Module Descriptor

Title	2D Computer Animation		
Session	2025/26	**Status**	Active
Code	COMP07071	**SCQF Level**	Level 7
Credit Points	20	**ECTS (European Credit Transfer Scheme)**	10
School	**Computing, Engineering and Physical Sciences**		
Module Co-ordinator	Peter Satera		

Summary of Module

This module concentrates on 'The principles of traditional animation' using 2D animation software. The lectures cover the foundation animation principles, exploring the marriage of animation theory with practical implementation using animation software. Students will be required to plan and create 2D animations that abide by 'The principles of animation'. These animations will be supported by production materials. Planning tools will also be used to carry out the preproduction process in evaluation of the motion prior to animating.

Topics covered include: The 'Tradigital' process of animation, timing and spacing, exposure sheets, walking, figurative animation, dialogue and facial animation together.

This module embeds the key "I am UWS" graduate attributes and in particular: ACADEMIC: -Universal - Analytical -Work Ready -Knowledgeable -Digitally Literate SUCCESSFUL: -Autonomous -Incisive PERSONAL: -Work Ready -Effective communicator -Motivated -Successful -Creative -Imaginative PROFESSIONAL: -Universal -Socially responsible -Work Ready -Ambitious -Successful -Driven - Transformational

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

[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

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	Use appropriate techniques to plan 2D animation
L2	implement 2D animation, to a brief, demonstrating knowledge and understanding of the principles of animation.
L3	Delivery of a portfolio of animations covering varied objectives.
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 7** Students will build on knowledge and understanding of animation techniques and will begin to develop core skills in character dynamics and animation.
Practice: Applied Knowledge and Understanding	**SCQF 7** Practical knowledge of communication and group work skills. Apply knowledge, skills and understanding in practical context.
Generic Cognitive skills	**SCQF 7** Students will learn to breakdown and analyse movement for translation in to animated form.
Communication, ICT and Numeracy Skills	**SCQF 7** Students will develop the numeric skills necessary to implement 2D animation techniques at a basic level. Students will be introduced to complex software used for the communication of information in 2D animated form
Autonomy, Accountability and Working with Others	**SCQF 7** Students will be supervised during coursework but will essentially work autonomously. Work, under guidance, with others to acquire an understanding of current professional practice.

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

	Other	
Co-requisites	**Module Code** COMP07010	**Module Title** Introduction to Computer Animation

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, tutorials and practical lab work aimed at developing the knowledge and skills required to confidently create 2D Animation. The lectures will introduce and deliver the essential theory of the principles of animation. The Follow-on lab work will enable students to put into practice what they have learned. Practical work will be facilitated with the use of 2D animation software within the lab space. Students will produce their own animations utilising preproduction techniques.

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	10
Tutorial / Synchronous Support Activity	10
Laboratory / Practical Demonstration / Workshop	40
Asynchronous Class Activity	70
Independent Study	70
Please select	
TOTAL	200

Indicative Resources
The following materials form essential underpinning for the module content and ultimately for the learning outcomes: ESSENTIAL: Graphics Tablet (Drawing Tablet) or alternative peripheral device (E.g. Screen Tablet). Other suitable reference/textbook covering timing and techniques in traditional animation. Access to appropriate 2D animation software which allows for traditional animation and audio.
(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. 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	John McQuillan
External Examiner	TBC
Accreditation Details	ScreenSkills
Module Appears in CPD catalogue	☐ **Yes** ☒ **No**
Changes / Version Number	2025.v01

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
Portfolio with Supporting Documentation
Assessment 2

Portfolio with Supporting Documentation
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 with Supporting Documentation	☒	☒	☒	☐	☐	100%	0

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**
New Descriptor Format	20.03.25	Peter Satera