



Universitat de Lleida

DEGREE CURRICULUM **DIGITAL EDITION**

Coordination: LEGA LLADOS, FERRAN

Academic year 2020-21

Subject's general information

Subject name	DIGITAL EDITION			
Code	102182			
Semester	1st Q(SEMESTER) CONTINUED EVALUATION			
Typology	Degree	Course	Character	Modality
	Bachelor's Degree in Design and Creative Technologies	2	COMPULSORY	Attendance-based
Course number of credits (ECTS)	6			
Type of activity, credits, and groups	Activity type	PRALAB	TEORIA	
	Number of credits	3	3	
	Number of groups	2	1	
Coordination	LEGA LLADOS, FERRAN			
Department	COMPUTER SCIENCE AND INDUSTRIAL ENGINEERING			
Teaching load distribution between lectures and independent student work	60 H. of class 120 H. personal work			
Important information on data processing	Consult this link for more information.			
Language	Catalan Spanish			
Distribution of credits	3 theoretical credits 3 practical credits			

Teaching staff	E-mail addresses	Credits taught by teacher	Office and hour of attention
LEGA LLADOS, FERRAN	ferran.lega@udl.cat	3	
RUE RAMON, FRANCESC XAVIER	francesc.rue@udl.cat	6	

Learning objectives

- Skills for the creation and reproduction of digital documents.
- Acquire the techniques and skills of photography, video and sound editing.
- Have knowledge of audiovisual culture and its role in society and culture.
- Know how to organize the informative corpus that allows the dissemination of content in physical supports or through the Web.
- Appropriate choice of suitable formats for the creation, storage and dissemination of digital documents.
- Planning, maintenance and evaluation of the usability and accessibility of digital documents based on the norms and standards in force.

Competences

Basic Competences (CB)

That students demonstrate, possess and understand knowledge of their area of study that starts at the base of general secondary education and is usually at a level that, although it is based on advanced textbooks, also includes aspects that imply knowledge from Cutting-edge knowledge of your field of study.

General (CG)

Ability to create and develop answers to communication problems for different digital content.

Apply the concepts and methods of digital technologies.

Ability to design and evaluate systems that guarantee accessibility and usability.

Capacity for analysis and development of digital technologies for the visualization of information.

Specific Competences (CE)

Ability to create and exploit virtual worlds, and to create, manage and distribute multimedia content.

Know the methodologies, programs, techniques, norms and standards, in addition to being able to use the acquired knowledge base with specific elements of web development.

Transversal Competences (CT)

Acquire essential notions of scientific thought.

Acquire training in the use of new technologies and information and communication technologies.

Strategic Competences of the University (CEU)

Correct oral and written expression.

ICT domain.

Knowledge and command of English as a foreign language.

Subject contents

1-Photography; A history of light and shadow.

2- Art and science of light. Capturing the image.

3- The photographic process and storytelling.

4- Image capture techniques and digital development.

5- Audiovisual culture. Lighting and composition.

6- The physics of sound.

7- Introduction to sound editing.

8- Sound as an audiovisual narrative.

9- Sound art.

10- Postproduction.

11- The importance of sound in videos and videogames.

12- The script and audiovisual pre-production.

13- Video editing.

14- Audiovisual narrative and projections.

Methodology

The teaching and learning methodology is linked to the following organizational modalities:

- The course is organized into classes where the technical contents of the subject are exposed. In these sessions the techniques and methods that are applied in the image, sound and video editing processes are disclosed. In addition, practical exercises are carried out with the objective that the students assimilate and verify the knowledge applicable in the context and the specific scope of work of the subject.

- Theoretical exposition of the teaching staff through audiovisual support and work proposals according to the thematic blocks to be developed.
- Projection and comment images, films and acoustic pieces as conceptual reinforcement.
- Debates and reflections around the analytical observation.
- Theoretical analysis and practical application of morphological concepts to understand the digital edition.
- Discussions about the application of the different techniques to obtain expressive and creative results in order to promote the understanding of creation processes.
- Regular delivery of works related to each block of finished content.
- Discuss about work done in a group and / or teacher-student with regard to the adequacy of the objectives.
- Continuous follow-up in group or individually in the field of work or tutorial spaces.
- Assistance control in the classroom, as well as in the delivery of chronologically scheduled work.

Development plan

DATE	WEEK	DESCRIPTION	ACTIVITIES
21-24 September	1 Xavi / Ferran	Presentation of the course. Photography; a history of lights and shadows	<p>1st session - (2h). WHOLE GROUP THEORY. Photography; a history of lights and shadows</p> <p>2nd session. (2h). PRACTICES G1. Practices.</p> <p>2nd session. (2h). PRACTICES G2. Practices</p>
1 October	2 Xavi	Art and science of light. capturing the image.	<p>2nd session. (2h). PRACTICES G1. Practices.</p> <p>2nd session. (2h). PRACTICES G2. Practices</p>
5-8 October	3 Xavi	The photographic process, the workflow and storytelling. The digital image editing software.	<p>1st session - (2h). WHOLE GROUP THEORY. The photographic process, the workflow and storytelling. The digital image editing software.</p> <p>2nd session. (2h). PRACTICES G1. Practices.</p> <p>2nd session. (2h). PRACTICES G2. Practices</p>
15 October	4 Xavi	Image capture technique and digital development. The Narrative of the image.	<p>2a sesión. (2h). PRÁCTICAS G1. Prácticas.</p> <p>2a sessió. (2h). PRÁCTICAS G2. Prácticas</p>

19-22 October	5 Xavi	Audiovisual culture. Lighting and composition.	<p>1st session - (2h). WHOLE GROUP THEORY. Audiovisual culture. Lighting and composition.</p> <p>2nd session. (2h). PRACTICES G1. Practices.</p> <p>2nd session. (2h). PRACTICES G2. Practices</p>
26-29 October	6 Ferran	The physics of sound.	<p>1st session - (2h). WHOLE GROUP THEORY. The physics of sound.</p> <p>2nd session. (2h). PRACTICES G1. Practices.</p> <p>2nd session. (2h). PRACTICES G2. Practices</p>
2-5 November	7 Ferran	Introduction to sound editing. The sound creation software.	<p>1st session - (2h). WHOLE GROUP THEORY. Introduction to sound editing. The sound creation software.</p> <p>2nd session. (2h). PRACTICES G1. Practices.</p> <p>2nd session. (2h). PRACTICES G2. Practices</p>
9-12 November	8 Ferran	Sound as narrative in audiovisual products.	<p>1st session - (2h). WHOLE GROUP THEORY. <i>Sound as narrative in audiovisual products.</i></p> <p>2nd session. (2h). PRACTICES G1. Practices.</p> <p>2nd session. (2h). PRACTICES G2. Practices</p>
16-20 November	9	EXAMENS PARCIAIS	
23-26 November	10 Ferran	Sound art.	<p>1st session - (2h). WHOLE GROUP THEORY. Sound art.</p> <p>2nd session. (2h). PRACTICES G1. Practices.</p> <p>2nd session. (2h). PRACTICES G2. Practices</p>

30 November 3 December	11 Xavi	Photographic post-production in the genres of the image.	<p>1st session - (2h). WHOLE GROUP THEORY. Photographic post-production in the genres of the image.</p> <p>2nd session. (2h). PRACTICES G1. Practices.</p> <p>2nd session. (2h). PRACTICES G2. Practices</p>
10 December	12 Ferran	Editing the sound in the video.	<p>2nd session. (2h). PRACTICES G1. Practices.</p> <p>2nd session. (2h). PRACTICES G2. Practices</p>
14-17 December	13 Xavi	The script and audiovisual pre-production.	<p>1st session - (2h). WHOLE GROUP THEORY. <i>1 The script and audiovisual pre-production.</i></p> <p>2nd session. (2h). PRACTICES G1. Practices.</p> <p>2nd session. (2h). PRACTICES G2. Practices</p>
21 December 7 January	14 Xavi	Video editing.	<p>1st session - (2h). WHOLE GROUP THEORY. Video editing.</p> <p>2nd session. (2h). PRACTICES G1. Practices.</p> <p>2nd session. (2h). PRACTICES G2. Practices</p>
11-14 January	15 Xavi / Ferran	Audiovisual narrative and projections.	<p>1st session - (2h). WHOLE GROUP THEORY. Audiovisual narrative and projections.</p> <p>2nd session. (2h). PRACTICES G1. Practices.</p> <p>2nd session. (2h). PRACTICES G2. Practices</p>
18-29 January	Xavi / Ferran	FINAL EXAMS	
1-5 February	Xavi / Ferran	TUTORSHIPS	
8-12 February	Xavi / Ferran	RECOVERY EXAMS	

Evaluation

Acr.	Evaluation activities.	Ponderation.	Minimum Note	In Group	Obligatory.	Recoverable
P1	First Parcial Exam.	20%	NOT	NOT	YES	NOT
PRA 1	First Practice.	15%	NOT	NOT	YES	NOT
P2Seconf	Final Exam	30%	NOT	NOT	YES	YES
PRA 2.	Second Practice.	25%	NOT	NOT	YES	NOT

Forum 10% note. Participation in the forum will be awarded according to the quality and quantity of entries up to 1 point on the final grade.

FINAL NOTE = maximum (20% P1 + 30% P2, = 50%) + 15% PRA1 + 25% PRA2 + 10% Forum.
To pass the subject the FINAL_NOTE must be equal or greater than 5.

If the student dont pass the course, they can do a recovery exam. In this case the final Note will be:
Recovery_note: Recovery examn note. FINAL_NOTEL = 80% N_REC + 20% PRA

Bibliography

Mellado, J.M. (2018). Lightroom revolution. Fotografía de alta calidad. Photoclub

Mellado, J.M. (2017). Fundamentos de la Fotografía. Photoclub

McKee, Robert. (2015). El Guión Story. Alba Minus

Hunter, F., Biver, S., Fuqua, P. (2015). La luz. Ciencia y magia. Photoclub

Szendy, P. (2015). En lo profundo de un oído. Una estética de la escucha. Santiago de Chile. Ediciones Metales pesados.

Cage, J. (2012). El silencio. Madrid: Ediciones Ardora.

Litch, A. (2007). Sound Art. New York: Rizzoli.

Lega, F. (2014). La cimática como herramienta de expresión artística. Barcelona.
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