Programme Specification

Every taught course of study leading to a UAL award is required to have a Programme Specification. This summarises the course aims, learning outcomes, teaching, learning and assessment methods, and course structure. Programme Specifications are developed through course validation and are formally approved by UAL Validation Sub Committee (VSC). They are available to prospective students through the course web page, and must be reviewed on an annual basis to ensure currency of information (for example, following any modifications or local developments).

Awarding Body Professional, Statutory or Regulatory Body (PSRB)	University of the Arts London (UAL)
Teaching Institution	Central Saint Martins
Final Award	MA Character Animation
Length of Course	Extended Full Time (EFT): Two years (60 weeks)
UCAS code	Not applicable
Date of production/revision	May 2017

This section is available to provide any introductory information on the course. It might include explanation of the position of courses which form a named pathway within an 'umbrella' programme.

Course Aims

The aims of the course identify the rationale underlying the student's educational experience and own personal achievement from studying on the course and its affect upon the student's long term achievement and career.

This course aims to prepare you for professional practice within the animation sector. During the course you will develop your ability to instigate and author work that is creatively and technically innovative and centred around "Character Animation". The course will enable you to understand and position your work within contemporary practice. It will foster and strengthen your understanding of visual culture, animation history and theory and will allow you to progress to a higher research degree.

Course Outcomes

The course enables the student to demonstrate the following subject knowledge and understanding, intellectual and academic skills, practical subject skills, key attributes and transferable skills. Each outcome should be detailed below.

The outcomes that you will have demonstrated upon completion of the course, are:

Outcome:	A sophisticated understanding of the field of character animation, both in terms of artistic production and academic study.
Outcome:	Sophisticated and high level application of technical knowledge in character animation.
Outcome:	High level skills of observation, analysis and representation of the structure, mechanics and characteristics of human and animal movement.
Outcome:	Applied knowledge and skills relating to character performance methodologies. With the ability to animate personality, emotions and interaction between characters at a professional standard.
Outcome:	Critically locate yourself within the discipline and profession and the capability to innovate through practice-based research methods.
Outcome:	The ability to research, critically analyse and present aspects of animation history and theory through both written and verbal means.
Outcome:	Independent, critically challenging and informed decision making evidenced through instigating, managing and realising creative solutions, working both autonomously and as a team.

Learning and Teaching Methods:

Provide a summary of the relevant learning and teaching methods for the course (i.e. lectures, seminars, independent learning).

- Lectures;

- Workshops;

- Discussions and critiques;

- Simulated work experience;

- Individual and group tutorials, participation in group critiques ('crits');

- Assignment guidance and assessment arrangements;

- Self-initiated research and development of projects.

Scheduled Learning and Teaching

State the notional learning hours and provide a percentage breakdown of timetabled teaching and learning activities per level.

Scheduled Learning and Teaching – this is the percentage of your time spent in timetabled learning and teaching. You are expected to study for 1,800 hours over 60 weeks; below is the amount of time which is timetabled activity. The rest of your learning time will be self-directed, independent study.

Percentage of time spent in timetabled learning and teaching – 32%

Assessment Methods:

Provide a summary of the relevant assessment methods for the course.

There are two principal forms of assessment:

Formative assessment takes place through critiques and Personal Tutorials, and is primarily intended to provide the student with effective feedback and guidance on their development, helping them to learn more effectively.

Summative assessment is the summation of the assessment activity that has taken place during the Unit, and results in a recommended grade for their achievement. It is carried out by at least two members of staff, normally tutors who have taught the Unit, and is used to determine whether they have satisfactorily achieved all the Learning Outcomes of the Unit; to judge the level at which the student has achieved the Learning Outcomes i.e. the recommended letter grade. Each summative unit assessment will be assessed 'holistically': Holistic Assessment is the practice of awarding a single grade for a submission which comprises one or more component(s).

Holistic assessment of achievement as demonstrated through:

- Character animation practical work;

- Verbal and visual work and presentations and pitches;

- Written work;

- Peer and self-critical evaluation;

- Experimentation and technical competence;

- Personal and professional development

Reference Points

List any policies, descriptors, initiatives or benchmark statements used in the development of the course.

The following reference points were used in designing the course:

- The Learning and Teaching policies of the University of the Arts London

- College policies and initiatives

- HE Level 7 Descriptors

- Art and Design Benchmark statement

- External and professional individuals

Programme Summary

Programme structures, features, units, credit and award requirements:

List the course details that constitute the agreed student entitlement for this course. This should include unit titles and credit, types of learning, and details of tutorial support. If the course includes a work or study placement (including Dip Professional Studies), the duration and a summary of expectations around arrangements must be highlighted.

MA Character Animation runs for 60 weeks EFT over two years. The course is divided into three units; each unit has 60 credits with the whole course credit-rated at 180 credits. Summative assessment is conducted for each unit. All units must

be passed in order to achieve the MA but the classification of the award of MA is derived from the mark for Unit 3 only.

In exceptional circumstances, you may be able to exit successfully achieving 60 credits (Graduate Certificate) or 120 credits (Graduate Diploma).

Under the Framework for Higher Education Qualifications the Levels for a MA are: Level 7.

Each unit descriptor indicates the number of learning hours associated with that unit. The proportion of hours devoted to types of learning will vary according to the purpose and nature of the unit.

<u>Outline of the course</u>

The Stages of the Course

Year 1: Unit 1 Character and movement analysis (Week 1-20) 60 Credits

Unit 1 is designed to advance the core understanding of character animation principles. Animation techniques will be comprehensively covered and applied to traditional pencil-drawn, 2D and 3D digital techniques in a series of short creative exercises. The critical analysis of motion, including the articulation of movement, anatomy, timing, weight and effort will be supported by contextual studies in life drawing, acting, animation history and theory.

During Unit 1, students will record their work in progress and critically reflect on their creative process and demonstrate their contextual and academic research through a blog.

Year 1 & 2: Unit 2 Characterisation studies (Week 21-30 Year 1 and Week 1-10 Year 2) 60 Credits

Unit 2 is designed to enable the students to build a narrative based effective real character performance and to become a self-sufficient, critical practitioner, confident to pursue their own goals.

During this unit we focus on two animated Projects "Character and sound" and "Character and action" in these projects students will bring together strong character performances both working as an individual (Character and sound) and also working within a team (Character and action).

This unit will be accompanied by a written essay examining a related theoretical

topic. Throughout this Unit, students will be encouraged to contextualise and present their ideas confidently in public through project proposals, research, essays, reports, critical/analytical blogging, pitching and group critiques ('crits').

Year 2: Unit 3 Final Project (Week 11-30) 60 Credits

Unit 3 is designed to enable students to self-direct a longer narrative character driven film. This unit focuses on the interaction of film language and character animation to produce a short film.

A networking environment will be encouraged through a programme of visiting practitioners who will specialise in all aspects of filmmaking to support and aid the academic and professional development of the students. Film screenings alongside discussions and collaboration will advance their personal development. Students will be encouraged to contextualise and present their ideas through scholarly and practical research, in support of the development of their character film.

Distinctive features of the course:

Identify and list those characteristics that distinguish your course from other, similar courses. Refer to both the student experience on the course and future possible career opportunities.

Emphasis on acquiring and developing high-level core animation skills.

The course focuses on narrative and character and works closely with other courses in the Programme to develop the necessary skills. This learning is articulated through 'films', many of which are produced collaboratively.

Unlike many competing courses, MA Character Animation specialises in animated character performance within a narrative, rather than the 'expert operation' of specific software packages. The course, therefore, prioritises applications from visual artists or designers who specialise in figurative work and who want to explore narrative-based practice, applying specialist movement psychology in a performance-led approach to animation. The course has a proven track record in providing technical learning to enable more than sufficient confidence in the use of software to evidence, through 'film', understanding of narrative, characters and their interrelationship.

Visits by industry professionals. Around 20 different Animation professionals look at students work and give comments and feedback. Many of these professionals do not teach elsewhere and bring a unique viewpoint from professional practice.

Three hours life drawing every week delivered by a professional life drawing tutor/animator. This is to help improve the students' understanding of anatomy.

Applicants are expected to have developed a strong individual visual language, which the course nurtures and develops. However, in parallel, students are required to maintain and extend a wider visual and stylistic repertoire maximising their opportunities for professional practice.

Both individual and collaborative projects. The course encourages students to make films on their own and also to work in teams, so that they understand the necessity of having to work with other people and with different disciplines.

As part of the curriculum the course works with a range of clients to provide short films for Museums, Theatre Companies, Archives, Television Companies and NFP organisations, for different contexts and audiences: exhibitions, websites, TV Programmes.

Emphasis on a conservatoire style of teaching of acting for animation. Located within the Drama and Performance programme, we value the work of actors and acting teachers and we are heavily influenced by the techniques used in this style of teaching.

Recruitment and Admissions

Selection Criteria

The criteria used to make a decision on selection must be fully listed. It must be clear how an applicant's suitability to study on the course as demonstrated at the pre-selection and/or interview stage will be judged (good practice examples are available through the Programme Specification Guidance). Procedures for selection must adhere to the Equal Opportunities Policy of UAL.

We normally interview all applicants to confirm the appropriateness of the postgraduate course to your needs and your potential to succeed on the course. Selection for interview is by submission of an online portfolio.

We select applicants using the following criteria:

- The quality of the applicant's observation;

- Visualisation skills as evidenced in the portfolio;

- The commitment and potential to realise your objectives within the timeframe of the postgraduate course.

Entry Requirements

List the academic entry requirements relevant to the course, noting any requirements that are above the UAL minimum, or any course specific grade requirements. Language requirements such as IELTS must also be provided. Entry requirements will constitute the standard, conditional offer for the course.

We consider applicants who have already achieved an educational level equivalent to an Honours degree. You can demonstrate this educational level by:

- Having a relevant Honours degree or an equivalent academic qualification;
- Having a professional qualification recognised as equivalent to an Honours degree;
- Prior experiential learning, the outcome of which can be shown to be equivalent to formal qualifications otherwise required;
- A combination of formal qualifications and experiential learning that, taken together, can be shown to be equivalent to formal qualifications otherwise required. Strong drawing skills (both of human beings and animals);
- Strong design skills (composition of shots, depth, understanding of the representation of three dimensions).

English language requirements
All classes are conducted in English. If English is not your first language you will be asked to provide evidence of your English language ability in order to apply for a Visa, enroll, and start your course. The English language requirement for entry for this course is:

- IELTS 6.5 with a minimum of 5.5 in any one paper, or equivalent.

For further information visit: http://www.arts.ac.uk/study-at-ual/language-centre/language-requirements/.
Applicants who will need a Tier 4 General Student Visa should check the http://www.arts.ac.uk/study-at-ual/international/immigration-and-visas/ page which provides important information about UK Border Agency (UKBA) requirements.

Course Diagram

Insert a course diagram which includes; units and their credit values, plus credit values per year/level, category of units (i.e. core or specialist), progression routes, years/levels of the course, any other relevant characteristics that distinguishes the course

Year One

| Xmas | Easter | Summer |

wk: 1 2 3 4 5 6 7 8 9 10 | 11 12 13 14 15 16 17 18 | 19 20 | 21 22 23 24 25 26 27 28 | 29 30 |

⇩ Unit 1: Character and Movement Analysis (60 credits)   ⇩ Unit 2: Characterisation studies (60 credits)

Formative Assessment | Summative Assessment | Formative Assessment

Year Two

| Xmas | Easter | Summer |

wk: 1 2 3 4 5 6 7 8 9 10 | 11 12 13 14 15 16 17 18 | 19 20 | 21 22 23 24 25 26 27 28 | 29 30 |

⇩ Unit 2: Characterisation studies (cont.) (60 credits) ⇩ Unit 3: Final Project (60 credits)

Summative Assessment | Formative Assessment | Summative Assessment