

Block view of the study programme

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Block 1**Compulsory courses**

PCER0047-1	<i>Video games as an object of analysis and study</i> - [110h AUTR]	Q2	16	-	[+]	5
PCER0048-1	<i>Video games, past and present</i> - [110h AUTR]	Q2	14	2	[+]	5
PCER0049-1	<i>Creative practices: introduction and personal project</i> - [110h AUTR]	Q2	6	10	[+]	5
PCER0050-1	<i>Creative practices: video games in the teaching context</i> - [110h AUTR]	Q2	8	8	[+]	5