Module Descriptor

Title	Animation History		
Session	2025/26	**Status**	Active
Code	COMP09103	**SCQF Level**	9
Credit Points	10	**ECTS (European Credit Transfer Scheme)**	5
School	**Computing, Engineering and Physical Sciences**		
Module Co-ordinator	Dr Mark Carey		

Summary of Module

The module will cover a history of animation, including key developments and artists.

Students will study and evaluate a range of animation and the animators involved in their production, contextualising content and form. Students should appreciate the wide diversity of animation across different cultures and the approaches taken.

Students will be expected to observe, evaluate and analyse the production processes and resultant outcomes.

Students will be expected to present, discuss and explain the studied materials.

Students will gain a wide exposure to the industry at large and its output.

Familiarisation with film language and convention is expected.

The purpose of the content and scope of the module is:

- To contextualise present day production practices developed from those of the past.
- To widen students awareness of animation types and cultural differences in content.
- To encourage students to debate and discuss their subject at a deeper level.
- This module embeds the key "I am UWS" graduate attributes and in particular: Academic Universal Analytical Personal Universal Culturally aware Work Ready Effective communicator Motivated Successful Creative Imaginative Professional Universal Collaborative Research-minded Socially responsible

Module Delivery Method	On-Campus[1] ☒	Hybrid[2] ☐	Online[3] ☐	Work -Based Learning[4] ☐
Campuses for Module Delivery	☐ Ayr ☐ Dumfries	☐ Lanarkshire ☐ London ☒ Paisley	☐ Online / Distance Learning ☐ Other (specify)	

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	Demonstrate knowledge through contextualisation and justification of differing approaches and styles to animation content and output in relation to intended delivery, culture and audience.
L2	Identify and understand conventions of animation production through theoretical study.
L3	Develop communication skills through written, visual and verbal form.
L4	
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 9** Students will increase knowledge and understanding of historical and contemporary animated forms. Exposure to a wide range of animation will be provided in context to the interrelationship of the animated image and the process of production. Students will be able to draw a direct correlation between the development of animation production processes of the past with those of contemporary practice.

[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

	Students should challenge their predetermined expectations of animation in considering its liberties and restrictions as a medium.
Practice: Applied Knowledge and Understanding	**SCQF 9** Students will apply their knowledge of animation history by critically analysing and appraising historical context through verbal and written form. They will show understanding of their subject through the presentation of a cohesive argument which is justified and considered in detailing their thoughts and opinions on the subject.
Generic Cognitive skills	**SCQF 9** Students will critically analyse and evaluate current thoughts and conjecture on key animators of the past and the legacy of impact on the development of the field of animation production. Students will synthesise ideas and concepts to provide a clear flow of information which considers issues which are within the common understandings of the subject/discipline.
Communication, ICT and Numeracy Skills	**SCQF 9** Students are expected to communicate both through written material and oral presentation. Oral presentation should increase student confidence in public speaking and presentation/pitching skill. Written communication will provide skill essay writing and structure and accepted conventions of planning tools within the animation industry. Students will be expected to communicate their thoughts and rationale on both historical context and their original ideas. This will include precise clear instruction and justified rationale of the thought process in relation to their understanding of an application to animation production.
Autonomy, Accountability and Working with Others	**SCQF 9** Students will be expected to work both autonomously and in small groups. This will form the basis of both summative and formative assessment elements. Students will therefore be accountable to their own deadlines and other individuals that they will be working in partnership with.

Prerequisites	**Module Code** COMP07010 COMP07011	**Module Title** Introduction to Computer Animation 2D Computer Animation
	Other	
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. The module will be delivered by means of lectures and seminar sessions. Lectures are aimed at providing knowledge of animation types and their deconstruction. Seminars involve the observation of animation for understanding and contextualizing their place within the genre.

Seminars include student debate and discussion of animation and its key themes and developments. Students will be expected to undertake research topics and present their findings back to the seminar group through means of presentation and public speaking.

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	12
Tutorial / Synchronous Support Activity	36
Independent Study	152
Please select	
Please select	
Please select	
TOTAL	200

Indicative Resources

The following materials form essential underpinning for the module content and ultimately for the learning outcomes:

Animations as listed in the course content within the student handbook.

Wells, P. Understanding Animation. Routeledge.

Mascelli, J. The 5c's of Cinematography.

Beck, J. Animation Art

Thomas, B. Disney's Art of Animation.

Fabers, L. and Walters, H. Animation Unlimited.

Cavalier, S. The World History of Animation. Aurum Press Ltd

(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:
The School of Computing, Engineering and Physical Sciences considers attendance and engagement to mean a commitment to attending, and engaging in, timetabled sessions. You will scan your attendance via the scanners each time you are on-campus and you will login to the VLE several times per week. Where you are unable to attend a timetabled learning session due to illness or other circumstance, you should notify the Programme Leader that you cannot attend. Across the School an 80% attendance threshold is set. 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. Specialist assistive equipment, support provision and adjustment to assessment practice 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	John McQuillan
External Examiner	TBC
Accreditation Details	ScreenSkills
Module Appears in CPD catalogue	☐ **Yes** ☒ **No**
Changes / Version Number	

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
Presentation debating and discussing issues related to animation history.
Assessment 2
Essay debating and discussing issues related to animation history..
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**
Presentation and essay.	☒	☒	☒	☐	☐	100	200

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%	200 hours

Change Control

What	**When**	**Who**
Populated new descriptor template.	March 2025	Mark Carey
Changed delivery from T1 to T2.	March 2025	Mark Carey