



## **Module Specification**

### **Animation 1**

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#### **Contents**

<b>Module Specification .....</b>	<b>1</b>
<b>Part 1: Information .....</b>	<b>2</b>
<b>Part 2: Description .....</b>	<b>2</b>
<b>Part 3: Teaching and learning methods .....</b>	<b>4</b>
<b>Part 4: Assessment.....</b>	<b>5</b>
<b>Part 5: Contributes towards .....</b>	<b>7</b>

## Part 1: Information

**Module title:** Animation 1

**Module code:** UALB6H-45-M

**Level:** Level 7

**For implementation from:** 2025-26

**UWE credit rating:** 45

**ECTS credit rating:** 22.5

**College:** College of Arts, Technology and Environment

**School:** CATE School of Arts

**Partner institutions:** None

**Field:** Lens and Moving Image

**Module type:** Module

**Pre-requisites:** None

**Excluded combinations:** None

**Co-requisites:** None

**Continuing professional development:** No

**Professional, statutory or regulatory body requirements:** None

## Part 2: Description

**Overview:** The Animation 1 module inspires students to advance their understanding of what animation can be, and to actively develop creative ideas that will support and sustain personalised learning and their artistic agenda.

**Features:** Not applicable

**Educational aims:** This module prioritises the School of Arts postgraduate attributes of Agility, Criticality, and Citizenship. It has been designed with the following

educational aims in mind:

Facilitate the development of conceptually coherent, creative project ideas that connect with stated aims in animation practice.

Expand the students' frame of reference and enable them to situate their developing practice in animation through research, analysis, and discussion.

Encourage an independent, organised and agile approach to skills development through engagement with relevant resources, support, and opportunities.

Explore practice transfer, leading to experimentation, synthesis and potentially innovative interdisciplinary outputs.

**Outline syllabus:** This curriculum content of this module is designed to support the development and prototyping of ideas for a masters' project through workshops, independent research and critical discourse based on the short, animated film. All students will be introduced to processes of ideation, research and development to enhance their understanding of animation, their problem-solving capabilities, and as a means of planning and managing their progress towards professional autonomy. Students will be further encouraged to build on their understanding of practice-based research methodologies, in particular the concept of thinking-through-making. In addition, discussion and debate will build students' awareness of sustainable and ethical material selection and process choices.

The module embeds sustainability (aligning with the UN goals) by considering the discipline's role and responsibility in promoting sustainable production and supporting a re-assessment of intended and non-intended impacts.

The module embeds EDI principles by (a) using a range of teaching and communication methods (verbal, visual, audio, discussion, interactive and practical tasks), (b) embracing a critical history of the animation discipline, and (c) enabling students to approach tasks using their previous experience, to decolonise the curriculum.

The module supports students' digital literacy by enabling access to tuition on software, encouraging appropriate use of technologies for the creation and dissemination of work, and considering the impact of digital tools on the discipline and the wider context.

### **Part 3: Teaching and learning methods**

**Teaching and learning methods:** This module employs a variety of teaching and learning methods to enable all students to advance their disciplinary practice through professional, creative, and/or material development. Teaching and learning methods are intended to develop agility, criticality, and citizenship, enabling students, on completion, to evidence an expanded understanding of animation. Learning types typically important to progress against the module learning outcomes include Acquisition, Discussion, Investigation, and Production. Aspects of Collaboration and Practice are also likely to be encountered.

Acquisition involves reading, visits to relevant organisations, and seminars designed to build knowledge. Discussion is facilitated via group critiques and textual discussions, promoting critical thinking and feedback exchange. Investigation/Inquiry includes physical and digital research, encouraging students to explore and understand the broader context of their practice and their agency. Production focuses on the creation of physical, digital, or textual products, allowing students to apply their learning. Production processes may be linear, iterative, or rhizomatic in form.

Collaboration is fostered through peer reviews, and students working together to gain insights and develop ideas. Practical learning is supported through technical and professional workshops, providing hands-on experience.

Teaching and learning methods are designed to progressively ramp-up students' agency, allowing them to develop a situated practice and professional autonomy, whilst also establishing a supportive culture of active and creative practitioners.

Lectures, seminars, charrettes and technical workshops will be delivered at the point of need, responsive to individual students' progress. Tutorials will support group, and increasingly individual, project work and animation practice.

**Module Learning outcomes:** On successful completion of this module students will achieve the following learning outcomes.

**MO1** Critically interrogate your own creative ideas, and those of others, including precedents in historical and contemporary animation practice.

**MO2** Demonstrate reflective and strategic thinking in the service of both external briefs and your own practice-based agenda.

**MO3** Effectively manage time, resources, and personal learning priorities to meet personal aspirations.

**MO4** Develop, prototype, and propose a project utilising a range of relevant industry-standard methods.

**Hours to be allocated:** 450

**Contact hours:**

Independent study/self-guided study = 342 hours

Face-to-face learning = 108 hours

**Reading list:** The reading list for this module can be accessed at [readinglists.uwe.ac.uk](https://rl.talis.com/3/uwe/lists/48F9317B-B84C-F7A3-2250-200C2F2873B7.html?lang=en-GB&login=1) via the following link <https://rl.talis.com/3/uwe/lists/48F9317B-B84C-F7A3-2250-200C2F2873B7.html?lang=en-GB&login=1>

## Part 4: Assessment

**Assessment strategy:** Formative assessment during the delivery of this module will be available in a number of formats which may include: group critiques, peer reviews, film study and one-on-one tutorials.

Summative assessment has been designed to map to the Module Learning Outcomes, with criterion and benchmark descriptors drawn from these directly.

The Presentation delivered as Task 1 evidences the students' capacity to critically position their own creative ideas within a context of historical and contemporary precedents in the field of animation. The 10-minute individual presentation will be informal, empathic, and constructive; an opportunity to showcase developments in creative ideation, and articulate future directions for practice based on these developments.

Task 2 requires a Portfolio submission; a collection of work that demonstrates the students' ability to respond reflectively and strategically to animation briefs. The work included will evidence the development, prototyping and critical evaluation of project ideas, animation media, and the student's practice-led agenda. It will also evidence time-management and initiative in relation to project work, resources and opportunities; supporting an increasingly confident, initiative driven approach to learning and individual practice development.

The personal, reflective, and creative character of the assessment task will help ensure students do not commit an intentional or unintentional assessment offence, including plagiarism.

**Assessment tasks:****Presentation (First Sit)**

Description: 10-minute presentation.

Weighting: 30 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1

**Portfolio (First Sit)**

Description: Portfolio

Weighting: 70 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO2, MO3, MO4

**Presentation (Resit)**

Description: 10-minute presentation.

Weighting: 30 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1

**Portfolio (Resit)**

Description: Portfolio

Weighting: 70 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO2, MO3, MO4

**Part 5: Contributes towards**

This module contributes towards the following programmes of study:

Animation [Bower] MA 2025-26