

University of the West of England

Part 1: Information						
Module Title	Ideas	Ideas, Design, Storytelling				
Module Code	UALA	UD-45-1	Level	1		
For implementation from	Septe	September 2017				
UWE Credit Rating	45		ECTS Credit Rating	22.5		
Faculty	ACE		Field	Lens and Moving Image		
Department	Film a	and Journalism				
Contributes towards	BA (H	(Hons) Animation				
Module type:	Proje	oject				
Pre-requisites Nor		None				
Excluded Combinations		None				
Co- requisites		None				
Module Entry requirements		N/A				

Part 2: Description

The aim of this module is to give students a thorough grounding in pre-production for animation. Students will work on a series of discreet assignments, each of which will focus on one area of practice: this may include generating ideas using disruptive innovation techniques; innovative approaches to production design; screenwriting principles and methods; visual storytelling, storyboard and sound. Students will learn and apply methods and connect them to related areas of theory and practice within animation, film and design. Students will develop and evaluate their project work in relation to established precedents, communication, functionality within a production context, and innovative potential. Involvement in elective cross-programme activities may also contribute to the individual practice portfolio that connects to industry formats.

Indicative content

- Ideation and creative writing techniques.
- Engaging audiences: screenwriting principles in support of short films and other platforms.
- Adaptation, interpretation and the use of research in developing ideas and investigating narrative themes and ethical issues.
- Screenwriting methods as a means of developing and testing film ideas.
- Storyboards and animatics and their relationship to cinematography, editing and sound design.
- Art direction and production design.
- Meaning and message: evaluating ideas, design, film analysis and ethical considerations.
- Mediating, testing, defining and evaluating ideas from an artistic, practical and entrepreneurial standpoint.
- Articulating ideas in presentations and in writing.
- Formatting and showcasing practice outputs, and in identifying areas of interest within animation practice.

ACADEMIC SERVICES

Lectures introduce aspects of the syllabus which are expanded on in screenings, sandbox workshops, seminars, presentations, table reading sessions, critiques and workshops. Peer learning is a strong feature of seminars and critiques. In addition, there are group tutorials to support project work and access to 'office hour' individual pastoral tutorials. Work experience is available to students during this semester and may take the form of involvement or assistance on Live projects, or work placements. Guest talks will contribute to knowledge and understanding of animation sectors, independent practice (enterprise and creativity) and emerging platforms (innovation).

Part 3: Assessment

Assessment Strategy

The assessment type has been chosen to enable students to demonstrate achievement across all the learning outcomes of the module, to provide flexibility in selecting appropriate and specific outputs and to facilitate the development of key skills in within the pre-production phase in animation production. The learning outcomes reflect engagement with ideas, design and storytelling, which is the focus of the module. For assessment, students are asked to demonstrate engagement with a range of pre-production methods for testing and developing ideas (prototyping), and to consider the impact of their decisions on design, storytelling, communication and potential viability within a production context.

Formative Assessment

Peer review and formative assessments are embedded in the project assignments and may take the form of presentations (pitches) and critiques. This will enable staff to support artistic progress, encourage critical engagement and confidence. The Life-drawing strand will continue to feature formative feedback during sessions.

Summative Assessment

Component A1: Portfolio (100%)

Detailed guidance on assessment will be provided in the Module Handbook and assignment briefs. Examples of portfolio contents are:

- A portfolio of practical work that includes completed assignment outcomes.
- Pre-production Journal: demonstrating critical engagement with each assignment. This should include evidence of research in support of ideation, interpretation, design and storytelling.
- Additional work: reflecting initiative and sustained engagement with identified interests, including lifedrawing, animation film studies and elective cross programme activities that may include work experience on live projects or within external organisations.

Assessment Criteria

Students will be assessed using the following criteria:

- **Research and creative development** (LO1, LO2, LO3, LO4): The level of research, enquiry and experimentation evidenced in support of imaginative and innovative idea generation for design, storytelling, and presentations;
- **Contextual and critical analysis** (LO1, LO2, LO3, LO4): Critical engagement with the communicative, thematic, imaginative and ethical aspects of assignment work; Analysis and evaluation of assignment work in relation to audience, platforms, innovation and the practical considerations of animation production;
- Audience engagement and storytelling (LO1, LO2, LO3): The dissemination of ideas and imaginative intent in relation to an identified audience, platform or purpose, evidenced in engaging and concise presentations, storytelling and screenwriting (LO1,
- **Design, craft and technical skill** (LO1, LO2, LO4): The imaginative use of a variety of pre-production methods to develop and mediate ideas for design, story, screenwriting and prototyping;
- **Professional practice** (LO1, LO4, LO5, LO6): The level of organization, resourcefulness and ambition applied to assignment work, and to the formatting of the portfolio outputs; the reflective evaluation of work in support of identified interests and developing practice.

Identify final timetabled piece of assessment (component and element)	Component A, 1			
		A:	B:	
% weighting between components A and B (Standard modules only) 100%				

Component A (conti	Component A (controlled conditions)						Element weightin		
Description of each							as % of component)		
1. Portfolio							100%		
Resit (further attend	dance at	taught clas	sses is not re	equired)					
Component A (contr Description of each							lement weighting (as % of component)		
1. Portfolio							100%		
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		Part 4	E Teaching a	and Learning	Methods				
Learning Outcomes Key Information Sets Information (KIS)	1. 2. 3. 4. 5. 6.	Articulate a appropriate Use and ap relating to Utilise rese Understand evaluate id innovative Recognise demonstra developing Demonstra skills includ communica	and develop id e, imaginative oply a range of design, seque earch methods d and adapt th leas, design a potential; the range of te awareness practice intent ate independe ding decision	Iful manner. t and technica tion, screenw es in support of tion pipeline to g in relation to eles within anir ed field of prace r sustainability	ned audience riting and pro- of assignme o project wo production mation prod ctice that co /; ness in relat	ents; ork, and be able to constraints and uction and rresponds with the tion to transferrabl			
Contact Hours		Number of	credits for this	module		4	5		
		Hours to be allocated	Scheduled learning and teaching study hours	Independent study hours	Placement study hours	Allocated Hours			
		450	108	342	0	450			

ACADEMIC SERVICES

E.

	Т	otal asses	sment of the	module:			
	V	Written exam assessment percentage Coursework assessment percentage Practical exam assessment percentage			je	0% 100%	
	C				e		
	Р				age	0%	
						100%	
Reading List	Identified texts will be provided on Blackboard in support of teaching delivery. The complete reading list can be found by following this link: Reading List Link (Ideas, Design, Storytelling)						

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First CAP Approval Date	1 February 2017		
Revision CAP Approval Date	Version	1	Link to RIA 12106