Module Definition Form (MDF)

Module code: MOD008648	**Version:** 3 **Date Amended:** 20/Jan/2025

1. Module Title
Animation

2a. Module Leader
Jennifer Nightingale

2b. School
Cambridge School of the Creative Industries

2c. Faculty
Faculty of Arts, Humanities, Education and Social Sciences

3a. Level
5

3b. Module Type
Standard (fine graded)

4a. Credits
15

4b. Study Hours
150

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) Film and Media		

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

In this module you'll develop critical and practical skills in the field of animation. You'll be introduced to a range of conventional and experimental work that helps to inform practical and conceptual understanding focussing on the frame-by-frame manipulation of shape, colour and form over time. You'll work in a number of ways encompassing analogue approaches, to working with the digital image and we encourage you to take an ideas-driven and experimental approach to the production practices.

Key aspects of animation are explored, from colour and form in geometric abstraction (Hans Richter, Viking Eggling, John Whitney, Ion Lucin), animated mark making in camera-less films (Lye and Brakhage), type in title sequences (Saul Bass), time-based infographic communication (Max Hattler) and GIFs. You'll explore various techniques including camera-less, 2D animation stop motion (cell and rotoscoping), pixelation, 8 bit animation, and computer-based animation and we'll look at how these are used in both industry and artistic and creative practices.

6b. Outline Content

- 16mm painting on film/Animated Soundtracks
- Key historical movements, applications and contexts of animation
- Seminal practitioners, practices and texts
- Animation techniques, aesthetics and terminology
- Frame manipulation
- Video animation
- Film animation
- Computer animation
- Presentation on the final idea
- Final piece
- Production journal

6c. Key Texts/Literature

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

6d. Specialist Learning Resources

- A designated space for Animation.
- Video edit suites/specialist software.
- Animation stands.
- 16mm projector.
- DVD player and projector.
- Video cameras.

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	Demonstrate creative and critical understanding of the aesthetics and terminology of the process of animation, the manipulation of frames, different kinds of processes and techniques.
2	Knowledge and Understanding	Address critically the intentions and objectives of animation in the broader communicative and cultural domains.
3	Intellectual, practical, affective and transferrable skills	Demonstrate creative and technical skills in the operation of appropriate computer software and video cameras.
4	Intellectual, practical, affective and transferrable skills	Display awareness of the conventions and practices of animation and provide evidence of growing competence in the manipulation of film stock and the use of steenbecks and splicers.

8a. Module Occurrence to which this MDF Refers				
Year	**Occurrence**	**Period**	**Location**	**Mode of Delivery**
2026/7	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	0	None	None
Other teacher managed learning	36	1-4	3-hour workshop weekly
Student managed learning	114	1-4	Researching/designing project, shooting editing and production journal
TOTAL:	150		

9. Assessment for the above Module Occurrence

The assessment for some modules includes a presentation (see below for details on how this particular module is assessed). We recognise that presenting, especially to a large group, can cause significant anxiety or distress for some students. If this may affect you, please contact your Module Leader or the Disability and Neurodiversity Service as early as possible. We will work with you to consider appropriate reasonable adjustments. Depending on your individual needs, these might include, for example, presenting to a smaller group or presenting only to a member of academic staff.

Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
010	Practical	1, 3, 4	80 (%)	Fine Grade	30 (%)
3- 5 min video showreel					
Assessment No.	**Assessment Method**	**Learning Outcomes**	**Weighting (%)**	**Fine Grade or Pass/Fail**	**Qualifying Mark (%)**
011	Practical	1, 2, 4	20 (%)	Fine Grade	30 (%)
Journal. Comprising of text, visual research and pre-production materials (equivalent to a 1000-word essay)					

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*).

In addition, students are required to:
(a) achieve the qualifying mark for each element of fine graded assessment as specified above
(b) pass any pass/fail elements

[* 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]