		Teachin	ıg Guide			
	Identifying Data					
Subject (*)	Professional Use of English	Professional Use of English			616G01039	
Study programme	Grao en Comunicación Audiovisu	Grao en Comunicación Audiovisual				
		Desc	riptors			
Cycle	Period	Ye	ear	Туре	Credits	
Graduate	2nd four-month period	Th	Third Optional		6	
Language	English					
Teaching method	Face-to-face					
Prerequisites						
Department	Letras					
Coordinador	Estévez Saa, José Manuel E-mail jose.manuel.estevez.saa@udc.es				evez.saa@udc.es	
Lecturers	Dopico Garcia, Alberto		E-mail	alberto.dopico@udc.es		
	Estévez Saa, José Manuel			jose.manuel.estevez.saa@udc.es		
Web						
General description	Terminology and concepts relate	d to Information	n and Communica	tion Technologies. Mult	imedia applications: text, audio,	
	image, video and interaction. Ana	alysis of digital	media. Journalistio	information and struct	ures. Interviews, Communication	
	processes. Main media forms. Me	edia language.	Forms and conve	ntions. Audiences and	institutions. Writing and editing.	
	Narrator or teller. Forms and conventions in English. Audiences and institutions. Technical terms. Codes and conve					
	Grammar: 10 common mistakes. Spelling. Punctuation. Figures. Style guide.					

	Study programme competences / results
Code	Study programme competences / results
A1	Comunicar mensaxes audiovisuais.
A2	Crear productos audiovisuais.
А3	Xestionar proxetos audiovisuais.
A4	Investigar e analizala comunicación audiovisual.
A5	Coñecelas teorías e a historia da comunicación audiovisual.
A6	Coñecelo sector audiovisual: a oferta e as audiencias.
A7	Coñecelas técnicas de creación e produción audiovisual.
A8	Coñecela tecnoloxía audiovisual.
A9	Coñecelos modelos de xestión.
A10	Coñecelo marco legal e deontolóxico.
A11	Coñecelas metodoloxías de investigación e análise.
A12	Coñecelos principais códigos da mensaxe audiovisual.
B1	Que os estudantes demostraran posuir e comprender coñecementos nun área de estudo que parte da base da educación secundaria
	xeral, e adoitan atoparse nun nivle que, se ben se apoia en libros de textos avanzados, inclúe tamén algún aspectos que implican
	coñecementos procedentes da vangarda do seu eido de estudo.
B2	Que os estudantes saiban aplicar os seus coñecementos ao seu traballo ou vocación dun xeito profesional e posúan as competencias
	que adoitan amosarse por medio da elaboración e defensa de argumentos e a resolución de problemas dentro da súa área de estudo.
В3	Que os estudantes teñan a capacidade de reunir e interpretar os datos relevantes (normalmente dentro da súa área de estudo) para
	emitir xuízos que acheguen unha reflexión sobre temas relevantes de índole social, científica ou ética
В4	Que os estudantes poidan transmitir información, ideas, problemas e solucións a un público tanto especializado como non especializado
B5	Que os estudantes desenvolvesen aquelas habilidades de aprendizaxe precisas para emprender estudos posteriores cun alto grao de
	autonomía
В6	Expresarse correctamente tanto de xeito oral como escrito en linguas oficiais da comunidade autónoma
В7	
В8	Empregar as ferramentas básicas das tecnoloxías da información e as comunicacións (TIC) precisas para o exercicio da súa profesión e
	para a aprendizaxe ao longo da súa vida.



В9	Desenvolverse para o exercicio dunha cidadanía aberta, culta, crítica, comprometida e solidaria capaz de analizar a realidade,
	diagnosticar problemas, formular e imprantar solución baseadas no coñecemento e orientadas ao ben común
C1	Entender a importancia da cultura emprendedora e coñecer os medios ao alcance das persoas emprendedoras.
C2	Valorar criticamente o coñecemento, a tecnoloxía e a información dispoñible para resolver os problemas cos que deben enfrontarse.
С3	Asumir como profesional e cidadán a importancia da aprendizaxe ao longo da vida.
C4	Valorar a importancia que ten a investigación, innovación e o desenvolvemento tecnolóxico no avance socioeconómico e cultural da
	sociedade.

Learning outcomes				
Learning outcomes		Study programme		
	con	npetend	es/	
		results		
Investigate and analyze audiovisual communication		B3		
	A6			
	A8			
	A9			
Know the legal and ethical issues related to networking and multimedia distribution	A2	B4	C1	
		B6		
		B7		
Behave with ethics and social responsibility as a citizen and as a professional	A3	B2	C4	
		B4		
		B5		
Improve the ability to use and adapt to appropriate technology tools.	A4	B6		
		B7		
Ability to adapt to changing environments.		B8		
		В9		
SKILLS for the organization and timing of tasks	A1		C2	
	A2			
	A7			
Work independently and with initiative	A10			
Ability to incorporate and adapt to a team	A11			
	A12			
Communicate effectively both orally and in writing, in English	A5	В3		
	A6			
	A8			
	A9			
	A10			
Critically assess the knowledge, technology and information available to solve the problems that students must deal with.		B1	C3	
O resultado da aprendizaxe será o dominio da expresión e a comprensión de forma oral e escrita dun idioma estranxeiro,	A1		C1	
neste caso, o inglés. Asemade, conséguese utilizar as ferramentas básicas das tecnoloxías da información e as	A2		C2	
comunicacións (TIC) necesarias para o exercicio da súa profesión e para a aprendizaxe ao longo da súa vida, tanto no	A7		C3	
contexto nacional como estranxeiro, de xeito que se manexen en inglés as mensaxes audiovisuais, a creación de productos	A12		C4	
audiovisuais, ou a xestión de proxetos audiovisuais. Os estudantes tamén son quén de investigar e analizar a comunicación				
audiovisual, e con esta asignatura, ademáis, melloran as súas hbilidades para o uso e a adaptación axeitada das ferramentas				
tecnolóxicas.				

Contents		
Topic	Sub-topic Sub-topic	

Introduction	Chapter 1: The concept of multimodic communication modeling. A brief description of
Introduction	Chapter 1: The concept of multimedia communication modeling. A brief description of elements for multimedia systems. User and network requirements together with the
	packet transfer concept. An overview of multimedia terminals.
	As a general introduction to the subject, this chapter includes terminology and
	concepts related to the elements of multimedia as well as the development of
	·
	multimedia applications and computer hardware, network requirements and storage
	devices for their distribution and careers in Information and Communication
Clausesta of Multimedia, Taut andia mistures vides and	Technologies.
Elements of Multimedia: Text, audio, pictures, video and	Chapter 2: Multimedia communication is more than simply putting together text, audio,
interaction	images and video. Recent trends in multimedia research to exploit the audio-visual
	interaction and to build the link between audio and video processing. Hp reading,
	synchronization and tracing audio-to-visual mapping as well as the bimodal person
	verification.
	This chapter includes vocabulary and concepts related to text, audio, images and
	video as well as authoring tools and how data are stored and represented in a
	computer system.
Digital copyrights, hardware, storage.	Chapter 3: Multimedia processing in communication. Analysis of digital media and
	signal processing elements. Description of a general framework for image copyright
	protection through digital watermarking. Revision of the key attributes of neural
	processing essential to intelligent multimedia processing. Recent
	large-scale-integration programmable processors designed for multimedia processing
	such as real-time compression and decompression of audio and video as well as the
	next generation of computer graphics.
	This chapter includes terms related to the description of the general trends in the
	evolution of modern computers, an outline of the main types of computers in use today
	and their practical uses. It describes the function and relationships between the
	internal components of a personal computer, including the motherboard, processor,
	random-access memory and other memories, ports, buses, expansion boards, and PC
	cards, it distinguishes processors by their word size, speed, and memory and
	identifies new approaches to traditional processor design.
Multimedia Networks and Networking	Chapter 4: Issues concerning distributed multimedia systems. Main features, resource
	management, networking and multimedia operating systems. Identification of the
	applications like interactive television, telecooperation and hypermedia, and a survey
	of the important enabling technologies.
	This chapter deals with terms and concepts related to operating systems and software
	packages, distributed multimedia systems, interactivity and e-learning.
Video, audio and standards	Chapter 5: Multimedia communication standards. Moving Pictures Experts Group
	(MPEG)-1, MPEG-2, MPEG-4, MPEG-4 Visual Texture Coding (VTC), Joint
	Photographic Experts Group (JPEG)-2000, MPEG-7, MPEG-21, International
	Telecommunications UnionTelecommunication Sector (ITU-T) and Internet standards.
	The ITU-T standardization process in multimedia communications from the video and
	speech coding, as well as from multimedia, multiplex and synchronization points of
	view.
	This chapter includes terms and concepts related to video editing, its formats and
	standards as well as technologies related to speech recognition.
Multimedia and the Internet	Chapter 6: Multimedia communication across networks. An introduction about packet
	audio-video in the network environment. The concept of video transport across
	generic networks. Multimedia transport over ATM networks.

Multimedia development	Chapter 7: Multimedia development. Structured analysis and techniques, data flow
	diagrams, entity-relationship diagrams, flowcharting, programming languages,
	scripting, pitching.
Writing a News Story	Chapter 8: What can I write about? What is news? Identify what kind of story it is:
	Hard news, soft news, feature, editorial, youthbeat, opinion column. Structure for your
	article: The lead, a hard news story, a soft news story, the body.
	www.media-awareness.ca
Tips for news writing and editing	Chapter 9: Finding story ideas: Talk to people in a specific field. Newsgathering:
	Create a list, collect government statistics and reports. Interviewing do?s and don?ts:
	Tape the interview, start with easy questions, end with difficult questions. Organizing
	the information: Write the focus, develop a focus. Writing and editing: narrator or teller,
	rewriting, clear and concise, run-on sentences. Young People?s Press.
Key concepts and skills	Chapter 10: Communication processes. Main media forms. Media language. Forms
	and conventions. Audiences and institutions. Representation and ideology. Media
	products. Analytical skills. Evaluative skills. Iconography.
Audio-visual and print-based media language and vocabulary	Chapter 11: Analyzing the moving image. Camerawork. Editing sound and vision.
	Sound. Special effects. Focus genre. Technical terms for analyzing print. Magazines.
	Newspapers. Codes and conventions. Documentary forms. Images and analysis.
	Grammar: 10 common mistakes. Spelling. Punctuation. Reporting speech. Figures.
	Style guide.

	Planning	9		
Methodologies / tests	Competencies / Teaching hours		Student?s personal	Total hours
	Results	(in-person & virtual)	work hours	
Online forum	A1 A2 A3 A4 A5 A6	0	3	3
	A7 A8 A11 A12 B1 B2			
	B4			
Oral presentation	A1 A2 A3 A4 A12 B1	10	10	20
	B2 B4			
Speaking test	A1 A2 A3 A4 A5 A6	0	8	8
	A9 A10 B3 B4			
Objective test	A1 B5 B6 B7 B8 B9	4	4	8
	C1 C2 C3 C4			
Seminar	A5 A6 A8 A9 A10 B3	22	0	22
	B7 B8 C4			
Guest lecture / keynote speech	A11 A5 A6 A8 A9 A10	32	52	84
	B7 B3			
Personalized attention		5	0	5
(*)The information in the planning table is fo	r guidance only and does not	take into account the l	neterogeneity of the stud	dents.

	Methodologies
Methodologies	Description
Online forum	During the semester students will prepare and coment on topics, videos or other media in class or on the course Web page.
Oral presentation	By doing a project in a group, the teacher can also assess how students interact with others and how they participate in group settings. In order for the project to be a success in terms of assessing the student, clear instructions and deadlines will be given to the students. A summary of the project will have to be submitted to the teacher who will monitor it and an oral presentation in English will be required. The oral presentation will be scored 50% of the total project marking
Speaking test	This involves the teacher or evaluator asking the student questions and the student giving the answers orally or by writing them down. This is an excellent way to evaluate the student's thought process.



Objective test	This usually involves a multiple choice, short answer, essay, true/false, fill in the blank, or matching test to show how much the
	students learned from the materials that were just covered in the class.
Seminar	Small groups are required to work together, asking questions, giving their opinions, or working on their projects.
Guest lecture /	Lectures explaining the concepts and the terminology will be delivered to the students. These lectures will be implemented
keynote speech	with multimedia presentations, animations, graphs, video clips or any other element that may help understand the main
	concepts, processess and ideas.

	Personalized attention				
Methodologies	ogies Description				
Oral presentation	In order for the presentation to be successful in terms of assessing the student, clear instructions and deadlines will be given				
Speaking test	to the students. As for the project presentation, it will be done in English for about 20 minutes without notes but students may				
	use presentation aids such as computers and projectors.				
	In the seminars, activities will be developed in reduced groups and/or individually. Professors will supervise the work of each student, especially during these activities.				
	It will be of high importance for each student to use the tutorials to deepen in any question related to the program and to attend an individual tutorial during the course to make a reflection upon his or her progress.				

		Assessment	
Methodologies	Competencies /	Description	
	Results		
Oral presentation	A1 A2 A3 A4 A12 B1	Projects.	20
	B2 B4	This can be done individually or in a group (no more than 3). By giving a student a	
		project and a length of time in order to do it, a teacher can assess how the student	
		organizes time, generates problems, and solves those problems. By doing the project	
		in a group, the teacher can also assess how students interact with others and how	
		they participate in group settings. In order for the project to be a success in terms of	
		assessing the student, clear instructions and deadlines will be given to the students.	
		A summary of the project will have to be submitted to the teacher	
		who will monitor it and an oral presentation in English will be required. The oral	
		presentation will be scored 50% of the total project marking	
Speaking test	A1 A2 A3 A4 A5 A6 A9 A10 B3 B4	Open-ended response questions.	20
		This involves the teacher or evaluator asking the student questions and the student	
		giving the answers orally or by writing them down.	
Objective test	A1 B5 B6 B7 B8 B9	This usually involves a multiple choice, short answer, essay, true/false, fill in the blank,	40
	C1 C2 C3 C4	or matching test to show how much the students learned from the materials that were	
		just covered in the class	
Online forum	A1 A2 A3 A4 A5 A6	Active participation in the subject forum will be taken into account.	10
	A7 A8 A11 A12 B1 B2		
	B4		
Seminar	A5 A6 A8 A9 A10 B3	Students are required to give their opinions on ethical or technical issues, comment on	10
	B7 B8 C4	items, show how they work, and how they can be used for communication. All this in	
		English.	

## **Assessment comments**

Tasks will be allocated to student sub-groups in the beginning of the course so it is essential that all students interested in taking the course are present at the first meetings. Later on the course will be run mainly on the basis of group work and tutorials. However, classroom attendance will be required for the reporting part.

## Students are required to attend the

compulsory sessions, unless they have applied for exemption within the time period specified by the Academic Commission of the degree, and this exemption has been granted. This exemption will be valid provided students comply with the rules on attendance in force in the three universities participating in the programme, and provided they comply with the assessment systems which are specified in the teaching guides for each module. Students should be aware, however, that not attending certain classroom sessions may affect their final grades.

## Students

who have been granted exemption, as specified in the university regulations, will be assessed according to the criteria applied to the July opportunity. Students

who do not submit a supervised project, or who fail

to submit at least 50% of the other tasks for assessment, will be graded as absent from assessment (NP: no presentado).

## Students

who do not pass in the first opportunity will be able to re-sit in July, when they will be required to demonstrate that they have acquired the skills for each module via two types of assessment: a supervised project with the same percentage value and characteristics as in the first opportunity, plus the exercises agreed upon with the lecturer(s) as a substitute for the other activities of the module.

Sources of information	
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	London: Arnold, 2003. Price, Stuart. Media Studies. London: Longman, 2000. Wall, Peter. Media Studies
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Complementary	



(\*)The teaching guide is the document in which the URV publishes the information about all its courses. It is a public document and cannot be modified. Only in exceptional cases can it be revised by the competent agent or duly revised so that it is in line with current legislation.