



Course Information Form

This Course Information Form provides the definitive record of the designated course

Section A: General Course Information

Course Title	Animation; Animation (with Professional Practice Year); Animation (with Foundation Year)
Final Award	BA (Hons)
Route Code	BAANMAAF; BAANPAAF; BAANFAAF
Intermediate Qualification(s)	
FHEQ Level	6
Location of Delivery	University Square Campus, Luton
Mode(s) and length of study	Full-time over 3 years; 4 years with professional practice year and foundation year route; Part-time typically over 4-6 years.
Standard intake points (months)	October
External Reference Points as applicable including Subject Benchmark	QAA Quality Code: Subject benchmark for Art and Design (2017); QAA The Framework for Higher Education Qualifications in England, Wales and Northern Ireland (2014) SEEC Credit Level Descriptors 4, 5 and 6
Professional, Statutory or Regulatory Body (PSRB) accreditation or endorsement	N/A

HECoS code(s)	100057
UCAS Course Code	W615; W618; W6FY

<p>Course Aims</p>	<p>Animation at the School of Art and Design is based in narrative and storytelling for short form film, the moving image industry and for communication design. The course combines the fundamental skills of visual thinking, model-making, 3D design, digital illustration and time-based media to give you the confidence you need to respond to briefs, independent projects and to work collaboratively in the creative industries.</p> <p>Students work on live briefs, submit for national competitions and work on projects with leading practitioners.</p> <p>The course focuses on the development of your abilities in the following areas:</p> <p>Enquiry</p> <p>The course will enable you to study, develop and apply critical enquiry skills from a wide range of key ideas in art and design thinking and contemporary professional practice.</p> <p>Contextual Understanding</p> <p>You will engage in contextual understanding of Animation, and its wider impact on social, environmental and political issues from a global perspective.</p> <p>Collaboration</p> <p>The course will equip you with appropriate knowledge, experience and understanding of design environments to enable you to communicate and present ideas and work to audiences in a range of situations, articulate ideas and information comprehensibly in visual, oral and written forms and interact effectively with others, through collaboration, collective endeavour and negotiation.</p> <p>Enterprise</p> <p>You will develop the ability to generate, develop and communicate ideas; manage and exploit IP; gain support and deliver successful outcomes, through the application and understanding of risk-taking, effective communication, negotiation, interpersonal and self-management skills, gaining insights into professional levels of practice that will prepare you for the world of work and employment.</p>

Course Learning Outcomes	Upon successful completion of your course you should meet the appropriate learning outcomes for your award shown in the table below		
	Outcome	Award	
	1	Subject Knowledge: Evidence knowledge of the broad critical and contextual dimensions of Animation, the significance of the work of other practitioners, and the major developments in current and emerging media and technologies	BA (Hons) Animation (all routes)
	2	Research Skills: Demonstrate proficiency in research and development of ideas and concepts through observation, investigation, enquiry, visualisation and/or making.	BA (Hons) Animation (all routes)
	3	Making Skills: Study, experiment, develop and employ materials, media, techniques, methods, technologies and tools associated with digital content, time-based media, model making, 3D design, moving image and illustration.	BA (Hons) Animation (all routes)
	4	Concepts & Ideas: Evidence ability to generate ideas independently and/or as self-initiated activity and/or in response to set briefs and negotiated projects.	BA (Hons) Animation (all routes)
	5	Creative Development: Develop ideas through to outcomes that confirm an ability to select and use materials, processes and environments, analyzing and making connections between intention, process, outcome, context and methods of dissemination.	BA (Hons) Animation (all routes)
	6	Intellectual Property: Demonstrate an understanding of the role and impact of intellectual property and copyright within Animation and its wider context, observing sound and ethical working practices, and professional/legal responsibilities relating to the subject.	BA (Hons) Animation (all routes)
	7	Contextual Understanding: Consolidate, apply and extend learning in different contexts and situations, both within and beyond the field of art and design, considering issues which arise from the creative practitioner's relationship with audiences, clients, markets, environments, users, consumers, and/or participants	BA (Hons) Animation (all routes)
8	Ethical Awareness: Demonstrate awareness of contemporary socio-political, ethical and cultural concerns, which might include but not be limited to issues around sustainability, identity, inclusivity, diversity and environmental responsibility.	BA (Hons) Animation (all routes)	

	9	Professional Behaviour: Exercise self-management skills in managing workloads, collaborative working, interpersonal communication, presentation, accommodating change and uncertainty to meeting deadlines	BA (Hons) Animation (all routes)
	10	Professional Practice Year: Demonstrate knowledge and analytical understanding of professional practice by successfully completing an approved period of approved work place practice.	BA (Hons) Animation with Professional Practice Year
	<p>Learning and Teaching</p> <p>Teaching and learning strategies include practical workshop sessions, personal study involving sustained practice in the studio or workshop, some work-related learning opportunities with 'live briefs', one-to-one tutorials/supervision, seminars, demonstrations, and importantly the introduction of research strategies to support your development as a independent practitioner.</p> <p>An essential feature of the learning and teaching will be your involvement in practical learning activities that confront visual problems and ideas relevant to Animation. At the same time learning activities which will take professional and work-related practices into consideration. Key skills are introduced at level 4 and act to inform your practice in level 5.</p> <p>In year two, you will be encouraged to work more independently, taking ownership of your creativity and its outcomes, whilst at the same time developing an understanding of range of contexts that affect Animation. The course aims to build a close relationship between practice and theory.</p> <p>At the end of the course you should be able to realise a creative project of your own devising and be able to demonstrate your own particular insights into the critical, cultural and professional contexts in which your own work is placed.</p> <p>To help you to learn independently and take responsibility for your own learning, the whole curriculum is organised to promote the progressive acquisition and entrenchment of the necessary concepts, skills, attitudes and knowledge associated with Animation.</p> <p>This includes the development of an innate understanding of the issues, roles and impact of Intellectual property, rights and safeguards of independent and commercial work in art and design that safeguard innovation and commercialisation of work. The course will offer a degree of choice and is flexible in its approach to student learning with an underlying educational philosophy of self-directed learning managed and supervised through close contact with you, the student.</p> <p>Assessment</p> <p>A range of appropriate assessments will enable you to grow in confidence and demonstrate your acquisition of knowledge and skills. The formative and summative assessment methods used across the course include:</p>		

Teaching, learning and assessment strategies

In the first year, the focus is to develop creative thinking skills to allow you to engage with study skills in general, preparing you for assessments in units.

Research is introduced as an important element in studio practice. This relationship between research and practice allows you to develop critical thinking, reflection and higher education learning practice including referencing, note taking, essay and report writing - including virtual learning environments.

Assessments based on individual and group presentations.

Portfolio reviews are a key means of assessing but they are also important for collating work for a professional portfolio. This instills in students the right attitudes towards professional work whereby you can use your portfolio to promote yourself in professional contexts.

Essays and reports feature in developing your writing skills, helping you to express ideas in a variety of ways and styles and to develop academic writing skills that are of particular benefit in producing the final year contextual rationale for your major project.

An online blog/personal website

A midpoint Formal Formative Assessment to review all work in progress.

Key making skills relevant to communication design and creative enterprise are embedded in the teaching and learning of the course and will be taken into account in all assessments.

The assessments will develop incrementally across the course and allow you to gain skills, confidence and knowledge, receive

	<p>feedback and develop as a practitioner, thus allowing you to implement this knowledge and feedback into subsequent assessments.</p> <p>At the end of the course, completion of the assessments will demonstrate your ability to analyse current animation practice - and communicate this, in both visual and written formats, as well as demonstrate a range of transferable skills relevant to your professional employability</p>
Learning support	<p>The University's comprehensive student support service includes: Student Information Desk, a one-stop shop for any initial enquiries; Student Support team advising and supporting those with physical or learning needs or more general student well being; Study Hub team providing academic skills guidance; Personal Academic Tutoring system; a student managed Peer-Assisted Learning scheme; support from your lecturers</p>
Admissions Criteria	<p>https://www.beds.ac.uk/entryrequirements</p> <p>Approved Variations and Additions to Standard Admission</p> <p>Applicants will be requested to submit an Art and Design portfolio for review.</p>
Assessment Regulations	<p>https://www.beds.ac.uk/about-us/our-university/academic-information</p> <p>Note: Be aware that our regulations change every year</p> <p>Approved Variations and Additions to Standard Assessment Regulations'</p> <p>N/A</p>

Section B: Course Structure

The Units which make up the course are listed below. Each unit contributes to the achievement of the course learning outcomes either through teaching (T), general development of skills and knowledge (D) or in your assessments (A).

Unit	Unit Name	Level	Credits	Core or Option	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
ART057-1	Context and Ideas	4	30	Core		T12					T1 2								
ART058-1	Communication Design: Exploring Materials and Methods	4	30	Core	T1		T12	T2											
ART063-1	Introducing Studio Practice	4	30	Core			T12	T12											
ART064-1	Thinking through making	4	30	Core			T12												
ART051-2	Developing Professional Practice	5	30	Core	D1 2			D2	D2	T1			D1 2						
ART052-2	Collaborative Enterprise	5	30	Core					D2	D1	D1		D1 2						
ART053-2	Context and Meaning	5	30	Core		D12					D1 2	T12							
ART057-2	Developing Material and Methods: Illustration and Animation	5	30	Core			D12		D12										
ANM001-3	Animation Final Major Project	6	60	Core	A1 2	A12	A12		A12	A2			A2						
ART029-3	Creative Futures	6	30	Core				A1	A2	A2			A1 2						
ART030-3	Critical and Creative Contexts	6	30	Core	A1	A2					A1 2	A1 2							

Unit	Unit Name	Level	Credits	Core or Option	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
ART050-2	Professional Practice Year (Art and Design)	5	0	Core										A12					

Section C: Assessment Plan

The course is assessed as follows :

W615- BA (Hons) Animation

Unit Code	Level	Period	Core/Option	Ass 1 Type code	Ass 1 Submit wk	Ass 2 Type code	Ass 2 Submit wk	Ass 3 Type code	Ass 3 Submit wk	Ass 4 Type code	Ass 4 Submit wk
ART057-1	4	SEM1	Core	PJ-ART	6	CW-EPO	15				
ART063-1	4	SEM1	Core	PJ-EXH	10	CW-EPO	14				
ART058-1	4	SEM2	Core	CW-PO	13						
ART064-1	4	SEM2	Core	CW-JO	14						
ART051-2	5	SEM1	Core	CW-PO	13						
ART053-2	5	SEM1	Core	PR-OR	6	CW-ESS	15				
ART052-2	5	SEM2	Core	PJ-ART	15						
ART057-2	5	SEM2	Core	CW-PO	13						
ART030-3	6	SEM1	Core	CW-OT	3	PJ-ART	15				
ART029-3	6	SEM2	Core	PJ-ART	14	CW-PO	14				
ANM002-3	6	TY	Core	PJ-ART	29						

W618- BA (Hons) Animation with Professional Practice Year

Unit Code	Level	Period	Core/Option	Ass 1 Type code	Ass 1 Submit wk	Ass 2 Type code	Ass 2 Submit wk	Ass 3 Type code	Ass 3 Submit wk	Ass 4 Type code	Ass 4 Submit wk
ART050-2	5	TY	Core	CW-PO	30						

Glossary of Terms for Assessment Type Codes

CW-EPO	Coursework - e-Portfolio
CW-ESS	Coursework - Essay

CW-JO	Coursework - Journal
CW-OT	Coursework Other
CW-PO	Coursework - Portfolio
PJ-ART	Coursework - Artefact
PJ-EXH	Coursework - Exhibition
PR-OR	Practical - Oral Presentation

Administrative Information

Faculty	Creative Arts Technologies and Science
School	School of Art and Design
Head of School/Department	Dr Hedley Roberts
Course Coordinator	Noel Douglas