Module Descriptor

Title	Visual Storytelling (20 point)		
Session	2026/27	**Status**	
Code	COMP07091	**SCQF Level**	SCQF 7
Credit Points	20	**ECTS (European Credit Transfer Scheme)**	10
School	**Computing, Engineering & 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	☐ Lanarkshire	☐ Online / Distance Learning
	☐ Dumfries	☐ London	☐ Other (specify)
		☒ Paisley	

[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

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 and understanding of core concepts in cinematography and staging in visual media
L2	Apply appropriate techniques in scene layout, cinematography and lighting to convey a narrative in visual form
L3	Use suitable 3D software tools to generate effective previsualisation sequences based on existing script or story development materials
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 Knowledge of core techniques in editing and camerawork, and their use in visual storytelling
Practice: Applied Knowledge and Understanding	SCQF 7 Application of appropriate techniques and approaches to staging in film and animation Use of 3D software in generating previsualisation resources for narrative sequences
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 visual narrative deliverables (eg. storyboard or 3D animatic) Production of clear written documentation explaining design decisions and concepts
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 introduce and develop the essential underlying concepts common to visual storytelling and apply these to specific application areas. The sessions allow students to put into practice what they have learned by working within small groups on formative tasks. Student knowledge is 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	36
Lecture / Core Content Delivery	12
Independent Study	152
Choose an item.	
Choose an item.	
Choose an item.	
TOTAL	200

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 attending and participating in all timetabled programme activities including on-campus and online teaching sessions, asynchronous

online learning activities, placement, work-based elements, 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	TBC
Accreditation Details	
Module Appears in CPD catalogue	☐ **Yes** ☒ **No**
Changes / Version Number	1.00

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**
	☒	☒	☒	☐	☐	100	

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 created based on previous delivery (COMP07074)	March 2026	Patrick Walder