

# **MODULE SPECIFICATION PROFORMA**

Module Code:	ARD544					
Module Title:	Animation for so	ciety				
Level:	5	Credit Value:		20		
Cost Centre(s):	GADC	JACS3 code: HECoS code:		W615 100057		
Faculty:	Arts, Science and Technology		Module Leader:	Marta Madrid		
Scheduled learni	ng and teaching h	ours				50 hrs
Guided independent study			150 hrs			
Placement			0 hrs			
Module duration (total hours)			200 hrs			
Programme(s) in which to be offered (not including exit awards)  Core Option					Option	
BA(Hons) Animation					<b>✓</b>	
Pre-requisites						
N/A						

Office use only

Initial approval: 01/05/2018 Version no:1

With effect from: 01/09/2019

Date and details of revision: Version no:

#### **Module Aims**

- To introduce students to the planning, design and production of informative animated film for social purpose.
- To manage team work and engage in a collective project.
- To create symbolic communicative elements with informative purposes in a sequence of moving images with sound.

### **Intended Learning Outcomes**

### Key skills for employability

- KS1 Written, oral and media communication skills
- KS2 Leadership, team working and networking skills
- KS3 Opportunity, creativity and problem-solving skills
- KS4 Information technology skills and digital literacy
- KS5 Information management skills
- KS6 Research skills
- KS7 Intercultural and sustainability skills
- KS8 Career management skills
- KS9 Learning to learn (managing personal and professional development, self-

management)

KS10 Numeracy

At the end of this module, students will be able to		Key Skills	
Plan, design and produce an informative anim social purpose.	Dian design and produce an informative enimeted film for	KS1	KS5
		KS3	KS7
	Social pulpose.	KS4	KS6
2 Manage team		KS2	
	Manage team work and engage in a collective project	KS9	
		KS8	
3 r	Create symbolic communicative elements with informative	KS7	
		KS8	
	purposes in a sequence of moving images with sound.	KS10	

#### Transferable skills and other attributes

- Work behaviour: focusing on tasks, organisation of working spaces
- Assertive attitude among team members
- Time management
- Decision making and negotiation skills
- Social skills

Derogations	
None	

Accoccn	nont.
Assessn	nent:

Indicative Assessment Tasks:						
Students will be required to produce coursework in response to set assignments that demonstrates the students' ability to plan, design, and create an informative animated short film with a social purpose.						
Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)	Duration (if exam)	Word count (or equivalent if appropriate)	
1	1-3	Coursework	100			

## **Learning and Teaching Strategies:**

- Lectures will provide students with analytical skills to design an informative film.
- Assignments will enable students to create an motion graphics informative short film.
- Software workshops will provide students with the technical skills needed to complete the assignments.
- Tutorial guidance, group critique and student seminars will underpin of the conceptual development and understanding of the team project.

### Syllabus outline:

This module challenges students to work in teams to design, manage and create an animated informative with a social purpose. Students will work collaboratively to learn to plan, manage and develop a project. This will involve learning to communicate ideas between team members and manage team work dynamics. Students are expected to develop their symbolic thinking skills and plan a sequence of graphics in motion with a clear agreed purpose.

### **Indicative Bibliography:**

### **Essential reading**

Martin, L., P. (2006). *Visual communication: images with messages*. Belmont, CA: Thomson Wadsworth

Martin, L. P. (2012), *Visual communication: images with messages.* 6<sup>th</sup> ed. Cengage Learning, Inc. £68

Joao A., B. (2015). <u>Motion Graphics Ergonomics: Animated Semantic System, for Typographical Communication Efficiency</u>. *Procedia Manufacturing*, 2015 (3): 6376-6379.

Joao A., B. (2015), <u>Motion Graphics Ergonomics: Animated Semantic System, for Typographical Communication Efficiency</u>. *Procedia Manufacturing*, 2015 (3): 6376-6379.

### Other indicative reading

Curran, S. (2000). *Motion graphics: graphic design for broadcast and film*. Gloucester: Rockport.