

Module Code:	ARD623 ARDI623
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Module Title:	Animation Degree Project
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Level:	6	Credit Value:	40
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Cost Centre(s):	GADC	JACS3 code:	W615
		HECoS code	100057

Faculty:	Arts, Science and Technology	Module Leader:	Marta Madrid
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Scheduled learning and teaching hours	80 hrs
Guided independent study	320 hrs
Placement	0 hrs
Module duration (total hours)	400 hrs

Programme(s) in which to be offered (not including exit awards)	Core	Option
BA (Hons) / MDes Animation	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Pre-requisites
N/A

Office use only

Initial approval: 01/05/2018

Version no: 1

With effect from: 01/09/2019

Date and details of revision:

Version no:

Module Aims

- To enable students to design and create relevant animated projects to be shown in professional contexts.
- To establish a professional specialised practice focusing on some of the stages of pre-production, production and postproduction.
- To provide students with self-critical skills to reflect on their work so that they can produce a series of improved versions of their work.

Intended Learning Outcomes

Key skills for employability

KS1	Written, oral and media communication skills
KS2	Leadership, team working and networking skills
KS3	Opportunity, creativity and problem solving skills
KS4	Information technology skills and digital literacy
KS5	Information management skills
KS6	Research skills
KS7	Intercultural and sustainability skills
KS8	Career management skills
KS9	Learning to learn (managing personal and professional development, self-management)
KS10	Numeracy

At the end of this module, students will be able to

Key Skills

At the end of this module, students will be able to		Key Skills	
1	Design and create relevant animated projects to be shown in professional contexts.	KS1	
		KS3	
		KS8	
2	Establish a professional specialised practice focusing on some of the stages of pre-production, production and postproduction	KS2	
		KS6	
		KS7	
3	Provide a series of improved versions of work motivated by critical self-reflection.	KS9	
		KS2	
		KS10	

Transferable skills and other attributes

- Self-critical skills
- Self-motivation
- Self-appraisal
- Commitment, persistence, patience.

Derogations

None

Assessment:**Indicative Assessment Tasks:**

Students will be required to produce coursework in response to set assignments that demonstrates their ability to design and create relevant animated projects to be shown in professional contexts. Coursework will give evidence of their ability to establish a professional specialised practice focusing on some of the stages of pre-production, production and postproduction. Motivated by self-critical awareness, coursework will evidence a sequence of improvement through the different versions of the work produced.

Students enrolled on the ARDI623 module, i.e. those enrolled on MDes are asked to note that Integrated Masters regulations only permit two attempts at this assessment.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)	Duration (if exam)	Word count (or equivalent if appropriate)
1	1-3	Coursework	100		

Learning and Teaching Strategies:

- Lectures will allow students to design relevant projects regarding their professional objectives and provide guidelines to establish a professional specialised practice within the stages of pre-production, production and post-production.
- Assignments will enable students to produce evidence of a series of versions of their improved work to be shown in professional contexts.
- Software workshops will enable students to challenge their technical skills.
- Tutorial guidance, group critique and student seminars will underpin of the conceptual development and understanding of the student.

Syllabus outline:

Students will apply the knowledge acquired during the programme to create a final degree project to be shown in professional contexts. They will be encouraged to establish a specialised professional practice within the stages of pre-production, production and post-production. Students will be encouraged to develop their self-critical skills to generate a series of versions of work that demonstrate a sense of improvement.

Indicative Bibliography:
Essential reading
Mitchell, B. (2017). Independent Animation: Developing, Producing and Distributing. Glebas, F. (2008). Directing the story: professional storytelling and storyboarding techniques for live action and animation. New York and London: Taylor and Francis. Selby, A. (2013). Animation. London: Laurence King Publishing.
Other indicative reading
Sito, T. (2013). Timing for Animation. New York and London: Focal Press. Animation World Network: https://www.awn.com Animation Alliance: http://www.animationallianceuk.org Global Animation Industry 2017: https://www.researchandmarkets.com/research/834drm/global_animation