University of Bedfordshire

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 Foundation Year)
Final Award	BA (Hons)
Route Code	BAANMAAF/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 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 (2019) QAA The Framework for Higher Education Qualifications in England, Wales and Northern Ireland (2014) SEEC Credit Level Descriptors (2021) , QAA Quality Code: Subject benchmark for Art and Design (2019) QAA The Framework for Higher Education Qualifications in England, Wales and Northern Ireland (2014) SEEC Credit Level Descriptors (2021)
Professional, Statutory or Regulatory Body (PSRB) accreditation or endorsement	N/A
HECoS code(s)	100057
UCAS Course Code	W615; W618; W6FY

Course Aims	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 and analogue 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. Students work on live briefs, submit for national competitions and work on projects with leading practitioners. The course focuses on the development of your abilities in the following areas: **Enquiry** 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. **Contextual Understanding** You will engage in contextual understanding of Animation, and its wider impact on social, environmental and political issues from a global perspective. **Collaboration** 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. **Enterprise** 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.

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		

Course Learning Outcomes

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)

Learning and Teaching

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.

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.

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.

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

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.

This includes the development of an innate understanding of the issues, roles and impact of Intellectual property, rights and

Teaching, learning and assessment strategies	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 feedback and develop as a practitioner, thus allowing you to implement this knowledge and feedback into subsequent assessments.

	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
Learning support	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
Admissions Criteria	https://www.beds.ac.uk/entryrequirements **Approved Variations and Additions to Standard Admission** Applicants will be requested to submit an Art and Design portfolio for review.
Assessment Regulations	https://www.beds.ac.uk/about-us/our-university/academic-information **Note: Be aware that our regulations change every year** **Approved Variations and Additions to Standard Assessment Regulations** N/A

Section B: Course Structure

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	WR-PO	8	CW-ESS	12				
ART063-1	4	SEM1	Core	PJ-EXH	10	CW-EPO	12				
ART058-1	4	SEM2	Core	CW-PO	13						
ART064-1	4	SEM2	Core	CW-JO	13						
ART053-2	5	SEM1	Core	PR-OR	6	CW-ESS	13				
ART057-2	5	SEM1	Core	CW-PO	13						
ART051-2	5	SEM2	Core	CW-PO	13						
ART052-2	5	SEM2	Core	PJ-ART	13						
ART030-3	6	SEM1	Core	CW-OT	6	PJ-ART	13				
ART029-3	6	SEM2	Core	PJ-ART	13	CW-PO	13				
ANM002-3	6	TY	Core	PJ-ART	25						

PR-OR	Practical - Oral Presentation
WR-PO	Coursework - Poster

Administrative Information

Faculty