Module Descriptor

Title	Experimental Animation		
Session	2026/27	**Status**	
Code	GRAM09009	**SCQF Level**	L9
Credit Points	20	**ECTS (European Credit Transfer Scheme)**	10
School	**Business and Creative Industries**		
Module Co-ordinator	Dr Alison Clifford		

Summary of Module

This module introduces students to the various concepts, contexts and practices involved in the creation of experimental animation.

The module is practice-based, and students will examine the different approaches involved in structuring, manipulating and composing images in a time-based medium before creating their own creative works in response to a set brief. Students will also develop critical skills in understanding and appreciating the historical and contemporary context of experimental animation by exploring existing works.

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	X	Term 2		Term 3	☐

[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

Long-thin Delivery over more than one Term	Term 1 – Term 2	☐	Term 2 – Term 3	☐	Term 3 – Term 1	☐

Learning Outcomes	
L1	Demonstrate a broad and integrated knowledge and understanding of the creative contexts surrounding experimental animation artworks.
L2	Develop technical and aesthetic skills employing materials, media, techniques, methods, technologies and tools associated with 2D animation, required for the planning and creation of an experimental animation.
L3	Produce an experimental animation project and accompanying statement through independent study, demonstrating skill and imagination in response to a set 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 9** Demonstrate and/or work with: An understanding of the scope and defining features of experimental animation, and an integrated knowledge of its main areas and boundaries.
Practice: Applied Knowledge and Understanding	**SCQF 9** Apply knowledge, skills and understanding: In using a range of the principal professional skills, techniques, practices and/or materials associated with the experimental animation.
Generic Cognitive skills	**SCQF 9** Draw on a range of sources in making judgements.
Communication, ICT and Numeracy Skills	**SCQF 9** Use a range of ICT applications to support and enhance work.
Autonomy, Accountability and Working with Others	**SCQF 9** Exercise autonomy and initiative in some activities at a professional level in experimental animation practice.

Prerequisites	**Module Code**	**Module Title**
	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.

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	18
Laboratory / Practical Demonstration / Workshop	15
Tutorial / Synchronous Support Activity	15
Independent Study	152
Please select	
Please select	
TOTAL	200

Indicative Resources

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

Daniels, D., Naumann, S. and Thoben, J., 2011. See this sound. Köln: Verlag der Buchhandlung, Walther König.

Dobson, N., Honess Roe, A., Ratelle, A. and Ruddell, C., 2018. The Animation Studies Reader. Bloomsbury.

Furniss, M., 2019. Art in Motion, Revised Edition. Baltimore, Maryland: Project Muse.

Harris, M., Husbands, L. and Taberham, P. (2019). Experimental Animation. Routledge.

Keefer, C. and Guldemond, J., 2013. Oskar Fischinger, 1900-1967: Experiments in Cinematic Abstraction. Amsterdam: EYE Filmmuseum

Meyer, Trish and Chris Meyer (2016) After Effects Apprentice: Real World Skills for the Aspiring Motion Graphics Artist, Routledge

Wells, P., 2016. Understanding animation. London: Routledge.

Animation: An Interdisciplinary Journal (SAGE)

Animation Practice, Process & Production (Journal) (Intellect)

(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:

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	**Arts Media**
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	Arts and Media
Moderator	TBC
External Examiner	Dr Nikki Kane
Accreditation Details	
Module Appears in CPD catalogue	☐ **Yes** ☒ **No**
Changes / Version Number	

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
Portfolio of Practical Work: In response to a set brief, develop and create an experimental animation that demonstrates a range of techniques and materials. 80%
Assessment 2
Written statement: Produce a written project statement identifying the context and creative process underpinning a self-created experimental animation. 20%
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	☐	☒	☒	☐	☐	80	2

Component 2							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
Written Statement	☒	☐	☐	☐	☐	20	0.5

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
Move to Term 1 – Moderator TBC	March 26	A Clifford