

## Programme specification

### BA (Hons) Animation

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|------------------------------------|---|
| <i>School:</i>                     | Art, Design and Computer Science  |
| <i>Entry in:</i>                   | September 2018  |
| <i>Awarding Institution:</i>       | York St John University   |
| <i>Teaching Institution:</i>       | York St John University   |
| <i>Delivery Location:</i>          | York St John University   |
| <i>Programme/s Accredited by:</i>  | Not applicable  |
| <i>Exit Awards:</i>                | BA (Ord) Animation<br>Diploma of Higher Education Animation<br>Certificate of Higher Education : Digital Design |
| <i>UCAS Code / GTTR / Other:</i>   | W200  |
| <i>Joint Honours Combinations:</i> | Not applicable  |
| <i>QAA Benchmark Group(s):</i>     | <a href="#">QAA Benchmarks Art &amp; Design 2008</a>  |
| <i>Mode/s of Study:</i>            | Full-time for 3 years<br>Part-time for 6 years  |
| <i>Language of Study:</i>          | English   |

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#### Introduction and Special Features

The new BA Animation programme aims to equip you with specialist knowledge and skills to identify, analyse and solve design communication problems. You will initially explore a variety of design disciplines with experience of team working, inter disciplinary collaboration, and the entrepreneurial skills necessary to succeed and innovate. This intentionally draws upon the creative synergies of the different design awards and provides both physical and theoretical opportunities for you to collaborate from new design perspectives and acquire a range of transferable skills. These skills will enable you to become a more versatile designer so you can adapt to changes in the creative industries.

At *level four* the programme is designed to equip all learners with the basic skills and understanding for design practice. You will develop a common design language and develop a foundation of key skills through module deliveries. The whole cohort of design students will undertake a suite of activities that immerse them in both studio and digital practices. These core skills will include areas such as: *visual communication, animation principles, creative thinking, research methodologies, 3D digital skills, rigging a character, motion graphics, 2D animation and compositing* etc.

In the 'Specialist Projects' module you will develop subject knowledge and understanding of Digital design from the perspective of your entry level interest in one of the specialist areas of games, animation or graphic design. The module also gives you the opportunity, via collaborative assignments, to develop awareness of how your specialist subject has much in common, with regards to its skill base, with adjacent subject areas in Digital design.

As the module progresses you will have a series of regular feedback tutorials designed to more roundly inform your decision as to which area of digital practice is best suited to your current and future ambitions as you progress into year two of the design programme.

Students specialising in Animation will focus upon the fundamental principles and develop knowledge and understanding of theory and practice in the subject discipline. It will introduce you to a range of contexts, such as, for example:

- Visual identity
- Understanding a brief
- Developing a storyboard
- Time management
- post production

At *level five* projects will become more technical and design briefs more challenging to allow you to develop your specialist area. In level five, you will engage with a blend of traditional and digital technologies whilst further developing your existing skills acquired in level four. You will focus upon a set of computer generated applications relevant to your specialism, whilst undertaking a range of both external competitions and client briefs relating to animation.

Students specialising in Animation will develop knowledge and understanding of theory and practice in the subject discipline. Teaching and learning will be articulated and delivered through a set of generic and specialist module assignments and projects, including for example, study of the following:

- Story and narrative
- Storyboards and Pre visualisation
- Creating environments for narrative
- Character animation and modelling
- Performance and acting
- Animation pipelines
- Post production process

At *level six*, design briefs will be more challenging to allow you to develop in your specialist area. Focus will be on professional practice, working on briefs set by live clients from the industry whom will be involved in giving feedback during assessment. A broad range of designers will give guest lectures to expose you to how processes actually work on live projects in industry. Both traditional and computer skills will be progressed further to develop a range of effective techniques for presenting work in both 2D and 3D. You will develop independent learning skills to enable you to work in a professional capacity, which will be evidenced in your 'major project'. Students will leave equipped with knowledge and skills in a variety of design disciplines but also with experience of team working, inter-disciplinary collaboration, and the entrepreneurial skills and broader business awareness necessary to survive, succeed and innovate in the creative professions.

Personal and academic support is an integral part of our students' experience and is pivotal to supporting our students to succeed and reach their full potential. The principles of personal and academic support aim to more explicitly state the University's commitment to the provision of academic and pastoral support; and improve the equity and consistency of provision within and across Faculties. Therefore, we will provide support for you to succeed as a student. Your personal tutor, an academic member of staff, will be assigned to understand your academic needs and can offer pastoral advice. Your academic tutor will provide a high professional level of support to keep you on track during your time with us.

### **Where will you progress?**

If you are ambitious to have a career in the digital creative industries, the skills that you will acquire on the BA: Animation course will enable you to work in a variety of creative led sectors through post production houses, agencies, games companies, television, graphic and animation studios. There is also an opportunity for any graduate to progress and further their knowledge and understanding of design by undertaking the MA Design programme.

## Admissions Criteria

In addition to the University's general entry criteria for [undergraduate](#) study you will be asked to attend an interview. At interview we will ask you to bring a portfolio of work, which represents examples of completed projects or work in progress and an example of written work.

If your first language is not English, you will need to take an IELTS test or an equivalent qualification accepted by the University (see <https://www.yorksj.ac.uk/international/how-to-apply/english-language-requirements/>).

If you do not have traditional qualifications, you may be eligible for entry on the basis of [Accredited Prior \(Experiential\) Learning \(APL/APEL\)](#). We also consider applications for entry with advanced standing.

## Programme Aims

The programme aims for the BA (Hons) Animation are:

1. To offer a design education with opportunities to develop distinct specialisms and interdisciplinary design practices.
2. To offer opportunities for acquiring theoretical and practical knowledge in design and related studies, e.g. business and enterprise.
3. To encourage the development of professional and practical skills out of critical and experimental approaches.
4. To develop professional teamwork and collaborative design practices.
5. To encourage independence, reflection and flexibility for students to develop a personal approach to their design practice.
6. To identify and provide solutions to address user centred problems in a variety of design disciplines.
7. To adopt a strategy for design intervention that is inclusive, enfranchising all sections of society applying practice in a variety of user centred contexts.
8. To provide for the progressive acquisition of design craft and technological skills, both specific and generic to the programme design disciplines.
9. To offer opportunities for professional experience via work-related learning, internships and external collaborative project work.
10. To provide students with a recognised qualification to compete successfully in a diverse and highly competitive employment market or to undertake further study.
11. To ensure the understanding of and compliance with health and safety issues in educational and professional environments.
12. To encourage an understanding of designs wider social role and responsibility.
13. To connect to regional, national and international development in the creative industries through continuing liaison and partnerships.
14. To engage in and develop lifelong learning and the promotion of independent learners.
15. To support widening participation in higher education and design practice.
16. To encourage and support creative risk taking, unexpected and imaginative responses.

## Programme Learning Outcomes

### **Level 1 / FHEQ L4 - On successful completion a student will be able to:**

1. Demonstrate proficiency in observation, investigation, enquiry, experimentation, visualisation and making;
2. Select, evaluate and employ design communication strategies and information technologies;
3. Source and research relevant material, assimilating and articulating relevant findings into structured and coherent arguments and design propositions;
4. Experiment and solve problems productively, both individually and in teams;
5. Understand design principles in order to communicate ideas and information in appropriate forms
6. Analyse information and experiences, formulate independent judgements, and articulate reasoned arguments through reflection, review and evaluation;
7. Apply technical knowledge and practical skills in design;
8. Develop research and experimentation into design concept proposals.

### **Level 2 / FHEQ L5**

1. Apply knowledge and critical understanding of design research in new and emerging contexts such as sustainability, ethics, globalisation, localisation;
2. Illustrate competence in appropriate digital design systems;
3. Communicate design concepts and research in visual, oral and written forms to diverse audiences;
4. Develop, organise and present an emerging professional portfolio of design work that includes digital and analogue design processes;
5. Plan, undertake and critically evaluate work related learning in the context of continuing professional development;
6. Show the ability to creatively and effectively solve design problems in an entrepreneurial manner;
7. Conceptualise, experiment, and show creative and technical expertise in storyboarding, animatic and pre-production techniques to develop a film concept;
8. Demonstrate knowledge and critical understanding of animation processes, theories, narratives, aesthetics and industry practices.

### **Level 3 / FHEQ L6**

1. Show an ability to put personal specialist design skills at the disposal of a client / external agency and critically understand the financial implications;
2. Evaluate research, methods, problems, concepts and data into arguments and design solutions for complex and unpredictable contexts;
3. Identify a systematic understanding of operating within professional standards and norms appropriate to animation production
4. Exercise initiative, critical reflection and personal responsibility in a range of decision making contexts and identify future professional development;
5. Assess different approaches to design problem solving and innovation;
6. Devise, sustain and present an advanced critical commentary on Design;

7. Conceptualise, experiment and show advanced creative and technical expertise in a diverse range of industry standard animation practices.

### Programme Structure

| Code   | Level | Semester | Title   | Credits | Status of Module* |
|--------|-------|----------|---|---------|-------------------|
| 1DG102 | 4     | 1&2      | Design Practice: Digital  | 60      | C                 |
| 1DG104 | 4     | 1        | Design Research for the Digital Domain                              | 20      | C                 |
| 1DG106 | 4     | 2        | Specialist Projects: Digital  | 40      | C                 |
| 2DG104 | 5     | 1        | Digital Design Applications   | 20      | C                 |
| 2DG102 | 5     | 1&2      | Specialist Studio Practice: Animation                               | 60      | C                 |
| 2DG112 | 5     | 1        | Specialist Studio Practice: Animation (Student Exchange)            | 40      | O                 |
| 2DG108 | 5     | 2        | Professional Portfolio  | 20      | C                 |
| 2DG109 | 5     | 2        | Collaborative Project   | 20      | C                 |
| 3DG114 | 6     | 1&2      | Critical and Contextual Studies (CCS): Independent Research Project | 20      | C                 |
| 3DG102 | 6     | 1&2      | Major Project: Animation  | 60      | C                 |
| 3DG101 | 6     | 2        | Client Project: Animation   | 40      | C                 |

*Status of Module will be either*

**C:** Compulsory, **CP:** Compulsory for progression to the next level, **CA:** Compulsory for award, **O:** option or **E:** elective

*Level four* provides you with opportunities to develop a broad range of subject knowledge and understanding applicable to your design discipline. This is achieved by undertaking a foundation of core skills through research, communication, graphical representation, processes and theoretical and cultural perspectives based on your studies in both generic and subject specific modules. You will develop an understanding of a common language and develop a foundation of creative skills that emerge in both studio and digital practices.

You will review your specialist pathway (*Animation*) with the academic tutors at the end of level four and will have the opportunity to transfer to another award (*Games or Graphics*) if appropriate.

*Level five* is intended to develop more detailed knowledge and understanding of design methodologies through theory and practice building upon level four. These modules will further your academic study connected with research and practice methods, which introduces new material through areas such as *animation pipelines, post production processes, creative writing, performance sequences* and *advanced modelling*. Emphasis will be placed on developing your own skills of independent study, personal organisation, time-management and self-reliance.

At *level six* you will take advanced modules that will enable you to develop detailed knowledge and critical understanding of your chosen specialism. You will also encounter ideas and debates at the research frontier within animation and further develop your skills through undertaking an independent piece of research to explore innovative ideas through a variety of both practical and theoretical based methods of your choice. You will also continue to develop your skills of analysis and interpretations through participating in client led projects, whilst establishing your own personal identity and style through the 'Major Project'.

Throughout level six you will be expected to demonstrate increasing sophistication and critical judgement in your assessments, including the ability to evaluate and critique your own development work. You will also further enhance your skills in communication, organisation, independent study and time management. Finally, you will be expected to produce a professional portfolio and display an exhibition of your own graduate work.

#### **Level 4 Modules**

##### **Design Practice: Digital (60 Credits)**

This module covers a variety of aspects involving the use of visual language. You will develop a broad range of visual and digital skills, such as *perspective* and *orthographic drawing*, *schematic and thematic sketching*, *rendering*, *animation principles*, *3D digital skills*, *motion graphics*, *2D animation*, *stop motion*, *compositing and lighting techniques*.

More broadly, the module will conduct lectures and tutorials to address oral communication and presentation techniques in order to equip you to become a more versatile designer.

##### **Design Research for the Digital Domain (20 Credits)**

In this module, you will be introduced to the more academic foundations of your discipline and will focus on the research, idea development and argumentation conventions that will inform and expand your practice. You will use these skills to investigate key issues throughout many topics of animation, games development and graphic design. With this understanding, you can begin to be able to make informed judgments about the direction of your work, how it can challenge and progress your discipline in order to be a valuable designer for the future. This module develops learning skills by integrating practice based and core knowledge based skills with the study of concepts relevant to creative media. You are encouraged to develop a deeper understanding of your identity as a learner within your studies and with the goal of becoming autonomous, self-directed learners.

##### **Specialist Projects (40 Credits)**

Students of design need to undertake assignments set in a variety of working situations in order for them to be able to work effectively as an individual with others and to develop knowledge and understanding of emerging technologies and practices in both interdisciplinary and specialist project contexts. This is an opportunity for you to apply your current digital knowledge into both a studio-based individual (part one) and collaborative project (part two). This offers you the potential to work on your own discipline content as well as collectively using interdisciplinary skills working as a core creative team to produce new and innovative outcomes. As an animator you will develop a specific knowledge and understanding of theory and practice in areas such as *visual identity*, *understanding a brief*, *developing a storyboard*, *time management* and *post production*.

#### **Level 5 Modules**

##### **Digital Design Applications (20 Credits)**

This module is designed to equip you with theory and practice of industry standard digital applications for animators. You will further develop the analytical and critical skills necessary to match the specific needs in studio practices. You will also develop an awareness of cross platforming digital applications, enabling you to utilise these more effectively when working collaboratively or through interdisciplinary contexts. The module will extend your knowledge about technical processes, including demonstrating the advantages of the different systems from motion and performance capture, scanning, stop motion, 3D printing, and laser cutting etc. This will enable you to confidently articulate your work and to experiment with a range of digital tools to achieve real and virtual outputs.

##### **Specialist Studio Practice: Animation (60 Credits)**

This module offers you the opportunity to undertake a variety of specialised design work. You will identify design problems, write a design brief, plan for and execute a range of work that is based on research into the sector or topic of choice. This is delivered through a series of

projects, including tutor led, client and competition projects. Alternatively you may propose self-generated design briefs. This module is an ideal vehicle for you to practice and apply your developing skills to construct a portfolio of design work that articulates both technical competences and your own developing 'voice' in animation. These will form an evolving practice in 3D and animation studying the following in: story and narrative, creating storyboards, character modelling, performance, post production processes and creating virtual and real environments.

### **Specialist Studio Practice: Animation (Student Exchange) (40 Credits)**

Students, who are wishing to study abroad with our International partners during semester 2, will need to undertake this optional module during semester 1 of year 2. This will provide you with sufficient credits to enable you to undertake additional programme related modules abroad in semester 2.

### **Professional Portfolio (20 Credits)**

It is important that students gain some experience of professional practice in industry and commerce, particularly as many are ambitious at graduation to start their professional careers in a freelance capacity. The module offers 'preparation' and 'practice' for: a period of work-related learning through the development of a student CV, letters of application, interview techniques and planning. Visiting speakers from a variety of disciplines will be invited to inform you of real world scenarios. Additionally, you will undertake 'work based learning' either through a client project or within an appropriate design related environment. Both the Careers Department and programme tutors will support you to secure an appropriate work related learning placement.

### **Collaborative Project (20 Credits)**

This module will be structured as an intensive collaborative group project requiring you to collaborate across the specialist design awards and also with external "clients" to resolve complex social, spatial, economic or cultural problems through design. Drawing on models such as service and systems design thinking, you will engage in live collaborative research and problem solving, presenting your solutions in an exhibition context. This will enable you to understand the possibilities of interdisciplinary practice, through a range of real and virtual processes. This will provide you with fundamental practical and interpersonal skills referenced to professional industry practices.

## **Level 6 Modules**

### **Design Research and Innovation Proposal (20 Credits)**

The Design Research and Innovation Proposals module (DRIP) supports the programme aim and aspirations for emerging design graduates to produce 'new and unexpected outcomes' leading to various forms and levels of innovation. Innovative design in a contemporary society requires thinking design practitioners who are able to understand the theoretical, cultural and social structures which underpin design problems and their potential solutions. This module aims to enable this level of thinking for you as a graduating design student.

### **Client Project: Animation (40 Credits)**

This module enables you to build competences with and produce work that addresses the needs and requirements of clients, competitions and user groups. The context and detailed requirements of the client centred design brief will be established in the adjacent module - Design Research and Innovation Proposal. Work in this, the Client Project module, will therefore extend and address the developmental, technical and presentational resolution aspects of the client-centred brief. Therefore you will be expected to research and negotiate an animation design brief with a client and in so doing establish your credentials as an autonomous independent practitioner. The programme is well connected to a variety of designers and studios around the local and national region, providing you with the opportunities to engage with projects that have 'real world' experiences. You will engage in 'live' project(s) in liaison with our industry partners helping to prepare you in a broad range of practices for further employment opportunities.

### **Major Project: Animation (60 Credits)**

The aim of this module is to enable you as an animator to execute your graduate design brief. The brief will be researched, proposed, argued and planned for in the adjacent module - Design, Research & Innovation Proposal(s). You are tasked to demonstrate that you are capable of applying skills to identify and overcome problems, present a critical argument to support decision making and apply reasoning and practical skills in order to offer creative and technical solutions to the problem(s). You will aim to make work that contributes toward and embeds discipline based debate in a contemporary cultural and technological context. The module is a framework that enables you to demonstrate your graduate skills as an animator and to focus on your plans for continuing professional development.

### **Teaching, Learning and Assessment**

The programme has been designed to meet the needs of those of you who wish to undertake a degree in a broad range of design related activities and those of you returning to education. Programme delivery will utilise a blended approach incorporating tutor led sessions, group work and individual tutorials, technical support and learning reinforced by virtual learning environments (VLEs).

The programme is concerned with ensuring that you have the opportunity to experience a variety of teaching and learning strategies across the modules offered. These are structured to facilitate successful achievement of the learning outcomes of each module.

You will be provided with a range of teaching and learning strategies across the modules, including:

- Reflective learning
- Independent learning
- Collaborative learning
- Facilitated learning

This process will be achieved through the use of a range of teaching and learning methods, including workshops, field visits, work related learning, seminar discussions, supervised projects and supported VLE learning. It is anticipated that semesters will be divided between periods of intense activity (practice based activity) and periods of independent reflection, supported by specific tasks, technical workshops, reading and proactive use of VLE (including forums, discussion groups, online portfolios, project briefs ). You will not be expected to undertake any examinations whilst on the degree.

Students will receive technical supervision through a variety of different workshops to help support their academic project work. Technicians are responsible for providing support for workshops, technical demonstrations and ensuring the adequate provision of materials and equipment.

This process will be achieved by the use of a wide and varied range of teaching methods, including:

- lectures
- demonstrations
- seminars
- individual and group tutorials
- group and individual presentations
- visiting speakers/lecturers
- use of audio-visual material

- use of e-learning
- use of appropriate IT
- workshops
- technical support

The programme recognises that, as a higher education student, you need to gain and develop a range of graduate attributes which is why the programme places a significant emphasis on your independent learning. The programme thus aims to provide an environment in which you are encouraged to take responsibility for your role in managing your learning and outcomes.

The programme will be seeking applications from individuals from a variety of art and design, media, IT and other creative backgrounds and will actively seek to foster modes of group/team learning, in which knowledge, skills, and practical and critical experiences can be shared and exchanged.

Reflection is central to learning on this degree. It encourages you to relate new material you may encounter to your existing knowledge and expertise. In addition to being a part of good quality knowledge transfer, reflection supports learning by enhancing the whole experience. The new programme will offer you the time to reflect in a variety of ways; such as learning journals, formative feedback, the use of portfolios, reflection on work related learning and internships, tutorial interaction, peer and self-assessment, assignments and a review of your own continual professional development (CPD) plan. It will also facilitate an understanding of your own learning processes and their relationship with and to other creative industries.

Project feedback will be undertaken at timely points to enable effective progression into the next project, usually at the same time as a portfolio review to enable ongoing holistic assessment. A personal design and learning portfolio is key to the reflective CPD process and the programme will offer a system for developing a professional design portfolio which will record both the process and outcomes of your design projects, and also enable you to record other professionally relevant achievements and competences. This portfolio will be reviewed regularly, usually three or four times per semester, to track progress and aid with setting objectives for future projects. This will be timed to coincide with appropriate stages in projects and modules. This will also particularly be used to provide context for your specialism decisions at the end of level four and also to guide the independent project choices for level six. The portfolio review will be integrated into the academic tutorial system to provide coherent personal learning support for all design students. Summative feedback, reflecting the formative feedback stages and portfolio reviews, will be communicated within 3 weeks of the final submission at the end of a module.

You will be encouraged to recognise your learning is not confined to formal teaching situations and encouraged to undertake independent preparation as a follow up to your formal teaching sessions. The programme seeks to offer a range of technical support and independent study that might include both theory and practical sessions. The Technology Enhanced Learning (TEL) team support staff in using some of the core online student services, such as Moodle (VLE) and Mahara (e-portfolio), which you can openly access as part of your online learning experience.

## **VLE**

Full use will be made of VLEs as a central part of the programme's Learning and Teaching strategy. VLEs are to be used not just as a means to access programme information and module handbooks but in terms of the full learning and teaching possibilities which they offer.

For example:

- Discussion forums
- On-line archiving of student work and documentations
- Opportunity to host public journals (Mahara)

## Progression and Graduation Requirements

The University's [general regulations for undergraduate awards](#) apply to this programme.

Any modules that must be passed for progression or award are indicated in the Programme Structure section.

## Internal and External Reference Points

This programme specification was formulated with reference to:

- [University Mission Statement](#) [see page two]
- [Strategic Plan 2015-20](#) [see page four]
- [QAA subject benchmark statement](#)
- [Framework for Higher Education Qualifications](#)

## Further Information

Further information on the programme of study may be obtained from:

- Admissions entry profile (Admissions)
- Programme validation document (Registry – Academic Quality Support)
- Regulations (Registry – Academic Quality Support)
- Student programme handbook (school)
- Module handbooks (school)

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SMG approved amendment to sem of delivery of 3DG113 with effect from 2018/19 (JR 12.2.19)