Programme Specification and Curriculum Map for

BA (Honours) 3D Animation and Games

1. Programme title	BA (Honours) 3D Animation and Games
2. Awarding institution	Middlesex University
3. Teaching institution	
4. Programme accredited by	N/A
5. Final qualification	BA (Honours) 3D Animation and Games, DipHE 3D Animation and Games, CertHE 3D Animation and Games
6. Academic year	September 2O16
7. Language of study	English
8. Mode of study	Full time

9. Criteria for admission to the programme

See the University Regulations for specific criteria for admissions to the University.

Selection of students for all levels of the programme is based on evidence of ability demonstrated by a portfolio of art and design work at interview. In addition it is recommended that students applying to join level one of the programme have completed a Foundation Course in art and design, or relevant BTEC National Diploma Course.

The standard academic qualification for entry to level one of the programme is:

5 subjects passed at GCSE (Maths and English at C or above) with a minimum of 2 subjects passed at A level corresponding to 280 ucas points. Similar awards with equivalent points are also accepted.

The standard academic qualification for direct entry into levels two or three should be:

A Higher National Diploma or Foundation Degree in an appropriate subject or a level one certificate from another BA programme in an appropriate subject.

Applications from mature students, over 21 years of age at the time of admission, without formal qualifications or with relevant professional experience or non-standard qualifications are welcomed. Selection of students for all levels of the programme is based on evidence of ability demonstrated by a portfolio of art and design work. Relevant work and 'life' experience will also be taken into consideration.

All applicants whose first language is not English will need to demonstrate appropriate language skills. The required standard is an IELTS grade of 6.00 or equivalent with no element less than 5.5 Where they do not meet these criteria, then they should attend a pre-sessional.

10. Aims of the programme

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The programme aims to:

- Introduce emergent practices in CGI, animation and computer games.
- Provide students with a creative and collaborative learning experience that will equip them with the knowledge and skills to pursue a career in their chosen field.
- Ensure that students are technically proficient in the latest 3D software and can discern which tools or workflows are most suitable for different types of projects.
- Encourage students to push the boundaries of the medium by experimenting and taking aesthetic risks.
- Develop a thorough understanding of the historical and cultural context occupied by CGI, animation and computer games.

11. Programme outcomes

A. Knowledge and understanding
On completion of this programme the successful student will have knowledge and understanding of:

1. the creative process of animation: definition, research, development of solutions, presentation and the evaluation of outcomes
2. the extent and diversity of contemporary professional practice and the employment opportunities available, the potential for and management of career development
3. the relevance and significance of social, aesthetic and historical contexts in which animation and computer animation and games operate, including the legacy of animation, film and media studies
4. a variety of production processes appropriate to the presentation of animation

Teaching/learning methods
Students gain knowledge and understanding through:

- presentations by professional practitioners, practical group coursework assignments involving external visits and interviews with practitioners, originating and delivering presentations to peer groups with accompanying written synopsis (1,2)
- lectures, seminars, individual research, critical essays and practical coursework assignments (3)
- demonstrations and practical coursework in studio and specialist workshops areas (4)

Assessment Method
Students' knowledge and understanding is assessed by

- presentations and crits., coursework essays for relevant modules (3)
- the quality of coursework projects, diaries, learning logs, crits. assessed at end of term exhibitions, showreel and portfolio presentations (4)

B. Cognitive (thinking) skills	**Teaching/learning methods**
On completion of this programme the successful student will be able to: 1. apply critical analysis and articulate animation challenges 2. develop imaginative and individual creative solutions to communication assignments by use of a structured process 3. articulate in research and writing the contexts occupied by animation, computer animation and games to discuss, criticise and evaluate their own and others' work, including the legacy of animation, film and media studies 4. develop innovative and effective strategies, techniques, production processes and presentation skills	Students learn cognitive skills through • presentations by professional practitioners, practical group coursework assignments involving external visits and interviews with practitioners, originating and delivering presentations to peer groups with accompanying written synopsis (1,2) • Lectures, seminars, tutorials, individual research, critical essays, research portfolios and practical coursework assignments (3) • demonstrations and practical coursework in studio and specialist workshops areas (4) **Assessment Method** Students' cognitive skills are assessed by • practical coursework (1-4) • presentation of outcomes to peer groups, written reports in support of practical work (4) • written coursework and research portfolios (1,3)

C. Practical skills	Teaching/learning methods

On completion of the programme the successful student will be able to:
 	
   1   use sequential moving images to effectively and imaginatively communicate information, ideas and arguments
 	
   2   realise and prepare animation for presentation through a variety of processes to a professional level
 	
   3   use industry standard computer applications proficiently
 	
   4   operate safely, competently and effectively in specialist workshop areas and with technology: 3D games and animation software and hardware, video and stills photography, sound recording editing and mixing
	Students learn practical skills through
	
	● practical coursework assignments which are supported by small peer group seminars encouraging discussion and feedback of each stage in the development of solutions (1,2)
	
	● introductory workshops focused on developing initial skills, to enable further self directed learning through practical coursework assignments (3)
	
	● inductions and demonstrations by technical and academic staff in specialist workshop areas (4)
	
	Assessment Method
	Students' practical skills are assessed by
	●practical coursework assignments (1-4)
	●presentations and critiques used as formative assessment (1-4)
	●evidence of participation at inductions and workshop demonstrations (4)

D. Graduate Skills	Teaching/learning methods
On completion of this programme the successful student will be able to: 1 work effectively individually and when appropriate as part of a team 2 communicate effectively in writing and orally 3 learn effectively 4 use information technology proficiently 5 work accurately with numbers and measurement 6 manage personal and career development	Students acquire graduate skills through • compulsory modules involving coursework assignments supported by workshops, seminars, tutorials and practical groups (1,2,3,4,5) • integrated elements in project assignments at all levels which encourage teamwork, communication and personal and career development (1,2) • set project requirements which demand an appreciation of scale, proportion, format, sequence and other numerical specifications (4) • assignments which demand an appreciation of time constraints, forward planning, problem definition and research (3,4,5) • evaluation and group assessment of outcomes in order to develop oral and written communication skills (2) • written assignments including dissertations based on independent and tutor-led research (2, 4) **Assessment method** Students' graduate skills are assessed by • practical individual and group coursework assignments and exercises (1,2,3,4,5,6) • written assignments and exercises, and presentations combining oral and visual elements (1.2.3.4.5)

12. Programme structure (levels, modules, credits and progression requirements)

12. 1 Overall structure of the programme

The 3D Animation and Games programme at Middlesex University is a three-year full-time course of study, at the end of which successful students are awarded a BA Honours 3D Animation and Games degree.

The programme is normally studied over two terms per year followed by a period of assessment.

The undergraduate programme consists of a range of modules, the satisfactory completion of which enables students to accumulate the credit points required at each level in order gain an honours degree.

The emphasis at level four is on introducing the historical, practical and aesthetic diversity of the study area and the breadth of approaches to producing 3D Animation. This includes an introduction into

Animation storytelling, CGI fundamentals and asset production for Game and Virtual reality. The focus shifts at level five, to developing your research, critical and practical skills, including more independent and experimental briefs. At level six the focus is on the student developing his/her own specialist pathway in negotiation with tutors. This work concentrates on researching, critically reflecting, producing and documenting work to high academic and professional standards.

The honours degree requires the completion of 360 credits: 120 credits at Level 4, 120 credits at Level 5 and 120 credits at Level 6.

At level four students take one 90 credit module within animation, and one 30 credit module of animation Theory & Research.

At level five students take one 90 credit module within animation, and one 30 credit module of animation Theory & Research.

At level six students take one 90 credit module within animation and one 30 credit Critical and Contextual Research Project module.

12.2 Levels and modules

Starting in academic year 2016/17 the University is changing the way it references modules to state the level of study in which these are delivered. This is to comply with the national Framework for Higher Education Qualifications. This implementation will be a gradual process whilst records are updated. Therefore the old coding is bracketed below.

Level 4		
COMPULSORY	OPTIONAL	PROGRESSION REQUIREMENTS
Students must take all of the following: **VCD1501** *90 credits* **VCD1502** *30 credits*		Successful completion of all compulsory modules

Level 5		
COMPULSORY	OPTIONAL	PROGRESSION REQUIREMENTS
Students must take all of the following: **VCD2501** *90 credits* **VCD2502** *30 credits*		Successful completion of all compulsory modules

Level 6		
COMPULSORY	OPTIONAL	PROGRESSION REQUIREMENTS
Students must take all of the following: **VCD3501** *90 credits* **VCD3930** *30 credits*		Successful completion of all compulsory modules

12.3 Non-compensatable modules (note statement in 12.2 regarding FHEQ levels)	
Module level	Module code
4	VCD1501, VCD1502
5	VCD2501, VCD2502
6	VCD3501, VCD3930

13. A curriculum map relating learning outcomes to modules
See Curriculum Map attached

14. Information about assessment regulations
Please see University Regulations: www.mdx.ac.uk/regulations/

Automatic deferral is not permitted on any modules within the Programme. Students wishing to defer must consult the Assessment Officer. |

15. Placement opportunities, requirements and support (if applicable)
Formal placements are not part of the programme but short work experience opportunities offered by outside animation companies and the National Film and Television School are matched to suitable students where possible by programme staff.

16. Future careers (if applicable)
The programme supports graduates' future career development through the attainment of professional practice and academic research skills, attendance at professional lectures and presentations, the opportunity to work on 'live' briefs and enter games and animation competitions, animation festivals, work experience, the production of a website, showreel and professional portfolio and participation in the graduate degree show.

17. Particular support for learning
Students are supported in their learning by staff in Library Resources addition to the academic and technical staff within the programme.

- Library Resources including specialist books, journals, videos, DVDs, slides, special collections
- Subject-dedicated librarian
- Special induction sessions provided by the Library Resources
- Technical staff and dedicated workshops
- Optional programme specific field trip to Europe or North America
- Graduate exhibition in a public venue
- Live projects set by industry professionals |

18. JACS code (or other relevant coding system)
W21O

19. Relevant QAA subject benchmark group(s)
QAA Honours degree subject benchmark statements: Art and design, history of art, architecture and design

20. Reference points
The following reference points were used in designing the programme: •   Middlesex University Guide & Regulations: www.mdx.ac.uk/regulations/ •   QAA Subject Benchmark Statements for Art and Design •   QAA Framework for Higher Education Qualifications •   Middlesex University Learning and Teaching Policy and Strategy •   Middlesex University Strategic Plan

Please note programme specifications provide a concise summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve if s/he takes full advantage of the learning opportunities that are provided. More detailed information about the programme can be found in the student programme handbook and the University Regulations.

Curriculum map for BA (Honours) 3D Animation and Games

This section shows the highest level at which programme outcomes are to be achieved by all graduates, and maps programme learning outcomes against the modules in which they are assessed.

Programme learning outcomes

Knowledge and understanding		Practical skills	
A1	The extent and diversity of contemporary professional practice	C1	Use animation to effectively and imaginatively communicate information, ideas and arguments to a professional level
A2	The wide ranging employment opportunities available in the field of animation and related areas, the potential and management of career development	C2	Realise and prepare animation solutions for presentation and production through a variety of processes to a professional level
A3	The relevance and significance of social, aesthetic, theoretical and historical contexts in which animation and computer animation operate	C3	Use design industry standard computer applications proficiently
A4	A variety of media and formats appropriate to the presentation and reproduction of animation	C4	Operate safely, competently and effectively in specialist workshop areas and with technology: design and animation software and hardware, video and stills photography, sound recording, editing and mixing
Cognitive skills		Graduate Skills	
B1	Identify, analyse and define animation issues and use sound judgement to evaluate solutions to them	D1	work effectively individually and when appropriate as part of a team
B2	Develop imaginative and individual creative solutions to communication assignments by use of a structured process	D2	communicate effectively
B3	Articulate in research and written form the historical, aesthetic and cultural context occupied by animation and computer games to discuss, criticise and evaluate their own and others' work	D3	learn effectively
B4	Develop and use creative and effective process of visual communication: definition, research, development of solutions, presentation and evaluation of outcomes	D4	use information technology proficiently and work accurately with numbers and measurement
		D5	manage personal and career development

Programme outcomes																		
A1	A2	A3	A4	B1	B2	B3	B4	C1	C2	C3	C4	D1	D2	D3	D4	D5		
Highest level achieved by all graduates																		
6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6		

Module Title	Module Code and Level	Programme outcomes																
		A1	A2	A3	A4	B1	B2	B3	B4	C1	C2	C3	C4	D1	D2	D3	D4	D5
Introduction to Animation	VCD15O1	x		x	x					x	x	x					x	
From Pencil to Pixel	VCD15O2	x		x		x		x	x	x	x				x	x	x	
Animation Practice and Creative Workshops	VCD25O1	x			x	x		x		x	x	x		x		x		x
Animation and Digital Cultures	VCD2502	x		x	x		x	x	x	x				x	x		x	
Major Projects and Professional Portfolio Development	VCD35O1		x	x			x	x		x	x	x	x		x		x	x
Critical and Contextual Proposition Research Essay	VCD3930	x	x	x		x	x	x	x		x			x	x	x	x	x