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Refer to guidance notes for completion of each section of the specification.

<b>Module Code:</b>	ARD552
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<b>Module Title:</b>	Short Film
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<b>Level:</b>	5	<b>Credit Value:</b>	40
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<b>Cost Centre(s):</b>	GADC	<b>JACS3 code:</b>	W615
		<b>HECoS code:</b>	100057

<b>Faculty</b>	FAST	<b>Module Leader:</b>	Steve Jarvis
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Scheduled learning and teaching hours	48 hrs
Placement tutor support	0hrs
Supervised learning eg practical classes, workshops	48 hrs
Project supervision (level 6 projects and dissertation modules only)	0 hrs
<b>Total contact hours</b>	<b>96 hrs</b>
Placement / work based learning	
Guided independent study	304 hrs
<b>Module duration (total hours)</b>	<b>400 hrs</b>

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

<b>Pre-requisites</b>
None

<b>Office use only</b>		
Initial approval:	22/01/2020	Version no:1
With effect from:	01/09/2020	
Date and details of revision:		Version no:

**Module Aims**

- To introduce students to the planning, design and production of an animated or live action film with a purpose to showcase at a film festival.
- To manage team work and engage in a collective project.
- To create communicative elements with informative purposes in a sequence of moving images with sound.

**Module Learning Outcomes - at the end of this module, students will be able to**

1	Plan, design and produce an animated or live action film.
2	Manage team work and engage in a collective project
3	Create communicative elements with informative purposes in a sequence of moving images with sound.

**Employability Skills  
The Wrexham Glyndŵr Graduate**

**I = included in module content**  
**A = included in module assessment**  
**N/A = not applicable**

*Guidance: complete the matrix to indicate which of the following are included in the module content and/or assessment in alignment with the matrix provided in the programme specification.*

**CORE ATTRIBUTES**

Engaged	I,A
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Creative	I,A
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Enterprising	A
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Ethical	I
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**KEY ATTITUDES**

Commitment	I
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Curiosity	I
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Resilient	I
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Confidence	I
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Adaptability	I
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**PRACTICAL SKILLSETS**

Digital fluency	I
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Organisation	I
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Leadership and team working	I
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Critical thinking	I
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Emotional intelligence	I
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Communication	I
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**Derogations**

None

**Assessment:**

## Indicative Assessment Tasks:

Students will be required to produce coursework in response to set assignments that demonstrates the students' ability to plan, design, and create an informative animated short film with a social purpose.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)
1	1-3	Coursework	100

**Learning and Teaching Strategies:**

- Lectures will provide students with analytical skills to design a film.
- Assignments will enable students to create a short film.
- Software workshops will provide students with the technical skills needed to complete the assignments.
- Tutorial guidance, group critique and student seminars will underpin the conceptual development, production and understanding of a team project.

**Syllabus outline:**

This module challenges students to work in teams to design, manage and create an animated or live action film. Students will work collaboratively to learn to plan, manage and develop a project. This will involve learning to communicate ideas between team members and manage team work dynamics. Students are expected to develop their thinking skills and plan a short film with a clear agreed outcome.

**Indicative Bibliography:****Essential reading**

Diamond, R. (2017). *On Animation: The Director's Perspective Vol 1*. CRC Press; 1<sup>st</sup> edition  
 Schenk S. (2017). *The Digital Filmmaking Handbook. Foreign Films*, 6<sup>th</sup> Edition.

**Other indicative reading**

Beauchamp, R. (2000). *Designing Sound for Animation*. CRC Press; 2<sup>nd</sup> edition.