



Module Specification

Animation Practitioner

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Part 1: Information

Module title: Animation Practitioner

Module code: UALB8M-30-2

Level: Level 5

For implementation from: 2026-27

UWE credit rating: 30

ECTS credit rating: 15

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 Practitioner module will enable students to develop practical and theoretical work in support of their developing specialist practice. Project work may include: a short film project (or projects), live projects produced as part of client work, work experience, or a body of work that demonstrates advanced artistic craft and technical skill in a specialist field of practice.

These possibilities are supported through five option strands:

Short film

Pre-production

Animation

Making/modelling

Bespoke

Students will be paired with a Supervising Tutor, with whom they will need to negotiate their choices.

Students will be encouraged to participate in elective cross-programme activities that align with their identified practice, and to gain work experience opportunities. They should also participate in activities designed to formulate potential project work for Level 6.

Features: Not applicable

Educational aims: The aim of this module is to enable students to develop practical and theoretical work in support of their developing specialist practice. Project work can include live projects, work-based projects, work experience, or a body of work that demonstrates advanced artistic, craft and technical skill in an identified specialist field of practice. Option strands may include: Animation Auteur, Live Project and Client, Specialist Practitioner.

Students may also participate in activities designed to formulate potential project work for Level 6. Students will be encouraged to participate in elective cross-programme activities that align with their identified practice. Historical and contextual studies in animation are integrated into this module. The central focus will be on narrative and contextual film studies; students will be encouraged to relate this to their own project work and practice.

Outline syllabus: In this module students will:

Examine short form animation: themes, narratives and cultural contexts.

Develop ideas and proposals for potential projects that may include films or other platforms, including innovative, multi-modal projects and entrepreneurial activities.

Apply research in order to examine project ideas in relation to meaning, precedents, artistic goals, strategies for interpretation, innovative potential.

Formulate and carry out a personal agenda of artistic and practical project work that aligns with identified interests, including work experience or involvement in work-based live projects.

Critically and contextually evaluate practical project work in relation to external expectations and future study.

Part 3: Teaching and learning methods

Teaching and learning methods: Lectures introduce aspects of the syllabus which are expanded on in screenings, seminars and workshops. This includes content that supports project development for future advanced study. Technical workshops introduce students to key skills in support of their identified specialist practice. In addition, there are group tutorials to support project work and access to individual tutorials. A final teaching day enables the presentation of completed projects to the whole cohort for the purpose of a live critique. Lectures will contribute to knowledge and understanding of animation sectors, independent practice (enterprise and creativity) and emerging platforms (innovation).

The module handbook will give detailed guidance in relation to written assignments. Study workshops can be booked through the UWE Library Services website. Individual support for writing assignments is available from UWE Study Support.

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

MO1 Explore and analyse established conventions within their field, identifying opportunities for innovation and pushing creative boundaries.

MO2 Further develop their proficiency in using tools, technologies, and techniques, applying them to projects.

MO3 Evidence technical accomplishments that align with their practice and external expectations.

MO4 Research a range of animation and filmic outputs in relation to communication, innovation, cultural context and ethical considerations.

Hours to be allocated: 300

Contact hours:

Independent study/self-guided study = 228 hours

Face-to-face learning = 72 hours

Reading list: The reading list for this module can be accessed at [readinglists.uwe.ac.uk](https://rl.talis.com/3/uwe/lists/E5D4935E-7E63-3173-9D64-2E140C4B29AC.html?lang=en-GB&login=1) via the following link <https://rl.talis.com/3/uwe/lists/E5D4935E-7E63-3173-9D64-2E140C4B29AC.html?lang=en-GB&login=1>

Part 4: Assessment

Assessment strategy: The portfolio will enable students to demonstrate achievement across all the learning outcomes of the module, to provide flexibility in selecting appropriate and specific outputs and to support independent creative practice, which is the focus of the learning outcomes for this module. The assessment will facilitate focused critical thinking in support of creative work and technical progress as well as enable evaluation of the level to which practice has advanced and the degree to which students are able to contextualise and analyse work from various sources.

Formative Feedback:

Seminars, studio critiques, pitch and poster presentations will provide opportunities for formative feedback and peer review. Feedback from clients or during work experience may also be available.

Assessment: Portfolio (100%). Guidance and detailed requirements are fully explained in the Module Handbook.

This will include:

Option Strand File: Outputs relating to the option strands, elective activities and evidence of critical engagement.

Proposals (Research and Development): Written, illustrated proposals that define ideas and evidence research and development. Summative assessment will require students to submit proposals (Animation Bibles) that include analysis of each idea, its viability and innovative potential.

Essay: A comparative analysis of film or filmic outputs. This will require students to select and compare their case studies, and contextualise them within a wider economic, cultural and critical framework.

The resit assessment is comparable to the first sit.

Assessment tasks:

Portfolio (First Sit)

Description: Portfolio

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4

Portfolio (Resit)

Description: Portfolio

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4

Part 5: Contributes towards

This module contributes towards the following programmes of study:

Animation [Bower] BA (Hons) 2025-26

Animation {Foundation}[Bower] BA (Hons) 2024-25