Module Specification

Animation 2

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Contents

Part 1: Information

Module title: Animation 2

Module code: UALB6J-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 2 module builds on individual practice-based agenda and students' developing project work. For most, this will involve applying a range of pre-production methods to refine story and design assets in readiness for the production phase of a short film, or to develop work that aligns with a field of specialist animation practice.

Features: Not applicable

Educational aims: This module prioritises the School of Arts postgraduate attributes of Agency, Ambition, and Criticality. It has been designed with the following educational aims in mind:

Facilitate creative work that can realise stated aims, and maps against an appropriate pipeline of animation practice.

Model and implement independent and organised approaches to skills development; providing signposts to access relevant resources, support, and opportunities.

Enable engagement in supervision and group reviews, championing constructive critical skills in relation to students' own work, and the work of others.

Expand students' awareness of industry, funding and other opportunities that connect with their identified practice.

Outline syllabus: The curriculum content of this module is designed to allow students opportunities to build and expand their understanding of practice-based animation project methodologies. This will include introduction to strategies and processes for autonomous production planning and management in the field of animation. Industry-standard approaches will be encountered through practitioner talks, events and screenings, which will also act to expand students' understanding of future opportunities in animation, both in industry and ambitious independent practices. Technical and artistic workshops will provide further space for students to advance their process-based skills, while performance and portrayal workshops will prepare students for production-phase activity.

In addition, discussion, debate, group reviews and tutor supervision will guide students' critical reflection, and ongoing development of a personal practice and project.

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), and (b) 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 meet the module's learning outcomes. Teaching and learning methods are intended to develop agency, ambition, and criticality enabling students, on completion, to actively, and analytically apply their understanding of animation practices in pursuit of their own animation agenda.

Learning types typically important to progress against the module learning outcomes include Acquisition, Investigation, Practice, and Production. Aspects of Collaboration and Discussion are also likely to be encountered.

Acquisition involves reading, attendance at practitioner talks and events, and seminars designed to build knowledge. Investigation/Inquiry includes physical and digital research, encouraging students to explore and understand the broader context of their practice and their agency. Practical learning is supported through technical, artistic, and professional workshops, providing hands-on experience of processes and media. 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. Discussion is facilitated via group critiques and textual discussions, promoting critical

thinking and feedback exchange. Throughout the module's delivery, students will be supported by an appropriate supervisor and take part in regular reviews and seminars.

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

MO1 Plan, prototype, and refine a project using a range of methods that represent an appropriate pre-production pipeline.

MO2 Demonstrate a sustained independent approach that advances practice in relation to project work, planning, and implementation.

MO3 Actively and critically engage in supervision, reviews, and formative presentations, demonstrating a dialogic fluency.

MO4 Evidence engagement with industry networks, disciplinary opportunities and events.

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 via the following link https://rl.talis.com/3/uwe/lists/430538AD-6D9C-0E9B-3920-EC17BD3766B9.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, 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 engage critically, and actively, in disciplinary dialogue. The 10-minute individual presentation will be informal, empathic, and constructive; an opportunity to coherently and fluently share developmental ideas on personal animation practices.

Task 2 requires a Portfolio submission; a collection of work that demonstrates the students' ability to advance their project work with an increasingly independent approach to planning and implementation of ideas. The work included will evidence the development, prototyping and critical evaluation of project ideas, animation media, and students' resourcefulness as they pursue a practice-led agenda. It will demonstrate how engagement with industry networks and formative feedback from peers, supervisors, and self-reflection has influenced students' pre-production pipeline planning.

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: MO3

Portfolio (First Sit)

Description: Portfolio

Weighting: 70 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO4

Presentation (Resit)

Description: 10-minute presentation.

Weighting: 30 %

Final assessment: No

Group work: No

Learning outcomes tested: MO3

Portfolio (Resit)

Description: Portfolio

Weighting: 70 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO4

Part 5: Contributes towards

This module contributes towards the following programmes of study:

Animation [Bower] MA 2025-26