Module Descriptor

Title	Visual Storytelling (10 point)		
Session	2026/27	**Status**	
Code	COMP07085	**SCQF Level**	7
Credit Points	10	**ECTS (European Credit Transfer Scheme)**	5
School	**Computing, Engineering and Physical Sciences**		
Module Co-ordinator	Patrick Walder		

Summary of Module

The module explores aspects of cinematography and staging in visual media, with a particular focus on film and animation. Basic rules of camerawork, composition and editing are introduced, and their application to specific narrative situations is discussed.

Students put these concepts into practice by developing their own storyboards, camera shots and scene layouts. Suitable software tools are used to create previsualisation footage that can be used to support story development, or to aid planning for complex sequences.

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	☐

[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

Learning Outcomes	
L1	Demonstrate knowledge and understanding of core concepts in cinematography and staging in visual media
L2	Apply appropriate techniques in scene layout, cinematography, and lighting to generate effective previsualisation sequences based on existing script or storyboard materials.
L3	
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** Understanding core concepts in cinematography and visual design for narrative media. Awareness of key techniques and approaches to staging in film and animation.
Practice: Applied Knowledge and Understanding	**SCQF 7** Application of appropriate staging techniques in the production of previsualisation resources for film and animation.
Generic Cognitive skills	**SCQF 7** Analysis and critical assessment of visual storytelling examples. Development of creative solutions to visual storytelling problems.
Communication, ICT and Numeracy Skills	**SCQF 7** Use of appropriate software tools to produce previsualisation resources for film and animation. Production of clear written documentation explaining staging decisions and ideas.
Autonomy, Accountability and Working with Others	**SCQF 7** Participation in group activities involving discussion, analysis and creation of visual narrative works.

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 is delivered as lab-based sessions aimed at developing relevant knowledge and skills. Classes will introduce and develop the essential underlying concepts common to visual storytelling and apply these to specific application areas.

The sessions will allow students to put into practice what they have learned by working within small groups on formative tasks. Student knowledge will be assessed through practical assignments that require implementation of the techniques covered in the module.

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)
Laboratory / Practical Demonstration / Workshop	18
Lecture / Core Content Delivery	6
Independent Study	76
Please select	
Please select	
Please select	
TOTAL	100

Indicative Resources

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

Notes and online resources

Brown, B. (2021). Cinematography: Theory and practice: for cinematographers & directors. New York: Routledge.

(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	Mark Carey
External Examiner	TBC
Accreditation Details	
Module Appears in CPD catalogue	☐ **Yes** ☒ **No**
Changes / Version Number	1.02

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
Assessment is through a portfolio of practical work derived from the class workshop activities. Formative exercises are incorporated into the workshop tasks, enabling students to gain feedback on their understanding and application of the module content before submitting their completed portfolio.
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	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
Update to new template	March 2025	Patrick Walder
Updated External Examiner	March 2026	Patrick Walder