

Module code: MOD005734		Version: 4 Date Amended: 29/Jul/2021	
1. Module Title			
Sequential Practice			
2a. Module Leader			
Inbal Leitner			
2b. School			
Cambridge School of Art			
2c. Faculty			
Faculty of Arts, Humanities, Education and Social Sciences			
3a. Level			
4			
3b. Module Type			
Standard (fine graded)			
4a. Credits			
30			
4b. Study Hours			
300			
5. Restrictions			
Type	Module Code	Module Name	Condition
Pre-requisites:	None		
Co-requisites:	None		
Exclusions:	None		
Courses to which this module is restricted:	BA (Hons) Animation and Illustration		

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

In this module you will explore the nature of sequential images as it is found within the practices of illustration and animation. Through practical investigations, analysis and experimentation you will examine the broad range of expressive possibilities that lie within sequential visual storytelling. The range of tasks and briefs will ask you to engage with a diversity of approaches, media and processes that will encourage you to query fixed notions of what sequential image and animation is and can be. You will gain a practical understanding of core principles of time-based narrative, such as sequence, duration, movement, the interplay of sound and image, presentation platforms and audience interaction. With a focus on personal development and expression, these briefs enable you to develop your concept and narrative development skills as well as encourage imaginative creative interpretation. Central to the module is the development of your abilities to evidence research, investigation and reflection.

You will work with traditional, high tech and low-tech digital and experimental methods and materials through studio and location based projects, using techniques such as stop motion, direct animation, puppetry, animated GIF, but also sequential book forms page lay-out, projection and interaction. You will create work that emphasises a balance between personal creative language and applied practice.

Ongoing presentations, oral and written crits, discussions, peer group critiques and other forms of formative assessment of smaller tasks and larger assignments will be throughout the module. Summative assessment will be based on a portfolio of required artefacts, which should contain developmental work, written reflections and finished pieces.

6b. Outline Content

- Research and analysis of sequential practices
- Practice-research of core principles of time-based narrative
- Media, processes and materials: uses and applications of narrative and sequential design
- Media, processes and materials: uses and applications of animation methods
- Concept development processes and methods
- Teambased learning

6c. Key Texts/Literature

The reading list to support this module is available at: <https://readinglists.aru.ac.uk/>

6d. Specialist Learning Resources

Mac computer suites with appropriate and current animation software

Studio recording space and equipment: for stop-motion setup

Audio visual recording equipment

Networked personal mobile device

Rostrum cameras

Green Screen Recording facilities

3D material workshop

Tools and puppet crafting materials

7. Learning Outcomes (threshold standards)

No.	Type	On successful completion of this module the student will be expected to be able to:
1	Knowledge and Understanding	Develop a personal visual language
2	Knowledge and Understanding	Conceptualise and apply narrative ideas demonstrating movement, duration and sequence
3	Knowledge and Understanding	Demonstrate a principle understanding and ability in a range of animation and visualization technologies and methods.
4	Intellectual, practical, affective and transferrable skills	Demonstrate the ability to address given briefs and meet presentation deadlines.
5	Intellectual, practical, affective and transferrable skills	Critically apply and investigate a range of visual research methods.
6	Intellectual, practical, affective and transferrable skills	Constructively contribute and collaborate in group and team projects.

8a. Module Occurrence to which this MDF Refers

Year	Occurrence	Period	Location	Mode of Delivery
2025/6	ZZF	Template For Face To Face Learning Delivery		Face to Face

8b. Learning Activities for the above Module Occurrence			
Learning Activities	Hours	Learning Outcomes	Details of Duration, frequency and other comments
Lectures	6	1-6	6 hrs. 1 hour every other week (6 hours total).
Other teacher managed learning	66	1-6	66 hours (up to 6hrs/week) combined scheduled seminars, workshops, group tutorials, briefing sessions, critiques, reviews and associated activities and guided supervised learning in the form of studio practice and technician supported workshops.
Student managed learning	228	1-6	Use of open access studio, workshop and computer suites. Research in libraries, museums and galleries. Offsite and location working. Further support available through technician and studio supervision.
TOTAL:	300		

9. Assessment for the above Module Occurrence					
Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
010	Coursework	1-6	100 (%)	Fine Grade	30 (%)
Portfolio of animation artefacts containing both developmental work and finished pieces comprising the equivalent to 6000 words. Portfolio must include written components, including a Written reflections totalling around 500-700 words.					

<p>In order to pass this module, students are required to achieve an overall mark of 40% (for modules at levels 3, 4, 5 and 6) or 50% (for modules at level 7*).</p> <p>In addition, students are required to:</p> <p>(a) achieve the qualifying mark for each element of fine graded assessment as specified above</p> <p>(b) pass any pass/fail elements</p> <p>[* the pass mark of 50% applies for all module occurrences from the academic year 2024/25 – see Section 3a of this MDF to check the level of the module and Section 8a of this MDF to check the academic year]</p>
