



UNIVERSITY OF
PORTSMOUTH

COURSE SPECIFICATION

BA (Hons) Animation

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COURSE SPECIFICATION

Course Title	<i>BA (Hons) Animation</i>
Final Award	<i>BA (Hons)</i>
Exit Awards	<i>CertHE, DipHE, BA</i>
Course Code / UCAS code (if applicable)	<i>U1912PYC / W615</i>
Mode of study	<i>Full Time</i>
Mode of delivery	<i>Campus</i>
Normal length of course	<i>3 years, 4 years with placement</i>
Cohort(s) to which this course specification applies	<i>September 2019 intake onwards</i>
Awarding Body	<i>University of Portsmouth</i>
Teaching Institution	<i>University of Portsmouth</i>
Faculty	<i>Faculty of Creative and Cultural Industries</i>
School/Department/Subject Group	<i>School of creative Technology</i>
School/Department/Subject Group webpage	<i>School of Creative Technologies</i>
Course webpage including entry criteria	<i>BA (Hons) Animation</i>
Professional and/or Statutory Regulatory Body accreditations	<i>Joint Audio Media Education Support (JAMES)</i>
<u>Quality Assurance Agency Framework for Higher Education Qualifications (FHEQ) Level</u>	<i>Level 6</i>

This course specification provides a summary of the main features of the course, identifies the aims and learning outcomes of the course, the teaching, learning and assessment methods used by teaching staff, and the reference points used to inform the curriculum.

This information is therefore useful to potential students to help them choose the right course of study, to current students on the course and to staff teaching and administering the course.

Further detailed information on the individual modules within the course may be found in the relevant module descriptors and the Course Handbook provided to students on enrolment.

Please refer to the [Course and Module Catalogue](#) for further information on the course structure and modules.

Educational aims of the course

The Programme aims to equip students to work as practitioners in the production and management of industries related to animation and visualisation, as well as providing a broad based experience of the subject. In addition, and more generally, the course aims to:

- Provide a challenging, stimulating and self-rewarding study environment.
- Promote global career aspirations by including study topics on industrial professional practice and study skills.
- Accommodate student needs in relation to maximising their career potential by enabling them to develop knowledge, understanding and skills in their chosen subject area.
- Promote career aspirations by including study topics on general professional practice and study skills.
- To develop a framework allowing students to follow a flexible and coherent programme of study
- To enable students to study a subject area and to develop subject specialist interests and knowledge
- To provide a broad historical knowledge of animation and related production
- To provide a detailed knowledge of the subject and its contexts
- To enable students to develop a high level of skills in critical judgement
- To enable students to develop a high standard of communication skills.

Course Learning Outcomes and Learning, Teaching and Assessment Strategies

The [Quality Assurance Agency for Higher Education \(QAA\)](#) sets out a national framework of qualification levels, and the associated standards of achievement are found in their [Framework for Higher Education Qualifications](#) document.

The Course Learning Outcomes for this course are outlined in the tables below.

A. Knowledge and understanding of:

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
A1	The value of research, concept, production, project management and production and/or postproduction in creative practice.	Lectures, workshops, group work formative feedback through 1-1 tutorials	Portfolio, presentations, essays and exams
A2	Industrial software and technologies and their applications.		
A3	The broad critical and contextual dimensions of the Animation discipline (A&D)		
A4	knowledge of the underlying concepts and principles associated with Animation, and an ability to evaluate and interpret these within the context of the Animation Industry		
A5	Values and responsibilities in production		

B. Cognitive (Intellectual or Thinking) skills, able to:

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
B1	Generate ideas independently and/or collaboratively in response to set briefs and/or self-initiated activity		

	(A&D).	Lectures, workshops, group work, formative feedback through 1-1 tutorials	Essays, portfolio and presentations
B2	Articulate and synthesise their knowledge and understanding, attributes and skills in effective ways in the context of creative practice, employment, further study research and self-fulfilment (A&D).		
B3	Apply, consolidate and extend their learning in different contextual frameworks and situations both within and beyond animation (A&D).		
B4	Manage and exploit the interaction between intention, process and outcome, context and the methods of dissemination (A&D).		
B5	Demonstrate research and information retrieval skills, including ability to gather, integrate and organise material critically and evaluate its significance within appropriate intellectual and cultural frameworks (A&D).		

C. Practical (Professional or Subject) skills, able to:

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
C1	Demonstrate skills in the key production processes and professional practices relevant to animation and cultural and communicative industries, and ways of conceptualising creativity and authorship (CP, CMF&CS)	Lectures, workshops, group work, formative feedback through 1-1 tutorials	Portfolio
C2	Explore the relationship between audiences, clients, markets and/or participants (A&D)		
C3	Use and manage appropriate software and hardware to produce designed outcomes.		
C4	Project manage based on an animation brief.		
C5	Use and manage appropriate software and hardware to produce designed outcomes.		

D. Transferrable (Graduate and Employability) skills, able to:

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
D1	Communicate effectively through visual, oral and written means.		
D2	Continually develop knowledge and implementation of I.T. as well as problem-solving strategies.		
D3	Network in a professional context		

D4	Teamwork effectively	Lectures, workshops, group work, formative feedback through 1-1 tutorials	Essays, portfolio
D5	Promote own work and develop strategies for career development		

Academic Regulations

The current University of Portsmouth [Academic Regulations](#) will apply to this course.

Support for Student Learning

The University of Portsmouth provides a comprehensive range of support services for students throughout their course, details of which are available at the [MyPort](#) student portal.

In addition to these University support services this course also provides student support through dedicated Academic and Creative skills tutors, and Student Support Advisor.

In addition to these University support services this course also provides access to:

CCI Creative Careers: Support to add degree-related and relevant work experience for CV building including a work placement year, summer or short internships and part-time work.

CCI Creative Skills: One to one support sessions and group tutorials in creative software and skills relevant to CCI courses and future careers.

CCI Academic Skills: Access to resources to support learning strategies and techniques through one to one tutorials or group workshops.

CCI Student Support Advisor: Help to find appropriate academic, pastoral or practical support. Specialist equipment and facilities relevant to the course.

Evaluation and Enhancement of Standards and Quality in Learning and Teaching

The University of Portsmouth undertakes comprehensive monitoring, review and evaluation of courses within clearly assigned staff responsibilities. Student feedback is a key feature in these evaluations, as represented in our [Policy for Listening to and Responding to the Student Voice](#) where you can also find further information.

Reference Points

The course and outcomes have been developed taking account of:

- [University of Portsmouth Curriculum Framework Specification](#)
- [University of Portsmouth Strategy](#)
- [University of Portsmouth Code of Practice for Work-based and Placement Learning](#)
- [Quality Assurance Agency UK Quality Code for Higher Education](#)
- [Quality Assurance Agency Qualification Characteristic Statements](#)
- [Quality Assurance Agency Subject Benchmark Statement: Art and Design \(A&D\), History of Art, Architecture and Design \(HAAD\), Communication, Media, Film and Cultural Studies \(CMF&CS\), Computing \(C\)](#)
- [Quality Assurance Agency Framework for Higher Education Qualifications](#)
- Requirements of Professional and/or Statutory Regulatory Bodies: **Joint Audio Media Education Support (JAMES)**

- Vocational and professional experience, scholarship and research expertise of the University of Portsmouth’s academic members of staff
- National Occupational Standards

Disclaimer

The University of Portsmouth has checked the information provided in this Course Specification and will endeavour to deliver this course in keeping with this Course Specification. However, changes to the course may sometimes be required arising from annual monitoring, student feedback, and the review and update of modules and courses.

Where this activity leads to significant changes to modules and courses there will be prior consultation with students and others, wherever possible, and the University of Portsmouth will take all reasonable steps to minimise disruption to students.

It is also possible that the University of Portsmouth may not be able to offer a module or course for reasons outside of its control, for example, due to the absence of a member of staff or low student registration numbers. Where this is the case, the University of Portsmouth will endeavour to inform applicants and students as soon as possible, and where appropriate, will facilitate the transfer of affected students to another suitable course.

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