



COURSE DESCRIPTORS

NARRATIVE STUDIES

Course number:	BAR01	Level: 5	Credits:	15
Qualification	Bachelor of Animation (with Honours)			
Pre-requisites:	None			
Co-requisites:	None			
Compulsory/elective:	Compulsory			

Learning Time

<i>Contact hours</i>	<i>Non-contact hours</i>	<i>Total hours</i>
96	54	150
<i>Contact hours per week</i>	<i>Delivery mode</i>	<i>Duration</i>
6 hours	Lectures: 4 x 1.5 hour sessions per week (6 hours)	16 weeks

Assessment Weightings

<i>Assessment 1</i>	Presentation	25%
<i>Assessment 2</i>	Narrative Design (Script, Storyboard or Animatic)	40%
<i>Assessment 3</i>	Infographic with reflective component	35%

Course Aim

The course aims to develop student insight into writing processes, the goals and motivations of scriptwriters and other narrative designers, so they can collaborate more effectively to realise a narrative vision when creating animations. The course also introduces students to the principles of storytelling for animation to expose them to a core discipline within animation which becomes a major field of specific study in Year Three.



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Learning Outcomes

On successful completion of this course, students are able to:

1	select from a range of visual and spatial organisation, motion, character performance and storytelling principles to support a visual design for a story and communicate ideas;
2	examine and discuss knowledge pertaining to narrative theory, history and technique across cultures;
3	apply knowledge of storytelling principles, skills and processes to create narrative designs for animation;
4	apply academic writing skills to communicate ideas and positions relating to narrative theory, and defend decisions made in the development of narrative designs;



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VISUAL ART AND OBSERVATION 1

Course number:	BAR02	Level: 5	Credits:	15
Qualification	Bachelor of Animation (with Honours)			
Pre-requisites:	None			
Co-requisites:	None			
Compulsory/elective:	Compulsory			

Learning Time

<i>Contact hours</i>	<i>Non-contact hours</i>	<i>Total hours</i>
96	54	150
<i>Contact hours per week</i>	<i>Delivery mode</i>	<i>Duration</i>
3 hours	Art Studio: 2 x 1.5 hour workshop per week (3 hours)	16 weeks

Assessment Weightings

<i>Assessment 1</i>	Critiques	20%
<i>Assessment 2</i>	Portfolio	50%
<i>Assessment 3</i>	Reflection on practice	30%

Course Aim

The aim of this course is integration of core drawing skills, and understanding of three dimensional form, into studio practice. The course also builds an understanding of the common elements and vocabulary of art and design, and the principles of their interaction, through practice, critique and reflection.



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Learning Outcomes

On successful completion of this course, students are able to:

1	select from a range of fundamental visual organisation and design principles, such as geometric and 3D form, volume, line of action, texture, balance, hierarchy, rhythm and unity, to apply in the solution of visual communication problems;
2	apply analogue techniques to accurately represent live human and animal subjects in real environments, showing understanding of systems to represent properties such as volume, mass, perspective, anatomy, gesture, pose, facial expression, texture, light and value;
3	apply knowledge of reflective practice to self-critique visual art and observation skill development;
4	give and receive critique under supervision, for the purposes of improving artwork, and contributing to the learning and performance of other students;



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ELEMENTS AND PRINCIPLES OF VISUAL COMMUNICATION

Course number:	BAR03	Level: 5	Credits:	15
Qualification	Bachelor of Animation (with Honours)			
Pre-requisites:	None			
Co-requisites:	None			
Compulsory/elective:	Compulsory			

Learning Time

<i>Contact hours</i>	<i>Non-contact hours</i>	<i>Total hours</i>
96	54	150
<i>Contact hours per week</i>	<i>Delivery mode</i>	<i>Duration</i>
6 hours	Art Studio: 1 x 1.5 hour workshop per week (1.5 hours), and Lab: 3 x 1.5 hour workshops per week (4.5 hours)	16 weeks

Assessment Weightings

<i>Assessment 1</i>	Close readings and critiques	20%
<i>Assessment 2</i>	Project submission with process journal	30%
<i>Assessment 3</i>	Project submission with presentation	50%

Course Aim

The course aims to provide students with a broad theoretical and experiential grounding in the principles of visual communication design and their relationship to animation, a common vocabulary and understanding of art and design concepts, and introductory knowledge of design process and reflective thinking, to enable their development as creative animation specialists.



Learning Outcomes	
On successful completion of this course, students are able to:	
1	select from a range of fundamental visual and spatial organisation, colour theory and design principles to apply in the solution of visual communication briefs;
2	apply appropriate analogue and digital techniques to implement visual communication briefs;
3	utilise close-reading skills to discuss the communication aims, semiotics, and formal characteristics of graphics and artworks;
4	discuss and apply knowledge pertaining to reflective practice;
5	give and receive critique under supervision, to improve design and visual development work, and contribute to the learning and performance of other students;
6	recognise and relate different creative processes and theories of creativity to own work;
7	relate knowledge of the purpose and structure of industry briefs;
8	defend design concepts, decisions and processes in a well-structured and reasoned manner.



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2D ANIMATION FOUNDATIONS

Course number:	BAR04	Level: 5	Credits:	15
Qualification	Bachelor of Animation (with Honours)			
Pre-requisites:	None			
Co-requisites:	None			
Compulsory/elective:	Compulsory			

Learning Time

<i>Contact hours</i>	<i>Non-contact hours</i>	<i>Total hours</i>
96	54	150
<i>Contact hours per week</i>	<i>Delivery mode</i>	<i>Duration</i>
6 hours	Labs: 4 x 1.5 hour sessions per week (6 hours)	16 weeks

Assessment Weightings

<i>Assessment 1</i>	Introductory animation project submission with journal and critiques	20%
<i>Assessment 2</i>	Animation project submission with journal and rationale	30%
<i>Assessment 3</i>	Creative animation project submission with journal and presentation	50%

Course Aim

The course aims to introduce students to the principles of animation to convey ideas with moving image, and provide grounding in those principles through practice with analogue and digital 2D techniques, and integration with art and design skills learned in other papers. The course also aims to develop students' understanding of industry workflow, and their sense of professional responsibility.



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Learning Outcomes

On successful completion of this course, students are able to:

1	produce short 2D animations, through appropriate selection, exploration and application of layout, colour and animation principles to convey meaning and solve briefs;
2	produce technically-sound, 2D animation assets following the specifications, parameters and stages set out in briefs;
3	apply knowledge of reflective practice through self-critique of creative process documentation;
4	give and receive critique under supervision, to improve 2D animation designs and works, and contribute to the learning and performance of other students;
5	defend concepts, decisions and processes used to develop 2D animation works in a well-structured and reasoned manner.
6	demonstrate a work ethic and commitment to studies through the timely completion of course work;



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3D FOUNDATIONS

Course number:	BAR05	Level: 5	Credits:	45
Qualification	Bachelor of Animation (with Honours)			
Pre-requisites:	2D Animation Foundations			
Co-requisites:	None			
Compulsory/elective:	Compulsory			

Learning Time

Contact hours	Non-contact hours	Total hours
288	162	450
<i>Contact hours per week</i>	<i>Delivery mode</i>	<i>Duration</i>
18 hours	Labs: 4 x 4.5 hour sessions per week (18 hours)	16 weeks

Assessment Weightings

<i>Assessment 1</i>	Modelling Project	25%
<i>Assessment 2</i>	Rendering Project	25%
<i>Assessment 3</i>	Rigging Project	25%
<i>Assessment 4</i>	Animation Project	25%

Course Aim

The course aims to provide an introduction to the core body of professional knowledge required to produce industry-standard digital 3D artworks and animations. This broad technical framework provides students with skills and understanding required to progress to more advanced 3D projects requiring deeper technical knowledge, as well as more comprehensive integration of artistic and creative skills. The course also aims to encourage a professional work ethic and appreciation for efficient workflow.



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Learning Outcomes

On successful completion of this course, students are able to:

1	select from a range of fundamental visual and spatial organisation, cinematography, colour theory, motion and character performance principles to apply in the solution of 3D graphics briefs;
2	produce technically-sound art assets and short animations reproducing processes involved in the key stages of standard digital 3D animation pipelines;
3	apply knowledge of storytelling principles, skills and processes to effectively communicate a pre-defined idea in an animation product;
4	give and receive critique under supervision, to improve 3D artworks and animations, and contribute to the learning and performance of other students;
5	defend concepts, decisions and processes used to develop 3D art assets and animations in a well-structured and reasoned manner.
6	demonstrate a work ethic and commitment to studies through the timely completion of course work;



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HISTORY OF ANIMATION

Course number:	BAR06	Level: 5	Credits:	15
Qualification	Bachelor of Animation (with Honours)			
Pre-requisites:	None			
Co-requisites:	None			
Compulsory/elective:	Compulsory			

Learning Time

<i>Contact hours</i>	<i>Non-contact hours</i>	<i>Total hours</i>
96	54	150
<i>Contact hours per week</i>	<i>Delivery mode</i>	<i>Duration</i>
6 hours	Lectures: 4 x 1.5 hour sessions per week (6 hours)	16 weeks

Assessment Weightings

<i>Assessment 1</i>	Review an historical animated text	20%
<i>Assessment 2</i>	Group presentation	30%
<i>Assessment 3</i>	Investigative report	50%

Course Aim

This course aims to provide an introduction to the development of animation in relation to major historical, social and cultural influencers. Students should develop awareness of the impact of historical forces on animation texts, develop their abilities to critically analyse visual texts, and conceptualise their own creative productions (produced in concurrent practical courses) within cultural, historical, social and political contexts.



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Learning Outcomes

On successful completion of this course, students are able to:

1	discuss the impact of technology on the development of specialist roles in the animation industry;
2	utilise close-reading skills to identify visual languages in historical animations and relate them to own work;
3	discuss the significance of historical examples of experimental animation techniques and technologies;
4	review and discuss historical, economic, social and (multi)cultural perspectives relating to the development of the animation industries;
5	discuss aesthetic theory in relation to animated media, using relevant vocabulary and frame of reference;
6	apply knowledge of an investigative method to report on an historical body of work;
7	apply academic writing skills to effectively communicate animation history ideas;



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NARRATIVE, DRAMA, AUDIENCE

Course number:	BAR07	Level: 6	Credits:	15
Qualification	Bachelor of Animation (with Honours)			
Pre-requisites:	Year One courses			
Co-requisites:	none			
Compulsory/elective:	Compulsory			

Directed and Self-Directed Learning

Directed Learning	Self-directed learning	Total hours
80	70	150
<i>Contact hours per week</i>	<i>Delivery mode</i>	<i>Duration</i>
5 hours	Lectures: 4 x 1.25 hour sessions per week (5 hours)	16 weeks

Assessment Weightings

<i>Assessment 1</i>	Writing exercises	20%
<i>Assessment 2</i>	Write a Script	30%
<i>Assessment 3</i>	Visual Design for Production (with reflective statement)	50%

Course Aim

The course aims to provide students with working knowledge of traditional and non-traditional dramatic and narrative theories and techniques to develop stories, worlds and characters for animation production for a variety of media formats. Students will experiment with scriptwriting and narrative design to gain insight into a variety of writing processes, and develop an ability to collaborate with writers and animators. The course also aims to broaden students' knowledge of critical theories and contexts influencing the production and consumption of media.



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Learning Outcomes

On successful completion of this course, students are able to:

1	analyse and apply character and storytelling principles to generate original animation concepts and visual designs for a variety of formats;
2	apply an understanding of narrative structure through scriptwriting;
3	experiment with principles of narrative to inform creation of a storyboard design;
4	integrate knowledge of world-building, setting and sound within narrative design for animation;
5	contrast and compare aspects of cinematic and interactive narrative structure;
6	reflect on experiments with personal creative voice and principles of narrative;
7	critique and analyse a range of critical perspectives influencing animation narrative;
8	analyse and defend concepts, theories and processes in a well-reasoned, structured and academic manner, showing understanding of referencing protocols;



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ACADEMIC AND PROFESSIONAL PRACTICE 1

Course number:	BAR08	Level: 6	Credits:	15
Qualification	Bachelor of Animation (with Honours)			
Pre-requisites:	Year One courses			
Co-requisites:	Creative Studio			
Compulsory/elective:	Compulsory			

Directed and Self-Directed Learning

<i>Directed Learning</i>	<i>Self-directed learning</i>	<i>Total hours</i>
80	70	150
<i>Contact hours per week</i>	<i>Delivery mode</i>	<i>Duration</i>
5 hours	Lectures: 4 x 1.25 hour sessions per week (5 hours)	16 weeks

Assessment Weightings

<i>Assessment 1</i>	Personal position paper	20%
<i>Assessment 2</i>	Mini Literature Review	30%
<i>Assessment 3</i>	Project Management Plan (with business case)	50%

Course Aim

The course aims to develop students' understanding of business and studio practices in the animation industry and broaden their awareness of social and interpersonal issues affecting practice, from local, global, bicultural and multicultural perspectives. The course also aims to enhance students' academic, investigative and analytic skills, to prepare them for independent and collaborative work within a commercial studio environment or post-graduate programme.

Learning Outcomes

On successful completion of this course, students are able to:



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1	apply project management techniques to produce a plan for a team project;
2	analyse business concepts relating to the animation profession;
3	analyse theories of interpersonal communication, group dynamics, gender and cultural identity;
4	analyse ethical perspectives and considerations relating to the animation industries;
5	analyse animated works and animation-related knowledge in relation to a perspective or theory, using theoretical and research-based approaches;
6	analyse and defend concepts, theories and processes in a well-reasoned, structured and academic manner, showing understanding of referencing protocols;



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VISUAL ART AND OBSERVATION 2

Course number:	BAR09	Level: 6	Credits:	15
Qualification	Bachelor of Animation (with Honours)			
Pre-requisites:	Visual Art and Observation 1; Elements and Principles of Visual Communication; 2D Animation Foundations			
Co-requisites:	None			
Compulsory/elective:	Compulsory			

Learning Time

<i>Contact hours</i>	<i>Non-contact hours</i>	<i>Total hours</i>
80	70	150
<i>Contact hours per week</i>	<i>Delivery mode</i>	<i>Duration</i>
5 hours	Art Studio: 4 x 1.25 hour workshop per week (5 hours)	16 weeks

Assessment Weightings

<i>Assessment 1</i>	Critiques	20%
<i>Assessment 2</i>	Portfolio	50%
<i>Assessment 3</i>	Reflection on practice	30%

Course Aim

The course aims to enable students, through studio practice and critique, to develop advanced drawing skills, appreciation of aesthetic form, and a comprehensive visual understanding of three-dimensional form for animation production.



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Learning Outcomes

On successful completion of this course, students are able to:

1	apply critical understanding of visual communication and animation principles, such as weight, form, timing and motion, to generate aesthetic observational drawings for animation;
2	apply technical knowledge of drawing and animation, such as muscular-skeletal structure and kinetics, gesture, behaviour of material in movement, and perspective, to develop a series of accurate drawings that can be transferred to animated form;
3	reflect on experiments integrating artistic and expressive principles with observational techniques to develop aesthetic and accurate drawings for translation into animations;
4	actively seek constructive critique to identify and action opportunities to improve visual art and observation skills;



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CREATIVE STUDIO

Course number:	BAR10	Level: 6	Credits:	15
Qualification	Bachelor of Animation (with Honours)			
Pre-requisites:	Year One courses			
Co-requisites:	Academic and Professional Practice 1			
Compulsory/elective:	Compulsory			

Directed and Self-Directed Learning

Directed Learning	Self-directed learning	Total hours
80	70	150
<i>Contact hours per week</i>	<i>Delivery mode</i>	<i>Duration</i>
5 hours	Labs: 2 x 2.5 hour session per week (5 hours)	16 weeks

Assessment Weightings

<i>Assessment 1</i>	Transdisciplinary workshop experiments	30%
<i>Assessment 2</i>	Project pitch	30%
<i>Assessment 3</i>	Project design documentation	40%

Course Aim

The course aims to develop student abilities to integrate animation skills and artistic experimentation with theoretical and practical knowledge of creativity, ideation process and transdisciplinary thinking frameworks. The course also aims to develop awareness of consumer behaviour and mass communication strategy, to enhance abilities to investigate, develop and pitch creative animation concepts with appeal.



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Learning Outcomes

On successful completion of this course, students are able to:

1	apply critical understanding of visual and spatial organisation, motion, character performance and storytelling principles to develop creative animation concepts and designs which target a specific audience;
2	experiment with principles of narrative to inform design of an animated product;
3	reflect on personal documentation of transdisciplinary design investigations to form and relate insight into personal creative process;
4	actively seek critique to identify and action opportunities to improve concepts and designs for animation, and show a willingness to support and guide others;
5	experiment with knowledge outside of core subjects and with transdisciplinary thinking processes to form solutions to creative problems;
6	apply understanding of consumer behaviour and mass communication strategy in the development of creative concepts;
7	pitch animation concepts using the relevant modes (verbal, visual, written) and register;



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PRODUCTION STUDIO: CINEMATIC

Course number:	BAR11	Level: 6	Credits:	30
Qualification	Bachelor of Animation (with Honours)			
Pre-requisites:	Year One courses			
Co-requisites:	None			
Compulsory/elective:	Compulsory			

Learning Time

<i>Contact hours</i>	<i>Non-contact hours</i>	<i>Total hours</i>
160	140	300
<i>Contact hours per week</i>	<i>Delivery mode</i>	<i>Duration</i>
10 hours	Labs: 4 x 2.5 hour session per week (10 hours)	16 weeks

Assessment Weightings

<i>Assessment 1</i>	3D graphics project (with journal and rationale)	20%
<i>Assessment 2</i>	Visual development project (pre-production with journal)	30%
<i>Assessment 3</i>	Animation project (production and post-production with journal and reflective statement)	50%

Course Aim

The course aims to extend students' technical knowledge of two and three dimensional animation production for cinematic narrative, develop their artistic skills, critical faculties and reflective abilities, foster an appreciation for professional studio procedure and sense of responsibility, and provide experience integrating theory and context with practice.



Learning Outcomes

On successful completion of this course, students are able to:

1	develop engaging animation assets, through creative and critical use of layout, colour, animation, sound, character performance and storytelling principles, to contribute meaning to a cinematic narrative;
2	apply critical understanding of a range of industry-standard tools and procedures pertaining to a specific role in a studio pipeline to generate technically-sound, fit-for-purpose animation assets for a cinematic narrative;
3	translate and integrate animation assets across different visual styles and media;
4	reflect on project documents and outcomes to relate insight into personal creative process, and strengths and weaknesses as an animator for cinematic narrative;
5	actively seek constructive critique to identify and action learning opportunities, self-improvements, and improvement of cinematic animation projects, and show a willingness to support and guide others;
6	analyse creative briefs to identify objectives, problems and opportunities, and form strategies relevant to cinematic animation production to answer them;
7	self-manage learning and performance, and collaborate to meet the requirements of a dynamic cinematic narrative brief within a set timeframe, demonstrating the ability to adapt to unexpected changes;
8	apply appropriate contextual knowledge at the ideation, design and development stages of cinematic animation projects;



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PRODUCTION STUDIO: INTERACTIVE

Course number:	BAR12	Level: 6	Credits:	30
Qualification	Bachelor of Animation (with Honours)			
Pre-requisites:	Year One courses			
Co-requisites:	None			
Compulsory/elective:	Compulsory			

Learning Time

<i>Contact hours</i>	<i>Non-contact hours</i>	<i>Total hours</i>
160	140	300
<i>Contact hours per week</i>	<i>Delivery mode</i>	<i>Duration</i>
10 hours	Labs: 4 x 2.5 hour session per week (10 hours)	16 weeks

Assessment Weightings

<i>Assessment 1</i>	Projection mapping project (with journal)	30%
<i>Assessment 2</i>	Stereoscopy project (with journal)	30%
<i>Assessment 3</i>	Interactive adventure game (with journal and reflective statement)	40%

Course Aim

The course aims to further extend and deepen students' applied knowledge of two and three dimensional animation production through exploration in an interactive digital media context. The course also aims to further develop students' artistic skills, critical faculties and reflective abilities, and foster their appreciation for professional studio practices and expectations, through integration of theory and context into their practice.



Learning Outcomes

On successful completion of this course, students are able to:

1	develop engaging animation assets, through creative and critical use of layout, colour, animation, sound, character performance, interaction and storytelling principles, to contribute meaning to an interactive narrative;
2	apply critical understanding of the principles of interaction design, programming fundamentals, asset optimisation and production in the use of a range of contemporary and emerging tools to generate technically-sound, functional animation assets for interactive narrative;
3	experiment with principles of interaction design and interactive narrative to translate a narrative design into an engaging user experience;
4	reflect on project documents and outcomes to relate insight into personal creative process, and strengths and weaknesses as an animator for interactive narrative;
5	actively seek constructive critique to identify and action learning opportunities, self-improvements, and improvement of interactive animation projects, and show a willingness to support and guide others;
6	analyse creative briefs to identify objectives, problems and opportunities, and form strategies relevant to interactive animation production to answer them;
7	self-manage learning and performance, and collaborate to meet the requirements of a dynamic interactive narrative brief within a set timeframe, demonstrating the ability to adapt to unexpected changes;
8	apply appropriate contextual knowledge at the ideation, design and development stages of interactive animation projects;



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ACADEMIC AND PROFESSIONAL PRACTICE 2

Course number:	BAR13	Level:	7	Credits:	15
Qualification	Bachelor of Animation (with Honours)				
Pre-requisites:	Academic and Professional Practice 1				
Co-requisites:	Contexts (Story and Character) / Contexts (World-Building and Visual Effects) / Contexts (Interactive Media and Games)				
Compulsory/elective:	Compulsory				

Directed and Self-Directed Learning

<i>Directed Learning</i>	<i>Self-directed learning</i>	<i>Total hours</i>
64	86	150
<i>Contact hours per week</i>	<i>Delivery mode</i>	<i>Duration</i>
4 hours	Lectures: 2 x 2 hour sessions per week (4 hours)	16 weeks

Assessment Weightings

<i>Assessment 1</i>	Showreel with reflective statement	20%
<i>Assessment 2</i>	Review of knowledge	30%
<i>Assessment 3</i>	Emergent proposal (including: project management plan; brief and business case)	50%

Course Aim

This course aims to extend students' knowledge of academic and professional practices in order to prepare them for independent inquiry and practice in the workplace, or for research-based study at the postgraduate level, such as the Year-Four *Honours* programme. The course extends knowledge of scholarly inquiry and project management to prepare students for their *Capstone Project*.



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Learning Outcomes

On successful completion of this course, students are able to:

1	evaluate a personal body of work and integrate a range of skills, processes, technologies and theories to develop a showreel that emotionally engages with audiences and communicates professional strengths and artistic directions;
2	integrate understanding of transdisciplinary practice, communication strategy, project management systems and the business realities of the animation profession into project aims and documents;
3	evaluate personal work, in relation to a line of inquiry and review of related knowledge, following the principles and phases of standard qualitative research, to develop a proposal to undertake a major creative project with investigative outcomes.
4	evaluate and debate theories, processes and personal positions in a persuasive, rigorous and academic manner, employing appropriate referencing skills.



INVESTIGATIVE PROJECT

Component number:	BAR14	Level: 7	Credits:	15
Qualification	Bachelor of Animation (with Honours)			
Pre-requisites:	Academic and Professional Practice 1; Academic and Professional Practice 2			
Co-requisites:	None			
Compulsory/elective:	Compulsory			

Directed and Self-Directed Learning

<i>Directed Learning</i>	<i>Self-directed learning</i>	<i>Total hours</i>
65	85	150
<i>Contact hours per week</i>	<i>Delivery mode</i>	<i>Duration</i>
13 hours	Labs: 2 x 3 hour sessions per week, (6 hours) and 2 x 3.5 hour sessions per week (7 hours)	5 weeks

Assessment Weightings

<i>Assessment 1</i>	Aims and abstract	20%
<i>Assessment 2</i>	Investigation and resource gathering	20%
<i>Assessment 3</i>	Seminar content planning and production	15%
<i>Assessment 4</i>	Seminar event planning and organisation	15%
<i>Assessment 5</i>	Seminar presentation and documentation	30%

Course Aim

This course aims to strengthen students' ability to independently investigate topics of interest to acquire and relate useful knowledge to peers. The course also aims to improve students' organisational skills. Both these aims serve to prepare students for independent critical thinking in the workplace, or for future study.

Learning Outcomes

On successful completion of this component, students are able to:



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1	integrate technical, and art and design knowledge to generate animated and other media to support demonstration and communication in a presentation;
2	plan, monitor and report on the progress of self-directed projects, in order to find opportunities for self-improvement, and develop personal approaches to creation;
3	collaboratively plan and organise a seminar through critical application of the principles of project management;
4	report on findings using the relevant mode and register to clearly articulate a personal position and impart knowledge;
5	undertake an investigation to evaluate animation knowledge and related contexts, following academic conventions, to generate a seminar in an area of professional, artistic or theoretical interest;



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CONTEXTS (STORY AND CHARACTER)

Course number:	BAC01	Level: 7	Credits:	15
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Qualification	Bachelor of Animation (with Honours)
Pre-requisites:	Year Two courses
Co-requisites:	Studio (Story and Character), Academic and Professional Practice 2
Compulsory/elective:	Compulsory

Directed and Self-Directed Learning

<i>Directed Learning</i>	<i>Self-directed learning</i>	<i>Total hours</i>
64	86	150
<i>Contact hours per week</i>	<i>Delivery mode</i>	<i>Duration</i>
4 hours	Lectures/tutorials: 2 x 2 hour sessions per week (4 hours)	16 weeks

Assessment Weightings

<i>Assessment 1</i>	Investigative Essay	20%
<i>Assessment 2</i>	Contextual research to support development of animation references in practical project	30%
<i>Assessment 3</i>	Detailed review of key texts	50%

Course Aim

The course aims to enable students to engage and critically respond to cultural, social, theoretical and historical discourses and texts relating to their major study in story and character animation.



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Learning Outcomes

On successful completion of this course, students are able to:

1	interpret visual style, aesthetics and narrative elements of animated texts to inform practice;
2	critically respond to contextualised references relating to major study;
3	critically evaluate historical and social contexts relating to animated texts;
4	generate advanced textual analyses to inform a critical position;
5	evaluate and debate theories, processes and personal positions in a persuasive, rigorous and academic manner, employing appropriate referencing skills;



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STUDIO (STORY AND CHARACTER)

Course number:	BAC02	Level: 7	Credits:	30
Qualification	Bachelor of Animation (with Honours)			
Pre-requisites:	Year Two courses			
Co-requisites:	Contexts (Story and Character)			
Compulsory/elective:	Compulsory			

Directed and Self-Directed Learning

<i>Directed Learning</i>	<i>Self-directed learning</i>	<i>Total hours</i>
128	172	300
<i>Contact hours per week</i>	<i>Delivery mode</i>	<i>Duration</i>
8 hours	Labs: 4 x 2 hour sessions per week (8 hours)	16 weeks

Assessment Weightings

<i>Assessment 1</i>	(Group) Project brief and management plans	10%
<i>Assessment 2</i>	Group presentation	15%
<i>Assessment 3</i>	Mid-project progress report	10%
<i>Assessment 4</i>	Exhibition with individual reflective documentation	50%
<i>Assessment 5</i>	Group presentation	15%

Course Aim

The course aims to give students specialised knowledge of principles and methods for designing, making and mastering effective narrative animation sequences within the two dimensional and three dimensional mediums. The course also aims to strengthen students' abilities to critically test and apply knowledge of theory and contexts specific to drama, narrative design and character animation to create engaging stories, compelling characters and make informed animation references.

Learning Outcomes

On successful completion of this course, students are able to:



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1	integrate technical and procedural knowledge of animation production stages to participate productively and independently within a collaborative studio model to generate high-quality, fit-for-purpose assets;
2	experiment with specialised approaches to drama, animation and post-production to develop narratives, and design and animate characters that keep within the aesthetic and narrative frameworks of a production;
3	critically analyse visual development documentation to generate an aesthetics style bible that would allow another animation specialist to contribute appropriate assets to a project;
4	integrate knowledge of reflective practice into working processes to evaluate and report on own learning, responses to performance feedback, the progress of self-directed projects, and the ability to work individually and collaboratively in relation to roles in industry;
5	deconstruct and revise creative briefs to optimise client outcomes;
6	collaboratively plan, revise, coordinate and implement a team project under dynamic conditions, time restraints and creative limitations;
7	evaluate and present information in a logical and convincing manner, using the relevant mode and register, to pitch ideas, deconstruct projects, and establish professional communication with stakeholders;
8	critically interpret contextual investigations to develop animation references relevant to the production;



CAPSTONE PROJECT (STORY AND CHARACTER)

Course number:	BAC03	Level: 7	Credits:	45
Qualification	Bachelor of Animation (with Honours)			
Pre-requisites:	Studio (Story and Character); Contexts (Story and Character); Academic and Professional Practice 2.			
Co-requisites:	None			
Compulsory/elective:	Compulsory			

Directed and Self-Directed Learning

<i>Directed Learning</i>	<i>Self-directed learning</i>	<i>Total hours</i>
194	256	450
<i>Contact hours per week</i>	<i>Delivery mode</i>	<i>Duration</i>
11 hours	Labs: 2 x 3.5 hour sessions per week (7 hours), and 2 x 2 hour sessions per week (4 hours)	16 weeks

Assessment Weightings

<i>Assessment 1</i>	Group Presentation	10%
<i>Assessment 2</i>	Mid-project progress report	30%
<i>Assessment 3</i>	Exhibition with individual reflective documentation and group presentation	60%

Course Aim

This course aims to cement student knowledge of all aspects of their animation learning to date, through self-directed study in a field of personal interest and integration of professional concerns through collaboration on a group project with personalised investigative outputs.

Learning Outcomes

On successful completion of this course, students are able to:

1	synthesise theories, methods and technologies within drama, animation and post-production to lead the design of story, and develop and animate compelling
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	characters that keep within the aesthetic and narrative frameworks of a production;
2	contribute significant personal artistic and creative input to the design, development, appraisal and realisation of animated works;
3	deconstruct issues involved in developing engaging and original stories for animation through self-evaluation of contributions to design and production, and the influence of organisational, interpersonal, cultural and gender diversity factors on the project;
4	integrate knowledge of transdisciplinary practices, creativity and mass communication strategy to inform the design and development of innovative and targeted creative concepts;
5	critically interpret contextual investigations to develop animation references relevant to the production;
6	undertake a practice-based inquiry, following standard qualitative research methods, to document, reflect, and report on the production of a body of work in relation to critical analysis of a field of related knowledge;



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CONTEXTS (WORLD-BUILDING AND VISUAL EFFECTS)

Course number:	BAW01	Level: 7	Credits:	15
Qualification	Bachelor of Animation (with Honours)			
Pre-requisites:	Year Two courses			
Co-requisites:	Studio (World-Building and VFX), Academic and Professional Practice 2			
Compulsory/elective:	Compulsory			

Directed and Self-Directed Learning

<i>Directed Learning</i>	<i>Self-directed learning</i>	<i>Total hours</i>
64	86	150
<i>Contact hours per week</i>	<i>Delivery mode</i>	<i>Duration</i>
4 hours	Lectures/tutorials: 2 x 2 hour sessions per week (4 hours)	16 weeks

Assessment Weightings

<i>Assessment 1</i>	Investigative Essay	20%
<i>Assessment 2</i>	Contextual research to support development of computer graphics references in practical project	30%
<i>Assessment 3</i>	Detailed review of key texts	50%

Course Aim

The course aims to enable students to engage with, and critically respond to, cultural, social, theoretical and historical discourses and texts relating to their major study in world-building and visual effects.



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Learning Outcomes

On successful completion of this course, students are able to:

1	interpret visual style, aesthetics and narrative elements of animated texts to inform practice;
2	critically respond to contextualised references relating to major study;
3	critically evaluate historical and social contexts relating to animated texts;
4	generate advanced textual analyses to inform a critical position;
5	evaluate and debate theories, processes and personal positions in a persuasive, rigorous and academic manner, employing appropriate referencing skills;



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STUDIO (WORLD-BUILDING AND VISUAL EFFECTS)

Course number:	BAW02	Level: 7	Credits:	30
Qualification	Bachelor of Animation (with Honours)			
Pre-requisites:	Year Two courses			
Co-requisites:	Contexts (World-Building and VFX)			
Compulsory/elective:	Compulsory			

Directed and Self-Directed Learning

<i>Directed Learning</i>	<i>Self-directed learning</i>	<i>Total hours</i>
128	172	300
<i>Contact hours per week</i>	<i>Delivery mode</i>	<i>Duration</i>
8 hours	Labs: 4 x 2 hour sessions per week (8 hours)	16 weeks

Assessment Weightings

<i>Assessment 1</i>	(Group) Project brief and management plans	10%
<i>Assessment 2</i>	Group presentation	15%
<i>Assessment 3</i>	Mid-project progress report	10%
<i>Assessment 4</i>	Exhibition with individual reflective documentation	50%
<i>Assessment 5</i>	Group presentation	15%

Course Aim

The course aims to enable students to develop specialised knowledge of principles and methods for creating believable and immersive worlds and environments, with integrated visual effects for 2D and 3D animation productions. The course also aims to strengthen students' abilities to critically test and apply knowledge of theory and contexts specific to world-building and visual effects.

Learning Outcomes

On successful completion of this course, students are able to:



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1	integrate technical and procedural knowledge of animation production stages to participate productively and independently within a collaborative studio model to generate high-quality, fit-for-purpose assets;
2	experiment with specialised approaches within 3D arts and visual effects, visual communication, film, fashion, set design and architecture to develop diegetic materials, environments and effects that communicate the visual essence of a narrative;
3	critically analyse visual development documentation to generate an aesthetics style bible that would allow another animation specialist to contribute appropriate assets to a project;
4	integrate knowledge of reflective practice into working processes to evaluate and report on own learning, responses to performance feedback, the progress of self-directed projects, and the ability to work individually and collaboratively in relation to roles in industry;
5	deconstruct and revise creative briefs to optimise client outcomes;
6	collaboratively plan, revise, coordinate and implement a team project under dynamic conditions, time restraints and creative limitations;
7	evaluate and present information in a logical and convincing manner, using the relevant mode and register, to pitch ideas, deconstruct projects, and establish professional communication with stakeholders;
8	critically interpret contextual investigations to develop computer graphics references which are relevant to the production;



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CAPSTONE PROJECT (WORD-BUILDING AND VISUAL EFFECTS)

Course number:	BAW03	Level: 7	Credits:	45
Qualification	Bachelor of Animation (with Honours)			
Pre-requisites:	Studio (World-Building and VFX); Contexts (World-Building and VFX); Academic and Professional Practice 2.			
Co-requisites:	None			
Compulsory/elective:	Compulsory			

Directed and Self-Directed Learning

<i>Directed Learning</i>	<i>Self-directed learning</i>	<i>Total hours</i>
194	256	450
<i>Contact hours per week</i>	<i>Delivery mode</i>	<i>Duration</i>
11 hours	Labs: 2 x 3.5 hour sessions per week (7 hours), and 2 x 2 hour sessions per week (4 hours)	16 weeks

Assessment Weightings

<i>Assessment 1</i>	Group Presentation	10%
<i>Assessment 2</i>	Mid-project progress report	30%
<i>Assessment 3</i>	Exhibition with individual reflective documentation and group presentation	60%

Course Aim

This course aims to cement student knowledge of all aspects of their animation learning to date, through self-directed study in a field of personal interest and integration of professional concerns through collaboration on a group project with personalised investigative outputs.



Learning Outcomes

On successful completion of this course, students are able to:

1	synthesise theories, methods and technologies within 3D arts and visual effects, visual communication, film, fashion, set design and architecture to develop and integrate immersive diegetic worlds and effects that communicate the visual essence of a narrative with regard to the overall production.
2	contribute significant personal artistic and creative input to the design, development, appraisal and realisation of animated works;
3	deconstruct issues involved in developing engaging and original stories for animation through evaluation of contributions to design and production, and the influence of organisational, interpersonal, cultural and gender diversity factors on the project;
4	integrate knowledge of transdisciplinary practices, creativity and mass communication strategy to inform the design and development of innovative and targeted creative concepts;
5	critically interpret contextual investigations to develop computer graphics references which are relevant to the production;
6	undertake a practice-based inquiry, following standard qualitative research methods, to document, reflect, and report on the production of a body of work in relation to critical analysis of a field of related knowledge;



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CONTEXTS (INTERACTIVE MEDIA AND GAMES)

Course number:	BAI01	Level: 7	Credits:	15
Qualification	Bachelor of Animation (with Honours)			
Pre-requisites:	Year Two courses			
Co-requisites:	Studio (Interactive Media and Games), Academic and Professional Practice 2			
Compulsory/elective:	Compulsory			

Directed and Self-Directed Learning

<i>Directed Learning</i>	<i>Self-directed learning</i>	<i>Total hours</i>
64	86	150
<i>Contact hours per week</i>	<i>Delivery mode</i>	<i>Duration</i>
4 hours	Lectures/tutorials: 2 x 2 hour sessions per week (4 hours)	16 weeks

Assessment Weightings

<i>Assessment 1</i>	Investigative Essay	20%
<i>Assessment 2</i>	Contextual research to support development of animation, CG and gaming references in practical project	30%
<i>Assessment 3</i>	Detailed review of key texts	50%

Course Aim

The course aims to enable students to engage with, and critically respond to, cultural, social, theoretical and historical discourses and texts relating to their major study in interactive digital media and gaming.



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Learning Outcomes

On successful completion of this course, students are able to:

1	interpret visual style, aesthetics and narrative elements of animated texts to inform practice;
2	critically respond to contextualised references relating to major study;
3	critically evaluate historical and social contexts relating to animated texts;
4	generate advanced textual analyses to inform a critical position;
5	evaluate and debate theories, processes and personal positions in a persuasive, rigorous and academic manner, employing appropriate referencing skills;



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STUDIO (INTERACTIVE MEDIA AND GAMES)

Course number:	BAI02	Level: 7	Credits:	30
Qualification	Bachelor of Animation (with Honours)			
Pre-requisites:	Year Two courses			
Co-requisites:	Contexts (Interactive Media and Games)			
Compulsory/elective:	Compulsory			

Directed and Self-Directed Learning

<i>Directed Learning</i>	<i>Self-directed learning</i>	<i>Total hours</i>
128	172	300
<i>Contact hours per week</i>	<i>Delivery mode</i>	<i>Duration</i>
8 hours	Labs: 4 x 2 hour sessions per week (8 hours)	16 weeks

Assessment Weightings

<i>Assessment 1</i>	(Group) Project brief and management plans	10%
<i>Assessment 2</i>	Group presentation	15%
<i>Assessment 3</i>	Mid-project progress report	10%
<i>Assessment 4</i>	Exhibition with individual reflective documentation	50%
<i>Assessment 5</i>	Group presentation	15%

Course Aim

The course aims to give students specialised knowledge of principles and methods for designing and producing effective two and three dimensional animations for interactive digital media. The course also aims to strengthen students' abilities to critically test and apply knowledge of theory and contexts specific to digital media and interactivity to create engaging user experiences.

Learning Outcomes

On successful completion of this course, students are able to:



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1	integrate technical and procedural knowledge of interactive animation production to participate productively and independently within a collaborative studio model to generate high-quality, fit-for-purpose assets;
2	experiment with specialised approaches within interactive narrative design, animation, visual effects, layout, and environment design to develop interactive animations that communicate the visual essence of a narrative.
3	critically analyse visual development documentation to generate an aesthetics style bible that would allow another animation specialist to contribute appropriate assets to a project;
4	integrate knowledge of reflective practice into working processes to evaluate and report on own learning, responses to performance feedback, the progress of self-directed projects, and the ability to work individually and collaboratively in relation to roles in industry;
5	deconstruct and revise creative briefs to optimise client outcomes;
6	collaboratively plan, revise, coordinate and implement a team project under dynamic conditions, time restraints and creative limitations;
7	evaluate and present information in a logical and convincing manner, using the relevant mode and register, to pitch ideas, deconstruct projects, and establish professional communication with stakeholders;
8	critically interpret contextual investigations to develop interactive digital media, animation and CG references which are relevant to the production.



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CAPSTONE PROJECT (INTERACTIVE MEDIA AND GAMES)

Course number:	BAI03	Level: 7	Credits:	45
Qualification	Bachelor of Animation (with Honours)			
Pre-requisites:	Studio (Interactive Media and Games); Contexts (Interactive Media and Games); Academic and Professional Practice 2.			
Co-requisites:	None			
Compulsory/elective:	Compulsory			

Directed and Self-Directed Learning

<i>Directed Learning</i>	<i>Self-directed learning</i>	<i>Total hours</i>
194	256	450
<i>Contact hours per week</i>	<i>Delivery mode</i>	<i>Duration</i>
11 hours	Labs: 2 x 3.5 hour sessions per week (7 hours), and 2 x 2 hour sessions per week (4 hours)	16 weeks

Assessment Weightings

<i>Assessment 1</i>	Group Presentation	10%
<i>Assessment 2</i>	Mid-project progress report	30%
<i>Assessment 3</i>	Exhibition with individual reflective documentation and group presentation	60%

Course Aim

This course aims to cement student knowledge of all aspects of their animation learning to date, through self-directed study in a field of personal interest and integration of professional concerns through collaboration on a group project with personalised investigative outputs.



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Learning Outcomes

On successful completion of this course, students are able to:

1	synthesise theories, methods and technologies within interactive narrative, programming, animation, visual effects, layout, fashion, set design and architecture to develop interactive animations that communicate the visual essence of a narrative with regard to the overall production.
2	contribute significant personal artistic and creative input to the design, development, appraisal and realisation of animated works;
3	deconstruct issues involved in developing engaging and original stories for animation through self-evaluation of contributions to design and production, and the influence of organisational, interpersonal, cultural and gender diversity factors on the project;
4	integrate knowledge of transdisciplinary practices, creativity and mass communication strategy to inform the design and development of innovative and targeted creative concepts;
5	critically interpret contextual investigations to develop interactive digital media, animation and CG references which are relevant to the production;
6	undertake a practice-based inquiry, following standard qualitative research methods, to document, reflect, and report on the production of a body of work in relation to critical analysis of a field of related knowledge;



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PROJECT CONTEXT AND METHOD

Course number:	BAH01	Level: 8	Credits:	30
Qualification	Bachelor of Animation (with Honours)			
Pre-requisites:	Capstone Project; Investigative Project			
Co-requisites:	Project Thesis;			
Compulsory/elective:	Compulsory for Hons.			

Directed and Self-Directed Learning

<i>Directed Learning</i>	<i>Self-directed learning</i>	<i>Total hours</i>
60	240	300
<i>Contact hours per week</i>	<i>Delivery mode</i>	<i>Duration</i>
Variable	Lectures: 8 x 1 hour sessions, and; Reading Groups: 8 x 2 hour sessions Tutorials: 8 x 2 hour sessions, and; Workshops: 8 x 1 hours sessions	16 weeks

Assessment Weightings

<i>Assessment 1</i>	Annotated bibliography (minimum of 5 annotated texts from a collection)	40%
<i>Assessment 2</i>	Review of knowledge with revised research questions and critical position (2000 words)	30%
<i>Assessment 3</i>	Research Methods Presentation	30%

Course Aim

This course aims to support the *Project Thesis* by providing a critical framework and focus for the investigation and for students to deepen knowledge of research methodologies specific to their field of creative practice in order to identify and apply research method/s most suitable to their *Project Thesis*.



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Learning Outcomes

On successful completion of this course, students are able to:

1	focus a relevant field for investigation through review, selection and critical analysis of appropriate contexts;
2	revise individually generated research questions to define a critical position and refine an investigation;
3	review, evaluate and select appropriate research methods for an animation project
4	evaluate and negotiate ethical considerations in relation to specific research
5	evaluate a final research design in relation to established research methodologies and its ability to support an original project.
6	format documents and present information relating to investigations in a rigorous and academic manner;



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PROJECT THESIS (STORY AND CHARACTER)

Course number:	BAH02	Level: 8	Credits:	90
Qualification	Bachelor of Animation (with Honours)			
Pre-requisites:	Capstone Project; Investigative Project			
Co-requisites:	Project Context and Method			
Compulsory/elective:	Compulsory for Hons.			

Directed and Self-Directed Learning

<i>Directed Learning</i>	<i>Self-directed learning</i>	<i>Total hours</i>
180	720	900
<i>Contact hours per week</i>	<i>Delivery mode</i>	<i>Duration</i>
Variable	Group critiques, supervision meetings, group seminars.	32 weeks

Assessment Weightings

<i>Assessment 1</i>	Progress report and presentation	20%
<i>Assessment 2</i>	Examination Option 1. Presentation of practice-based work with supporting exegesis (5,000 – 10,000 words). Option 2. Written thesis of 20,000 – 30,000.	80%

Course Aim

This course aims to provide an opportunity for students to produce a substantial piece of work focused on issues within their major field of study, through established research methods, to a high academic standard which would enable progression to a master level qualification or higher, and as preparation for the workforce. The course is designed to enable self-direction and purpose for student work and to establish in students the confidence and skills that they will need as graduates of the degree to pursue and maintain a successful career in the field of professional animation production, or in academia.



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Learning Outcomes

On successful completion of this course, students are able to:

1	critically apply methodologies and methods selected for the research project;
2	critically engage with contextual knowledge to inform, reflect on and disseminate the development and resolution of project questions, methodologies and outcomes;
3	generate a substantial, original, research-driven final animation project;
4	design and use effective mechanisms to present and disseminate project outcomes;



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PROJECT THESIS (WORLD-BUILDING AND VISUAL EFFECTS)

Course number:	BAH03	Level: 8	Credits:	90
Qualification	Bachelor of Animation (with Honours)			
Pre-requisites:	Capstone Project; Investigative Project			
Co-requisites:	Project Context and Method			
Compulsory/elective:	Compulsory for Hons.			

Directed and Self-Directed Learning

<i>Directed Learning</i>	<i>Self-directed learning</i>	<i>Total hours</i>
180	720	900
<i>Contact hours per week</i>	<i>Delivery mode</i>	<i>Duration</i>
Variable	Group critiques, supervision meetings, group seminars.	32 weeks

Assessment Weightings

<i>Assessment 1</i>	Progress report and presentation	20%
<i>Assessment 2</i>	Examination Option 1. Presentation of practice-based work with supporting exegesis (5,000 – 10,000 words). Option 2. Written thesis of 20,000 – 30,000.	80%

Course Aim

This course aims to provide an opportunity for students to produce a substantial piece of work focused on issues within their major field of study, through established research methods, to a high academic standard which would enable progression to a master level qualification or higher, and as preparation for the workforce. The course is designed to enable self-direction and purpose for student work and to establish in students the confidence and skills that they will need as graduates of the degree to pursue and maintain a successful career in the field of professional animation production, or in academia.



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Learning Outcomes

On successful completion of this course, students are able to:

1	critically apply methodologies and methods selected for the research project;
2	critically engage with contextual knowledge to inform, reflect on and disseminate the development and resolution of project questions, methodologies and outcomes;
3	generate a substantial, original, research-driven final animation project;
4	design and use effective mechanisms to present and disseminate project outcomes;



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PROJECT THESIS (INTERACTIVE MEDIA AND GAMES)

Course number:	BAH04	Level: 8	Credits:	90
Qualification	Bachelor of Animation (with Honours)			
Pre-requisites:	Capstone Project; Investigative Project			
Co-requisites:	Project Context and Method			
Compulsory/elective:	Compulsory for Hons.			

Directed and Self-Directed Learning

<i>Directed Learning</i>	<i>Self-directed learning</i>	<i>Total hours</i>
180	720	900
<i>Contact hours per week</i>	<i>Delivery mode</i>	<i>Duration</i>
Variable	Group critiques, supervision meetings, group seminars.	32 weeks

Assessment Weightings

<i>Assessment 1</i>	Progress report and presentation	20%
<i>Assessment 2</i>	Examination Option 1. Presentation of practice-based work with supporting exegesis (5,000 – 10,000 words). Option 2. Written thesis of 20,000 – 30,000.	80%

Course Aim

This course aims to provide an opportunity for students to produce a substantial piece of work focused on issues within their major field of study, through established research methods, to a high academic standard which would enable progression to a master level qualification or higher, and as preparation for the workforce. The course is designed to enable self-direction and purpose for student work and to establish in students the confidence and skills that they will need as graduates of the degree to pursue and maintain a successful career in the field of professional animation production, or in academia.



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Learning Outcomes

On successful completion of this course, students are able to:

1	critically apply methodologies and methods selected for the research project;
2	critically engage with contextual knowledge to inform, reflect on and disseminate the development and resolution of project questions, methodologies and outcomes;
3	generate a substantial, original, research-driven final animation project;
4	design and use effective mechanisms to present and disseminate project outcomes;