Module Descriptor

Title	Creative Animation		
Session	2025/26	**Status**	
Code	COMP08088	**SCQF Level**	8
Credit Points	20	**ECTS (European Credit Transfer Scheme)**	10
School	**Computing, Engineering and Physical Sciences**		
Module Co-ordinator	John McQuillan		

Summary of Module

This is a module in the Computer Animation Arts programme. This module develops creativity in animation, and introduces the student to animation outside the computer. The student is presented with problems that must be solved using basic tools and specific traditional animation techniques (such as stop-motion). Students are introduced to different techniques over the first half of the module while working as groups on short projects. Students will further develop the team working, management and planning skills necessary for all forms of animation. In the second half of the module students work as individuals on a short animation using one or more of the techniques explored in the first half.

This module embeds the key "I am UWS" graduate attributes and in particular: Academic Universal Critical Thinker Analytical Inquiring Work Ready Knowledgeable Digitally Literate Problem-solver Successful Autonomous Innovative Personal Universal Emotionally-intelligent Ethically-minded Culturally aware Work Ready Effective communicator Motivated Successful Creative Imaginative Resilient Professional Universal Collaborative Research-minded Work Ready Potential leader

Module Delivery Method	**On-Campus[1]**	**Hybrid[2]**	**Online[3]**	**Work -Based Learning[4]**
	☒	☐	☐	☐

Campuses for Module Delivery	☐ Ayr ☐ Dumfries	☐ Lanarkshire ☐ London	☐ Online / Distance Learning ☐ Other (specify)

[1] Where contact hours are synchronous/ live and take place fully on campus. Campus-based learning is focused on providing an interactive learning experience supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus contact hours will be clearly articulated to students.

[2] The module includes a combination of synchronous/ live on-campus and online learning events. These will be supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus and online contact hours will be clearly articulated to students.

[3] Where all learning is solely delivered by web-based or internet-based technologies and the participants can engage in all learning activities through these means. All required contact hours will be clearly articulated to students.

[4] Learning activities where the main location for the learning experience is in the workplace. All required contact hours, whether online or on campus, will be clearly articulated to students

			☒ Paisley			
Terms for Module Delivery	Term 1	☐	Term 2	☒	Term 3	☐
Long-thin Delivery over more than one Term	Term 1 – Term 2	☐	Term 2 – Term 3	☐	Term 3 – Term 1	☐

Learning Outcomes	
L1	This module develops creativity in animation. The student is presented with problems that must be solved using basic tools. Students are introduced to stop motion and conventional animation techniques and are required to develop team working skills and work autonomously on an individual project. This module will also reinforce the requirement for rigorous planning.
L2	Improvise and problem solve to create animation using a variety of tools.
L3	Demonstrate the ability to self-critique and reflect on the whole process of animation
L4	Assemble photographic material into an animated digital form suitable for the chosen delivery method.
L5	

Employability Skills and Personal Development Planning (PDP) Skills	
SCQF Headings	**During completion of this module, there will be an opportunity to achieve core skills in:**
Knowledge and Understanding (K and U)	**SCQF 8** Students will increase knowledge and understanding of animation techniques. Students will develop advanced skills in animation and will broaden their knowledge of animation techniques for conventional animation (created outside the computer).
Practice: Applied Knowledge and Understanding	**SCQF 8** Students will apply the techniques discussed in lectures and lab sessions to their own animation and solve problems in animation by integrating a variety of software into their animation projects.
Generic Cognitive skills	**SCQF 8** By avoiding the use of dedicated animation software, students are forced to take a creative approach to problem solving in animation projects.
Communication, ICT and Numeracy Skills	**SCQF 8** Students will develop the arithmetical skills necessary to plan and implement a variety of different conventional animation techniques. Students will be introduced to a range of software used for digital video and audio processing and use them for postprocesing and assembly of final animation in to a video format.
Autonomy, Accountability and Working with Others	**SCQF 8** Students will engage in group and individual project work. In the group work students will be required to manage resources others will depend on for the successful completion of the group projects.

Prerequisites	**Module Code** COMP07011	**Module Title** 2D Computer Animation
	Other Equivalent to above for direct entry.	
Co-requisites	**Module Code**	**Module Title**

Learning and Teaching	
In line with current learning and teaching principles, a 20-credit module includes 200 learning hours, normally including a minimum of 36 contact hours and maximum of 48 contact hours. This module encourages a creative approach to animation away from the computer. Assessment is based on the creation of animation with limited resources and encourages creative problem solving as well as developing novel uses everyday objects in animation. Teaching is based around team based exercises followed by an individual project. All assessment is continuous.	
Learning Activities During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:	**Student Learning Hours** (Note: Learning hours include both contact hours and hours spent on other learning activities)
Lecture / Core Content Delivery	8
Laboratory / Practical Demonstration / Workshop	40
Asynchronous Class Activity	52
Independent Study	100
Please select	
Please select	
TOTAL	200

Indicative Resources
The following materials form essential underpinning for the module content and ultimately for the learning outcomes: 'The Animators Survival Kit' by R. Williams pub. Faber & Faber is recommended but not entirely essential. All essential material is covered in lectures or indicated online.
(N.B. Although reading lists should include current publications, students are advised (particularly for material marked with an asterisk*) to wait until the start of session for confirmation of the most up-to-date material)

Attendance and Engagement Requirements
In line with the Student Attendance and Engagement Procedure, Students are academically engaged if they are regularly attending and participating in timetabled on-campus and online teaching sessions, asynchronous online learning activities, course-related learning resources, and complete assessments and submit these on time. **For the purposes of this module, academic engagement equates to the following:** Attendance at all scheduled classes unless with reason for non-attendance. Submission of all coursework including non-graded class exercises. Clear and timely communication with

reasons for non-attendance or non-submission of/late coursework. Other areas of measure may also be used, including degree of access to University based online teaching resources. Students should note that the University has a minimum 80% attendance requirement in all modules. If you fall below this, you will be referred to the Student Success Team to see how we can best support your studies.

Equality and Diversity
The University's Equality, Diversity and Human Rights Procedure can be accessed at the following link: UWS Equality, Diversity and Human Rights Code. Aligned with the University's commitment to equality and diversity, this module supports equality of opportunity for students from all backgrounds and learning needs. Using the VLE, material will be presented electronically in formats that allow flexible access and manipulation of content. This module complies with University regulations and guidance on inclusive learning and teaching practice. This module has lab-based teaching and as such you are advised to speak to the Module Co-ordinator to ensure that specialist assistive equipment, support provision and adjustment to assessment practice can be put in place, in accordance with the University's policies and regulations.
(N.B. Every effort will be made by the University to accommodate any equality and diversity issues brought to the attention of the School)

Supplemental Information

Divisional Programme Board	**Computing**
Overall Assessment Results	☐ **Pass / Fail** ☒ **Graded**
Module Eligible for Compensation	☒ **Yes** ☐ **No** **If this module is eligible for compensation, there may be cases where compensation is not permitted due to programme accreditation requirements. Please check the associated programme specification for details.**
School Assessment Board	Creative Computing
Moderator	Patrick Walder
External Examiner	S Kennedy-Parr
Accreditation Details	
Module Appears in CPD catalogue	☐ **Yes** ☒ **No**
Changes / Version Number	1.08

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
Practical: consisting of two items of assessment, one group based, and one individual.
Assessment 2
Assessment 3
(N.B. (i) Assessment Outcomes Grids for the module (one for each component) can be found below which clearly demonstrate how the learning outcomes of the module will be assessed.

(ii) An indicative schedule listing approximate times within the academic calendar when assessment is likely to feature will be provided within the Student Module Handbook.)

Component 1							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
Portfolio of practical work	☒	☒	☒	☒	☐	100	48

Component 2							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
	☐	☐	☐	☐	☐		

Component 3							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
	☐	☐	☐	☐	☐		
Combined total for all components						100%	hours

Change Control

What	**When**	**Who**
Minor changes to wording to fit new format descriptor template	28/02/2025	