

Course Guide 33443 Interactive project workshop

COURSE DATA

Data Subject				
Code	33443		C	
Name	Interactive project workshop			
Cycle	Grade			
ECTS Credits	6.0			
Academic year	2023 - 2024			
Study (a)	·			
Study (s)				
Degree		Center	Acad. Period year	
1301 - Degree in Audiovisual Communication		Faculty of Philology, Tran Communication	Faculty of Philology, Translation and 4 Second te Communication	
Subject-matter				
Degree	2 2 2	Subject-matter	Character	
1301 - Degree in Audiovisual Communication		17 - Compl. training optior 4	nal in year Optional	
Coordination				
Name	me		Department	
RAUSELL LLEDO, IGNACIO		340 - Language Theory and Communication Sciences		

SUMMARY

Preparation of an interactive project.

It is a practical subject in which you will develop an interactive project that before will be located within a business proposal with a specific means of dissemination.

Interactive content will be generated, organized and integrated into a project with good accessibility and usability. The final result can be a pilot or a definitive product.



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PREVIOUS KNOWLEDGE

Relationship to other subjects of the same degree

There are no specified enrollment restrictions with other subjects of the curriculum.

Other requirements

It is recommended to have done the subject Design of interactive projects to have the theoretical foundations

OUTCOMES

1301 - Degree in Audiovisual Communication

- The ability to transmit ideas, problems and solutions within the field of audiovisual communication.
- Knowledge of the different languages, codes and representation methods of the different technological and audiovisual media: photography, cinema, radio, television, video and electronic image, the Internet, etc. through their aesthetic and industrial proposals and their evolution over the years, which should generate a capacity to analyse audiovisual narratives and works, taking into account iconic messages such as the texts and products of the socio-political and cultural conditions of a given historic era.
- Students must be able to deepen their acquired knowledge and to develop and apply these skills in the various fields of audiovisual communication.

LEARNING OUTCOMES

- Knowledge of the structure of a coherent and usable interactive project.
- Knowledge of the multimedia environment: ability to understand work in this environment, to propose projects or evaluate them.
- Management of computer tools for the development of interactive projects.

DESCRIPTION OF CONTENTS

1. The implementation of the idea: viability, funding, media.

Interactive proposal design. Meeting the objectives set and the target audience to which it is addressed. Drawing up a market research study to

identify the SWOT of the project. Funding, distribution and exploitation plan for the audiovisual project



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2. Format design and production:

Resources, interactivity scheme, visual design, usability and accessibility.

3. Narrative and audiovisual structure of the project.

Development of scripts and audiovisual products based on the project developed by the students.

4. Multimedia resources

Deepening in the use of creative tools

WORKLOAD

ACTIVITY	Hours	% To be attended
Laboratory practices	60,00	100
Development of individual work	40,00	0
Study and independent work	20,00	0
Preparation of evaluation activities	10,00	0
Preparing lectures	10,00	0
Preparation of practical classes and problem	10,00	0
ΤΟΤΑΙ	L 150,00	

TEACHING METHODOLOGY

Cancelled

EVALUATION

Contact the teacher

REFERENCES



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Basic

- Riquelme, Ingrid. Desarrollo de proyectos interactivos. Consultar en http://www.astraph.com/udl/biblioteca/antologias/desarrollo_de%20proyectos_interactivos.pdf
- Paniagua, Antonio. Diseño interactivo y multimedia con flash. Editorial Anaya. Madrid, 2011.
- Orihuela, Jose Luis y Santos, Maria Luisa. Introducción al diseño digital. Concepción y desarrollo de proyectos de comunicación interactiva. Anaya Multimedia. Madrid, 2000.

Additional

- Nielsen, Jakob / Tahir, Marie (2002). Usabilidad de páginas de inicio: Análisis de 50 sitios web. Ed. Alhambra-Longman
- Galer, M. y Horvat, L. La imagen digital. Editorial Anaya Multimedia. 2006.
- Li, Z.N. y Drew, M.S. Fundamentals of multimedia. Editorial Prentice Hall. 2004.

