O Rexistro da Propiedade Intelectual b) Outras alternativas para rexistrar obras			
Topic	11. DEREITO PÚBLICO DOS VIDEOXOGOS: a) A súa relación coas liberdades públicas b) A protección dos menores c) Producción de videoxogos como insutria cultural. Réxime de axudas			

Content unit	Description	Education and learning outcomes / competences	Teaching methodology and training activities	Assessment systems
	d) A publicidade e os videoxogos e) Réxime de protección de datos personais			
Topic	12. O RÉXIMEN XURÍDICO DOS E-SPORT: A regulación dos e-sports			

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]	Supervisión dos traballos tutelados do alumnado por parte do profesor, así como o desenvolvemento da discusión dirixida	1,00	0,00	0,00	
Directed discussion [MAG06]	Desenvolvemento de casos prácticos presentados polo alumnado	8,00	0,00	25,00	B02.
Objective test [MAG31]	Estudo persoal do alumnado de base teórica	1,00	0,00	0,00	A01, B12, C03, C07, C08.
Seminar [MAG38]	Seminario co profesional invitado	3,50	0,00	0,00	A01, A20, B03, B13, C04.
Guest lecture / keynote speech [MAG39]	clases expositivas	9,00	0,00	28,00	A01, A20, B05, B09, B14, C05, C06, C09.
Supervised projects [MAG42]	Elaboración de informe do traballo por grupos e presentación oral	9,00	0,00	28,00	A01, B02, B03, B04, B11, C01, C02.
Sum of hours by type		31,50	0,00	81,00	
Total hours				112,50	

5. Assessment

Modality In-person			
Assessment system	Description	Weighting (%)	Education and learning outcomes / competences
Objective test [SEG31]	Avaliación dos coñecementos dos alumnos sobre a base teórica das materias impartidas	50,00	A01, B12, C03, C07, C08.
Guest lecture / keynote speech [SEG39]	Asistencia activa ás clases presenciais	10,00	A01, A20, B05, B09, B14, C05, C06, C09.
Supervised projects [SEG42]	Avaliación dos traballos presentados polos alumnos	40,00	A01, B02, B03, B04, B11, C01, C02.
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

Os criterios e as condicións da avaliación serán as mesmas para a primeira e segunda oportunidades, así como para a oportunidade adiantada.

Todos os aspectos normativos relacionados con “dispensa académica”, “dedicación ao estudo”, “permanencia” e “fraude académica” rexeranse de acordo coa normativa académica vixente da UDC.

6. Recommended bibliography

Basic bibliography

- Erdozain, José Carlos, coord.; Asociación Española de Videojuegos, col.; Ortega Burgos, Enrique, dir.; Ramos Gil de la Hanza, Andy, dir. (2023). Derecho de los videojuegos : aspectos jurídicos y de negocio. Aranzadi. Book. [\[URL\]](#)

Supplementary bibliography

- Asociación Española de Empresas Productoras y Desarrolladoras de Videojuegos y Software de Entretenimiento (2023). Libro blanco del desarrollo español de videojuegos 2023. Asociación Española de Empresas Productoras y Desarrolladoras de Videojuegos y Software de Entretenimiento, Edición de 2023. Book. [\[URL\]](#)
- Asociación Española de Videojuegos (2023). La industria del videojuego en España 2023: anuario 2023. Asociación Española de Videojuegos. Book. [\[URL\]](#)
- Bouza López, Miguel Angel. (1997). La protección jurídica de los videojuegos. Marcial Pons. Book. [\[URL\]](#)
- Donaire Villa, Francisco Javier. Autor, Planells de la Maza, Antonio Jose, ilustrador (2012). La protección jurídica de los derechos de autor de los creadores de videojuegos : 'statu quo', perspectivas y desafíos. Trama Editorial. Book. [\[URL\]](#)