



ACADEMIC SERVICES

MODULE SPECIFICATION

Part 1: Basic Data					
Module Title	TECHNICAL SKILLS FOR GAMES AND ANIMATION				
Module Code	UPCP6A-15-1	Level	Yr. 1/Level 4 (UWE Level 1)	Version	1
UWE Credit Rating	15	ECTS Credit Rating		WBL module?	No
Owning Faculty	Faculty of Arts, Creative Industries and Education	Field	Cultural Industries		
Department	Arts and Cultural Industries	Module Type	Project		
Contributes towards	FdSc Games and Animation Production				
Pre-requisites	N/A	Co- requisites	N/A		
Excluded Combinations	N/A	Module Entry requirements	<i>Not offered at a stand alone Programme entry requirement apply</i>		
First CAP Approval Date		Valid from	September 2015		
Revision CAP Approval Date		Revised with effect from			

Review Date <i>(6 years from full CAP approval date (not revisions))</i>	<i>Please leave blank until approval is obtained.</i>
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Part 2: Learning and Teaching	
Learning Outcomes	<p>On successful completion of this module students will be able to:</p> <ul style="list-style-type: none"> Identify why there is a need for optimisation within an animation or games project and apply this optimisation. Identify how scripting can be used in games and animation projects to improve the sustainability of the production pipeline. Use research to identify and solve problems with an animation or games project. Apply problem solving skills to their own productions, using scripts and optimisation to better the outcome.
Syllabus Outline	This module aims to address the needs of the animation and games industry for new employees with an understanding of the technical underpinnings of the

	<p>software and processes they are using. The module gives students the skills to optimize scenes, automate processes and use the software with a greater degree of technical knowledge and flair.</p> <p>The module aims to further the students' knowledge of a wide range of software and code languages so that they can use all tools available to them to improve their projects.</p> <p>Through 2 assessed elements the students will develop scene optimisation skills for both games and animation projects, as well as high level problem solving skills for the same. The students will also be introduced to the fundamentals of the coding languages used in both environments and will be able to use these skills to improve and better their work.</p> <p>A series of workshops and set activities will first introduce and then test the students on the various aspects of the modules. Lectures will develop the students' research skills enabling them to solve problems more effectively.</p>
Contact Hours	<p>There will be a total of 36 hours of contact teaching on this 15 credit module.</p> <p>Scheduled learning and teaching activities on this module, include scheduled lectures, seminars or tutorials, studio sessions, site visits, studio-based sessions, and project supervision.</p> <p>Contact time will include that which is mediated though the VLE. Learning and teaching resources will be available through the VLE in accordance with the Weston College HE VLE Standard. A range of interactive activities including discussion forums may also be utilised as part of contact teaching. QAA guidance is available here http://www.qaa.ac.uk/Publications/InformationAndGuidance/Pages/contact-hours.aspx</p>
Teaching and Learning Methods	<p>Scheduled learning includes lectures, seminars, tutorials, project supervision, demonstration, practical classes and workshops; fieldwork; external visits; work based learning; supervised time in studio/workshop.</p> <p>Independent learning includes hours engaged with essential reading, case study preparation, assignment preparation and completion etc. These sessions constitute an average time per level as indicated in the table below. Scheduled sessions may vary slightly depending on the module choices you make.</p>
Key Information Sets Information	<p>Key Information Sets (KIS) are produced at programme level for all programmes that this module contributes to, which is a requirement set by HESA/HEFCE. KIS are comparable sets of standardised information about undergraduate courses allowing prospective students to compare and contrast between programmes they are interested in applying for.</p> <p>https://share.uwe.ac.uk/sites/ar/kis/KIS%20Background%20Information/Forms/AllItems.aspx This also contains further guidance on how to complete the information requested below.</p>

Key Information Set - Module data

Number of credits for this module

15

Hours to be allocated	Scheduled learning and teaching study hours	Independent study hours	Placement study hours	Allocated Hours
150	36	114	0	150

The table below indicates as a percentage the total assessment of the module which constitutes a -

Written Exam: Unseen written exam, open book written exam, In-class test

Coursework: Written assignment or essay, report, dissertation, portfolio, project

Practical Exam: Oral assessment and/or presentation, practical skills assessment, practical exam

Please note that this is the total of various types of assessment and will not necessarily reflect the component and module weightings in the Assessment section of this module description:

Total assessment of the module:	
Written exam assessment percentage	0%
Coursework assessment percentage	0%
Practical exam assessment percentage	100%
	100%

Reading Strategy

Weston College HE Reading Strategy Statement

Degree level students are expected to engage in and explore subjects beyond taught lectures. Reading lists compiled by programme leaders identify the **core** reading material which is essential, and any recommended **further** reading required for assignments. Journal titles and websites may also be given. Reading lists are reviewed and updated annually to ensure currency, relevancy and to reflect research developments.

LibraryPlus will aim to provide a copy of every text on a reading list. Where eBooks are available, these will be purchased in the first instance to enable multiple, remote access at all times. Databases for eJournals and reports are provided. Guidance on accessing eResources is given to all first year students through the HE.LP programme. Further support is available within LibraryPlus and on the LibraryPlus Portal on Moodle. Printed copies of books, journals and DVDs are available for loan or reference in the LibraryPlus facilities and can be located through the Library catalogue. Students are expected to independently use, explore and familiarise themselves with electronic and printed formats. Programme leaders and lecturers will inform students of any essential resources or texts that they are expected to purchase themselves.

Students registered and staff teaching on this UWE programme are entitled to

	library membership at their partner facilities, however, access to eResources may be restricted by licencing agreements, and individuals must be responsible for finding, collecting and returning physical resources themselves. Guidance on the services, resources and facilities available is given on partner library websites.
Indicative Reading List	<p>Gibson, J. (2014) <i>Introduction to game design, prototyping and development. From concept to playable game – with Unity and C#</i>. Addison-Wesley</p> <p>Osipa, J. (2003) <i>Stop staring! Facial modelling and animation done right</i>. Wiley</p> <p>Rogers, S. (2010) <i>Level Up: The Guide to Great Video Game Design</i> – John Wiley and Sons</p> <p>Williams, R. (2009) <i>The animator's survival kit</i>. Expanded ed. London: Faber.</p>

Part 3: Assessment

Assessment Strategy	<p>Assessment criteria on this module are aligned to the intended learning outcomes. There will be both formative and summative assessment throughout. This reflects an 'assessment for learning' approach which integral to the Learning and Teaching Strategies of UWE, Bristol and HE at Weston College.</p> <p>Assessment takes an inclusive approach to meet the diverse needs of students and ensures that academic standards are maintained.</p> <p>Assessment approaches and contexts provide the controlled conditions to ensure fair practice.</p> <p>The module introduces students to coding and coding languages in both animation and games environment. 50% of the assessed work will be in relation to games and 50% in relation to the animation industry.</p> <p>Both elements of this module are undertaken as controlled conditions assessment.</p> <p>Element 1- In the games proportion of the module the students will be expected to use the in game engine coding language to produce a piece of playable experience, with the coding adding to that experience.</p> <p>Element 2- In the animation proportion of the module the students will be asked to automate a part of the animation pipeline using a coding language.</p> <p>This will be achieved through the completion of various exercises to introduce coding and then 2 projects where the student will demonstrate these skills.</p>
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Identify final assessment component and element		
% weighting between components A and B (Standard modules only)	A:	B:
	100	
First Sit		
Component A (controlled conditions) Description of each element	Element weighting (as % of component)	
1. Practical examination of Skills and Coding for Animation	50%	
2. Practical examination of Skills and Coding for Games	50%	
Resit (further attendance at taught classes is not required)		
Component A (controlled conditions) Description of each element	Element weighting (as % of component)	
1. Practical examination of Skills and Coding for Animation	50%	
2. Practical examination of Skills and Coding for Games	50%	
If a student is permitted a retake of the module under the University Regulations and Procedures, the assessment will be that indicated by the Module Description at the time that retake commences.		