Module Descriptor

Title	Animation Studio Production		
Session	2025/26	**Status**	Active
Code	COMP10025	**SCQF Level**	10
Credit Points	20	**ECTS (European Credit Transfer Scheme)**	10
School	**Computing, Engineering and Physical Sciences**		
Module Co-ordinator	John McQuillan		

Summary of Module

This module is intended to give the honours year student the opportunity to engage in a larger team-based project. The project will require fast but detailed planning and the allocation of work and resources between team members. The work will require a high degree of coordination within the team. Assessment is 100% continuous consisting of a series of short presentations, the production of planning documentation, and material, the final animation and a reflective document. The reflection should detail what the student has learned and how they have progressed over the course of the module, how they have performed within their team and how the team has performed. Each student within a team should be able to show developmental material for the final brief and will not be marked solely on the material displayed in the final animation.

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, Incisive, Innovative, Emotionally-intelligent, Ethically-minded, Effective communicator, Motivated, Creative, Imaginative, Resilient Professional, 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	☐ Online / Distance Learning	

[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		☐ 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	Prepare a detailed plan, including resource requirements, deadlines and duties according to a specified brief
L2	Critically assess the individual and group members' contribution to the overall work.
L3	To produce a final animation accompanied by critique and evaluation against the initial brief.
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 10** Integration of the differing techniques in the animation production pipeline, key for working within the medium to large scale animation industry, along with a detailed knowledge of a specialist area in the pipeline and how it relates to other specialisations.
Practice: Applied Knowledge and Understanding	**SCQF 10** Students must be able to demonstrate an ability to switch roles and apply knowledge of a range of techniques to modelling and texturing, and cinematographic problems.
Generic Cognitive skills	**SCQF 10** Students, in groups, must demonstrate the ability to define problems and delegate work to group members based on strengths and specialities. Critical review of work is carried out throughout the project, and students must demonstrate the ability to adapt to changes in specification.
Communication, ICT and Numeracy Skills	**SCQF 10** Students must be able to work with a range of software, plan and present ideas and progress.
Autonomy, Accountability and Working with Others	**SCQF 10** Students will be expected to work as part of a team and to gain the understanding that the successful completion of the project depends on the success of all of their individual contributions. The team will be expected to adhere to strict deadlines.

Prerequisites	**Module Code** COMP09028	**Module Title** Animation Project
	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. This module is heavilly influenced by industrial projects and practice and requires a high degree of teamwork and cooperation.	
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
Laboratory / Practical Demonstration / Workshop	36
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 resources required for the module will depend on the production undertaken but are likely to include 3D modelling and animation software and compositing software.
(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.
(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	Mark Carey
External Examiner	S Kennedy-Parr
Accreditation Details	Screen Skills
Module Appears in CPD catalogue	☐ **Yes** ☒ **No**
Changes / Version Number	2.10

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
Practical: consisting of team and individual based submissions. Work is continuously reviewed and critiqued.
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 team and individual 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**
Changes to wording for new descriptor template.	28/02/2025	John McQuillan
Change of description of assesment.	28/02/2025	John McQuillan