

Foundation Degree (FDA) Animation

at Hereford College of Arts



UNIVERSITY OF GLOUCESTERSHIRE VALIDATED DEGREE SCHEME Programme Specification

1. Qualification	2. Programme Title
Foundation Degree (FDA)	Animation

3. Programme Type
Modularised

4. UCAS Code
Route A: WW26 Route B: EW26

5. Main Purpose and Distinctive Features of the Programme
<p>Main purpose:</p> <p>This course aims to equip students with the skills necessary to successfully enter the animation and visual communication industries.</p> <p>Special features:</p> <p>This course aims to develop creative practitioners who are able to produce innovative animation outcomes for emerging Media Arts industries and formats</p>
<p>Aims</p> <p>This course aims to provide students with:</p> <ol style="list-style-type: none">1. The knowledge and critical understanding of animation principles and the way in which such principles are applied in practice.2. The ability to apply underlying concepts and principles outside the context in which they were first studied, and apply those concepts to a professional application.3. A range of established animation techniques to initiate and develop ideas, and respond creatively to a variety of animation projects.4. Opportunities to communicate effectively to a range of specialist and non-specialist audiences.5. To develop a range of qualities and transferable skills necessary for employment within the industry and to potentially progress on to higher level qualifications.

Learning Outcomes

Students graduating with an FdA Animation qualification will be able:

1. To clearly demonstrate a personal visual language and apply this to variety of animation situations.
2. To produce animation work for a variety of different contexts and platforms.
3. To clearly demonstrate their understanding of contemporary professional working practices within the animation industry, and be able to provide clear evidence of their potential ability to work within a professional environment.
4. To demonstrate a clear understanding of the relationship between contemporary critical and contextual discourse and their own studio based practice, and be able to communicate this understanding appropriately to selected specialist and non-specialist audiences.

6. What a Graduate Should Know and be able to do on Completion of the Programme

To gain the qualification the student will have demonstrated i) subject knowledge and understanding ii) cognitive skills iii) discipline-related practical and professional skills and iv) other general skills and capabilities specified in the learning outcomes for modules within the programme.

i) Knowledge and understanding in the context of the subject <ul style="list-style-type: none">• Demonstrate a good understanding of visual language and animation principles and be able to apply this knowledge appropriately and with confidence.• Demonstrate a good understanding of a range of historical and contextual issues specific to the specialist subject.	ii) Cognitive skills <ul style="list-style-type: none">• Generate a range of appropriate responses to a diverse range of subject specific communication problems.• Use a range of ideas generating techniques appropriately.• Gather and analyse information using a variety of sources and references.• Construct informed opinions about subject specific contextual issues.	iii) Subject-specific practical/professional skills <ul style="list-style-type: none">• Use the creative process appropriately and effectively in a variety of subject specific situations.• Use visual language in order to communicate appropriately in a variety of situations, to a range of different audiences.• Use a range of subject specific software and hardware devices confidently and appropriately• Demonstrate an understanding of a range of specialist techniques/technological implications appropriate to the specialist area.	iv) General/transferrable skills <ul style="list-style-type: none">• The ability to communicate clearly and effectively in a range of different professional situations.• The ability to work both individually and as a member of a team.• The ability to complete work using a limited financial budget, and to a deadline.• Use a range of hardware and software devices confidently and appropriately.• Evaluate their own strengths and weaknesses and make informed judgements on how to improve them further.
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7. Qualities, Skills and Capabilities Profile

The educational and training goals of the programme seek to promote and demonstrate the following qualities, skills, capabilities and values in the student:

A. Intellectual

- The ability to analyse, develop, design, produce and evaluate creative responses to visual and subject specific problems.
- The ability to research, analyse, contextualise and produce informed responses and opinions about a range of historical and contextual issues.
- The ability to think laterally and use a variety of ideas generating techniques appropriately.

B. Practical

- The ability to design, produce and present animation work to professional standards.
- The ability to produce creative design outcomes using a range of industry standard software and hardware devices.
- The ability to use a diverse range of subject specific materials, techniques and processes to produce creative outcomes.

C. Personal and Social

- The ability to work effectively as an individual and as a member of a team.
- The ability to present information clearly and effectively to a range of different audiences.
- The ability to plan, prioritize and work effectively to a deadline.
- The ability to understand and follow subject specific health and safety guidelines.
- The ability to understand and follow subject specific legal, moral and ethical guidelines, including equal opportunities.
- The ability to research, analyze, understand and make informed judgements about a number of contextual issues.

7. Main Subjects, Levels, Credits and Qualifications

Level 1

Cultural Studies 1	20 credits
Discourse	20 credits
Introduction to Creative Practice	20 credits
Drawing Methodologies	20 credits
Narrative & Sequence	20 credits
Fundamentals of Animation	20 credits

Successful completion of 120 credits resulting in the award of Certificate of Higher Education and progression to level 2

Level 2

Cultural Studies 2	20 credits
Discourse & Professional Studies	20 credits
Personal Identity	20 credits
Design For Screen	20 credits
Competition & Commission	20 credits
Negotiated Practice	20 credits

Successful completion of 120 credits resulting in the award of FdA Animation

FdA Animation Full-Time Structure

Level 1

Cultural Studies 1 CS1	Media Arts Discourse MAD1	MA2 Drawing Methodologies	MA1 Introduction to Creative Practice
		MA7 Fundamentals of Animation	MA4 Narrative & Sequence

Level 2

Cultural Studies 2 CS2	Specialist & Professional Discourse D2	MA8 Personal Identity	MA11 Design For Screen
		MA16 Competition & Commission	MA17 Negotiated Practice (Showreel)

8. Assessment

i) Main Features of the Programme's Overall Assessment Scheme

Assessment is both formative and summative, and is continually applied within the course structure.

ii) Methods of Assessment

Project based design work
Presentations in seminar
Written essays
Research folders