

*Computer technology applied to the  
performing arts*  
COURSE GUIDE

BACHELOR IN PERFORMING ARTS AND SCREEN ACTING  
Course 2022/2023

## *Course data*

<i>Duration</i>	Term 2
<i>Credits</i>	6 ECTS
<i>Modality</i>	In-person
<i>Language</i>	English
<i>Faculty</i>	Performing Arts and Music

## *Course presentation*

Basic knowledge of hardware, software and internet applied to the needs of professionals in the Performing Arts. Office technology tasks in any format, as a collaboration and online, the commercial and marketing potential of social networks, creation of a web page, video editing, image and video resolution.

## *Student competencies*

<i>Competency Code</i>	<i>Description</i>
CG01	Manage information from different sources and apply it to the area of stage and screen acting.
CG04	Know the technological resources typical of the discipline and its applications in the performing arts, assimilating innovations that appear.
CG05	Solve problems and generate work dynamics in multidisciplinary environments.
CE10	Know the expressive possibilities of different technological resources for creation, functioning and expressivity in the stage space.
CE14	Acquire a comprehensive vision of the current situation in the stage and audiovisual industry and its relationship to cultural industries.
CE16	Handle the digital tools towards different communications strategies in promotion and dissemination

## *Learning outcomes*

Upon completion of this course, each student must be able to:

- 01- Do work using office technology in any format, as a collaboration and online.
- 02- Redact reports in an academic format, correctly using the necessary information search engines and bibliography search engines.
- 03- Detect commercial and marketing potentials and use social networks properly.
- 04- Search for and register a domain and host to create an online website.
- 05- Design and set up a website using free online tools.
- 06- Use video editing software as a tool to manage their audiovisual material.
- 07- Use images and videos correctly, and specifically as pertains to size and resolution.
- 08- Use IT resources for to boost their professional profile in the field of stage and screen arts.

### *Connection between Competencies and Learning Outcomes*

<i>Competency Code</i>	<i>Learning Outcome Code</i>
CG01	RA01,RA02,RA03,RA08
CG04	RA04,RA05,RA06,RA07,RA08
CG05	RA01,RA02,RA03
CG10	RA04,RA05,RA06,RA07,RA08
CG14	RA01,RA02,RA03
CG16	RA01,RA04,RA05,RA06,RA0,RA08

### *Teaching methodology*

<i>MD1</i>	Participatory lecture.
<i>MD2</i>	Case studies and debate.
<i>MD3</i>	Problem resolution and discussion of results.
<i>MD5</i>	Cooperative and collaborative learning.
<i>MD6</i>	Tutorials and guidance.
<i>MD8</i>	Practical case discussion workshops

## Course content

<i>Content</i>	<p><b>OFFICE TECHNOLOGY AND THE INTERNET:</b></p> <ul style="list-style-type: none"> <li>01 Hardware and software.</li> <li>02 Office documents applications.</li> <li>03 New forms of communication: social media and their monetization. Communications platforms: Zoom, Google Meets.</li> <li>04 The internet; introduction to web design.</li> </ul> <p><b>AUDIOVISUAL MEDIA:</b></p> <ul style="list-style-type: none"> <li>01 Multimedia applications: image, video and audio</li> <li>02 The digital image and photo retouching</li> <li>03 Digital audio and audio editing</li> </ul>
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## Learning activities

<i>AF1</i>	Theory and combination theory-practice learning.	24 horas
<i>AF2</i>	Classroom/lab exercises and practice.	21 horas
<i>AF4</i>	Arts appreciation activities: seminars, visits to exhibitions or viewings of visual/audiovisual works.	12 horas
<i>AF6</i>	Research activities: search and selection of documentation, reading of support materials and bibliographic and visual references.	20 horas
<i>AF7</i>	Assessment	3 horas
<i>AF8</i>	Self-study of theoretical content and autonomous assignment work and practical activities.	100 horas

*\* The hours assigned to the different learning activities may vary depending on the academic needs of the course, the group or the teaching team.*

## Assessment

### GENERAL ASSESSMENT CRITERIA

#### CONTINUOUS ASSESSMENT SYSTEM

Non-attendance to more than 20% of class sessions and activities may lead to failure of the course and disqualification from the regular assessment period. The teaching team decides how this rule is applied.

#### MARKS

Continuous Assessment is a comprehensive assessment of each student's results judged on the assessment criteria described in the following section, on a scale of 0 to 10 as provided in current legislation.

Students wishing to bring up their grade in the extraordinary/re-assessment period must first contact the Registrar's Office to expressly waive in writing all of the marks they obtained in the regular assessment period. Their final assessment mark will be the mark obtained in re-assessment.

#### SPELLING AND EXPRESSION

Spelling and written expression are taken into account in the marking of written examinations and assignments. Written examinations cannot contain more than 2 spelling errors or 10 accent errors (omitted or misplaced). Assignments completed outside of the classroom may not contain more than 1 error.

#### UNIVERSITY WRITTEN REPORTS

These must have a title page, table of contents and bibliography listing at least 4 sources. These works must be original. Excerpts from other authors must be properly cited. Demonstrable plagiarism is an academic offence. If one student copies the work of another student, both shall be held accountable.

### SPECIFIC ASSESSMENT CRITERIA

#### REGULAR ASSESSMENT PERIOD

In this course, absence to more than 20% of class sessions and activities will lead to failure of the course and disqualification from the regular assessment period.  SÍ  NO

A minimum mark of 5.0 on all assessment tasks is required. If the mark obtained on any one of the assessment tasks is below that minimum, the weighted average mark for this course will not be calculated.

The teaching team will provide the details/specifications on the content or submission of assessment tasks; this information will be given in class or in a document made available to the student on the Virtual Course Space (in Spanish, *Aula Virtual*).

In submitting assignments, students must meet the deadlines set by the teaching team.

<i>Assessment task (*)</i>	<i>Task description</i>	<i>% of final mark</i>
SE1 In-class tests and examinations (oral and/or written).	Tests/examinations on course content.	30%
SE2 Assignments and projects.	Assigned projects due at the end of each module of the course.	40%

SE3 Continuous assessment: weekly tasks and homework, periodical reports, problem resolution.	Regularity in the delivery of practical assignments.	20%
SE5 Attitude and participation.	Proactivity and class participation.	10%
		100%

(\*). Records and evidence of all of the assessment tasks (writings, recordings, etc.) listed in this table will be kept and filed in the Registrar's Office.

#### EXTRAORDINARY/RE-ASSESSMENT PERIOD

Students that do not pass the course in the term it is delivered can attempt again in the extraordinary/re-assessment period, except in cases where the particular characteristics of the course make this impossible.

The teaching team will inform the student of the assessment tasks that will need to be done in re-assessment. The teaching team can decide whether to maintain the marks of 5.0 and above the student received over the course and in the regular assessment period.

#### REVIEW OF ASSESSMENT MARKS

As set out in the TAI School of the Arts Student Handbook.

## *Resources*

#### RECOMMENDED BIBLIOGRAPHY

Barabasi, A. (2003). *Linked: How Everything Is Connected to Everything Else and What It Means*. Plume.

Johnson, S. (2003). *Sistemas emergentes: o qué tienen en común hormigas, neuronas, ciudades y software* (1o ed.). Turner.

#### RECOMMENDED FILMOGRAPHY

Fincher, D. (Director), (2010). *The social network* [La Red Social] [Película].

Morten, T. (Director), (2014). *The Imitation Game* [Descifrando Enigma] [Película].

Pantaleón, P. y Cid, M. (Directores), (2019). *Visualist, those who see beyond* [Película].

#### RECOMMENDED WEBSITES

[https://www.google.com/intl/es\\_ALL/drive/](https://www.google.com/intl/es_ALL/drive/)

<https://www.wix.com/>

<https://www.instagram.com/>

<https://www.youtube.com/c/RBGEscuela>

### REQUIRED MATERIALS FOR THE COURSE

Ordenador personal y conexión a Internet.

### VISITS, MASTER CLASSES, EVENTS AND ADDITIONAL WORKSHOPS

Programmed by TAI and related to the course.