

Academic Year: 2025/26

## 200299 - Work Placement

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### Teaching Guide Information

**Subject code:** 200299

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

**Type:** Work Placement

**Year:** 4

**Number of ECTS:** 9.0

**Period:** Second term

**Languages:**

Grade record: Group 1: Spanish

Practical Teaching: Group 101: Spanish

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### 1. Overview

The development of internships in external entities represents an opportunity for future graduates in Digital Creation, Animation and Video Games to come into contact with the working reality and acquire skills aimed at the professional field.

In order to provide students of Digital Creation, Animation and Video Games with practical training, complementary to their academic studies, which allows them to develop the competencies acquired throughout their university education, these external internships have been incorporated into the Curriculum.

### 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.
- **[A10]** CE10 - Understanding the main stages of the animation or video game production pipeline and their significance in the overall process.
- **[A20]** CE20 - Understanding and application of project management models in animation and video games.

- **[B01]** CB1 - That students have demonstrated possession and understanding of knowledge in a field of study that builds upon general secondary education and is typically at a level that, while supported by advanced textbooks, also includes some aspects involving knowledge from the forefront of their field of study.
- **[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.
- **[B06]** CG1 - Organizational and planning skills, especially in designing work aimed at creating the digital audiovisual content that forms part of an animation production or video game.
- **[B07]** CG2 - Ability to effectively solve problems, mainly of a technological nature, and in the field of creating interactive and animated digital content.
- **[B08]** CG3 - IT knowledge, especially regarding the use of state-of-the-art technologies and software within the field of study.
- **[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.
- **[B10]** CG5 - Critical evaluation of available knowledge, technology, and information for their application in problem-solving.
- **[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.
- **[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		
Ability to use and control technological tools for the development of projects in animation, video games and digital creation in its various phases.		B7 B8 B9 B10	C3
Ability to design, define, and complete animation, video game, and digital creation projects, as well as to address problems that may arise in the development of them effectively.	A2 A10 A20	B1 B2 B3 B4 B5 B6 B7 B11 B13 B14	C1 C4 C6
Ability to work in a team and to involve the team in possible ideas aimed at improving the common project to achieve specific results.	A10	B12 B14	C6 C7

			C9
Improvement of the organisation and timing skills of tasks and procedures, leading to more efficient management of the project and the associated resources, so that any variation from the plan is carried out in a comprehensive and integrated manner.	A10 A20	B6 B12	C9
To be familiar with the animation and video game sector, as well as the creation and management processes of this type of projects.	A2 A10 A20		C5 C8 C9

### 3. Contents

Content unit	Description	Education and learning outcomes / competences	Teaching methodology and training activities	Assessment systems
Topic	1. Desenvolvemento das competencias adquiridas nas diversas materias do grao:  Os coñecementos postos en práctica variarían en función da entidade ofertante, así como do área ao que esté adscrito o/ a estudante.			
Topic	2. Reflexión crítica da experiencia:  Exposición do posto desempregado, tarefas, problemáticas atopadas e a súa relación cos contidos da titulación.			

### 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]	<p>· TITORÍA</p> <p>Durante todo o período de prácticas o/a estudante contará cun/cunha titor/a da empresa, quen se encargará de velar pola súa aprendizaxe e orientalo/a no desenvolvemento das súas labores, resolvendo todas as súas dúbidas e/ou problemas.</p> <p>Tamén contará cun/cunha titor/a interno/a (do centro), co/a que o/a estudante deberá reunirse para a xestión das súas prácticas e, posteriormente, se encargará do seguimento do/a estudante no seu destino de prácticas.</p> <p>En función do posto desempregado e a entidade de destino, concertaranse unhas titorías periódicas (presenciais e/ou virtuais) [...]</p>	3,00	0,00	0,00	
Student portfolio [MAG17]	Informe da actividade desenvolvida durante as prácticas preprofesionais. A súa estrutura e orientación, en función do posto desempregado e as tarefas desenvolvidas na entidade de destino, serán tratadas nas xuntanzas periódicas co/a titor/a académico/a, e según modelo de referencia publicado no Campus Virtual.	2,00	0,00	2,00	A02, A10, B01, B03, B04, B05, B10, B11, C01, C03, C04, C05, C08, C09.
Supervised	A metodoloxía desenvolvida nas prácticas	218,00	0,00	0,00	A02, A10, A20,

Methodology	Description	In-person teaching hours	Virtual teaching hours	Independent study hours	Education and learning outcomes / competences
projects [MAG42]	externas correrá a cargo da empresa, en función do Plano Formativo e das características e organización da mesma. En todo caso, este Plano Formativo e o desenvolvemento completo da estadia de prácticas rexirase polo regulamento das prácticas externas das titulacións de grao da Facultade de Ciencias da Comunicación.				B01, B02, B03, B04, B05, B06, B07, B08, B09, B11, B12, B13, B14, C01, C03, C04, C05, C06, C07, C08, C09.
<b>Sum of hours by type</b>		<b>223,00</b>	<b>0,00</b>	<b>2,00</b>	
<b>Total hours</b>				<b>225,00</b>	

## 5. Assessment

Modality In-person			
Assessment system	Description	Weighting (%)	Education and learning outcomes / competences
Student portfolio [SEG17]	<p>Deberase entregar unha memoria final do/a alumno/a con toda a información sobre as prácticas desenvolvidas, os coñecementos e competencias adquiridos en relación coa titulación, así como unha reflexión crítica sobre a súa aprendizaxe durante o período de prácticas preprofesionais. Este documento seguirá o modelo establecido e publicado no Campus Virtual -extensión mínima, estrutura...- coas adaptacións precisas para cada caso concreto.</p> <p>Esta memoria será avaliada polo/a tutor/a académico/a ata un total de 2 puntos. Ademais da súa estrutura, contido e extensión, na avaliación da [...]</p>	20,00	A02, A10, B01, B03, B04, B05, B10, B11, C01, C03, C04, C05, C08, C09.
Supervised projects [SEG42]	<p>O/a tutor/a profesional da empresa elaborará un informe final, a fin de valorar as competencias adquiridas polo/a alumno/a durante as prácticas, segundo a escala numérica de ítems incluídos no modelo que se lle facilitará.</p> <p>A nota da estadia de prácticas fixarase a partir desa valoración das competencias adquiridas, ata un total de 8 puntos.</p>	80,00	A02, A10, A20, B01, B02, B03, B04, B05, B06, B07, B08, B09, B11, B12, B13, B14, C01, C03, C04, C05, C06, C07, C08, C09.
<b>Total (%)</b>		<b>100,00</b>	

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.

Modality Virtual			
Assessment system	Description	Weighting (%)	Education and learning outcomes / competences
Student portfolio [SEG17]	Folder or binder divided into clearly marked or labelled sections containing record or products of learning activities performed over a given period, with student's progress charted through marks achieved and comments of teacher.	20,00	A02, A10, B01, B03, B04, B05, B10, B11, C01, C03, C04, C05, C08, C09.
Supervised projects [SEG42]	Supervised learning process aimed at helping students to work independently in a range of contexts (academic and professional). Focused primarily on learning how to do things and on encouraging	80,00	A02, A10, B01, B03, B04, B05, B08, B10, B11,

Assessment system	Description	Weighting (%)	Education and learning outcomes / competences
	students to become responsible for their own learning.		B12, B13, B14, C01, C03, C04, C05, C06, C07, C09.
<b>Total (%)</b>		<b>100,00</b>	

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.

Modality Hybrid			
Assessment system	Description	Weighting (%)	Education and learning outcomes / competences
Student portfolio [SEG17]	Folder or binder divided into clearly marked or labelled sections containing record or products of learning activities performed over a given period, with student's progress charted through marks achieved and comments of teacher.	20,00	A02, A10, B01, B02, B04, B05, B08, B11, C01, C03, C04, C05, C08, C09.
Supervised projects [SEG42]	Supervised learning process aimed at helping students to work independently in a range of contexts (academic and professional). Focused primarily on learning how to do things and on encouraging students to become responsible for their own learning.	80,00	A02, A10, B01, B03, B04, B05, B08, B10, B11, B12, B13, B14, C01, C03, C04, C05, C06, C07, C09.
<b>Total (%)</b>		<b>100,00</b>	

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 subject, it is necessary to have both parts approved: "Student Portfolio" and "Tutored Work". Otherwise, only the "Portfolio" part could be retrieved in the second call (submission on the official exam date in September).

For assessment in the first opportunity, students must complete the internship period and submit the report by the official exam date (this date included). Otherwise, they will be assessed in the second opportunity.

**IMPORTANT:** In the case of students wishing to undertake an internship in a company not offered through the faculty, they must provide the internship coordinator with a document containing the contact person's details in that company with whom the student spoke, as well as all details regarding the training plan agreed upon by both parties at least 1.5 months prior to the intended start date for the internship.

The abandonment of practices without justified cause, regardless of the number of hours completed, will result in a failing grade of '0' in the 'Supervised Work' and, therefore, in the subject. If this abandonment is justified, it will be up to the Academic Commission to evaluate the situation with the relevant documentation provided by the student and the individuals responsible for their tutoring (entity-faculty).

All aspects related to academic dispensation, study commitment, permanence, and academic fraud will be governed according to the current academic regulations of the UDC.

### 5.2. Second opportunity

For the second opportunity, the same documents will be required as for the first. Students must be attentive to the deadlines and required documentation, as incorrect or late submission will result in failing the subject.

**IMPORTANT:** In the case of students who wish to undertake internships at a company not offered through the faculty, they must provide the internship coordinator with a document containing the contact details of the person at the company with whom the student spoke, along with all the details relating to the training plan agreed upon by both parties at least 1.5 months before the scheduled start date for the internships.

### 5.3. Early opportunity

The possibility of early opportunity is not considered in this subject.

## 5.4. Academic exemption

In the case of academic exemption, it is mandatory to contact the professor responsible for the subject within the first 15 days of its delivery.

## 6. Recommended bibliography

### Basic bibliography

- - (2018). Libro blanco : la industria española de la animación y de los efectos visuales. Diboos. Book. [\[URL\]](#)
- 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. [\[URL\]](#)

### Supplementary bibliography

- Grupo de Investigación en Animación: Arte e Industria Con A de animación. 2173-3511. Collection.

## 7. Recommendations

Students are advised to stay attentive to the deadlines and processes outlined in the Virtual Campus regarding the subject, as it is their responsibility to submit the documentation in a timely manner in order to be evaluated positively. They should also keep an eye on both the UDC email and Teams, as well as the Virtual Campus, where open internship offers will be published.

Additionally, students are encouraged to manage their digital signature/certificate (FNMT/Ceres or electronic ID/reader), their Social Security number, and to have an up-to-date CV as soon as possible. Without these documents, it will not be possible to undertake internships.