MODULE SPECIFICATION

Part 1: Information			
Module Title	Understanding Animation for Production		
Module Code	UPCNEU-30-1	Level	1
For implementation from	September 2019		
UWE Credit Rating	30	ECTS Credit Rating	15
Faculty	Faculty of Arts, Creative Industries and Education	Field	Cultural Industries
Department	Arts and Cultural Industries		
Contributes towards	BA (Hons) Games and Animation Production		
Module type:	Project		
Pre-requisites	None		
Excluded Combinations	N/A		
Co- requisites	None		
Module Entry requirements	Not offered as a standalone. Programme entry requirements apply		

Part 2: Description
Within this module students will be introduced to fundamental animation techniques, software and skills used within Games and Animation Production environments. There is a focus on developing full pipeline understanding from concepts/storyboards through to completion of assets/scenes. Fundamental and conceptual skills and principles such as anatomy, follow-through, timing and weighting set the foundation for all animation-based careers. Production elements of the module allows students to experience working pipeline processes and delivers a deeper understanding of asset and artefact development for professional projects. This knowledge provides a strong insight into various other disciplines within production pipelines.

Part 3: Assessment

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 is integral to the Learning and Teaching Strategies of UWE, Bristol and University Centre Weston (UCW).

Assessment takes an inclusive approach to meet the diverse needs of students and ensures that academic standards are maintained.

Assessment approaches and contexts provide the controlled conditions to ensure fair practice.

This module introduces students to the fundamentals of animation for the production environment. To this end students will be expected to deliver a presented portfolio of refined conceptual work that demonstrates a strong grasp of animation principles and planning used within industry production environments.

Component A

Task 1 - Requires students to produce a refined idea that demonstrates understanding of pre-production animation methodology in response to project requirements and guidelines.

Task 2 - Provides students with an opportunity to develop their first animation-based artefact demonstrating their knowledge and skills within the animation production environment for Games and Animation. The artefact produced ensures students are exposed to portfolio development early within the course hierarchy ensuring a strong foundation within their first year.

Task 3 – Students are required to demonstrate understanding of analysis and the ability to critique produced work and own practice. They will be expected to reflect upon strengths and areas for improvement and demonstrate an understanding of methodology used throughout the module.

Identify final timetabled piece of assessment (component and element)	**Component A3**	
	A:	**B**:
% weighting between components A and B (Standard modules only)	**100**	

First Sit	
Component A (controlled conditions) **Description of each element**	**Element weighting**
1. Animation Pre-production 2. Final Produced Artefact 3. Critical Review (1000 words)	25 50 25
Component B **Description of each element**	**Element weighting**
N/A	
Resit (further attendance at taught classes is not required)	
Component A (controlled conditions) **Description of each element**	**Element weighting**
1. Animation Pre-production 2. Final Produced Artefact 3. Critical Review (1000 words)	25 50 25
Component B **Description of each element**	**Element weighting**
N/A	
Part 4: Teaching and Learning Methods	

Learning Outcomes	On successful completion of this module students will be able to: • Apply the techniques of animation and pipeline principles. (A1) • Produce and present identifiable animation pre-production. (A2) • Produce and present animation production.(A2) • Reflect upon personal practice.(A3)
Key Information Sets Information (KIS) Contact Hours	**Key Information Set - Module data** *Number of credits for this module* 30

Hours to be allocated	Scheduled learning and teaching study hours	Independent study hours	Placement study hours	Allocated Hours
300	72	228	0	300

Total Assessment

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

Written Exam: Unseen or open-book written exam
Coursework: Written assignment or essay, report, dissertation, portfolio, project or in class test
Practical Exam: Oral assessment and/or presentation, practical skills assessment, practical exam (i.e. an exam determining mastery of a technique)

Total assessment of the module:		
Written exam assessment percentage	0%	
Coursework assessment percentage	50%	
Practical exam assessment percentage	50%	
	100%	

Reading List

UCW 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.
	BA Games and Animation Production benefits from a constantly updated reading list can be found here

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First CAP Approval Date	July 2019			
Revision CAP Approval Date		Version	1	*Link to module profile*