



Module Descriptor

Title	Computer Animation Arts 4 Project		
Session	2025/26	Status	
Code	COMP10071	SCQF Level	10
Credit Points	60	ECTS (European Credit Transfer Scheme)	30
School	Computing, Engineering and Physical Sciences		
Module Co-ordinator	Patrick Walder		

Summary of Module

The Computer Animation Arts 4 Project is worth 60 credit points, and spans Terms 1 and 2 of the Honours year of the Computer Animation Arts degree, running as a single module in T1 and as a double in T2.

The Project provides an opportunity for students to demonstrate their creative skills and produce a major piece of work in an discipline of Computer Animation Arts in which they have a particular interest. Output from the module should be of a professional standard, and would be expected to form the cornerstone of a showreel - a principal requirement for employment in the animation industry. A broad range of potential project types and topics are permitted, with students being encouraged to develop their own project ideas subject to staff approval.

The Honours Project is an individual piece of work in which the responsibility for researching and producing the end product is the student's alone. Students will be expected to consult with, and report to, their project supervisor on a regular basis. Students will be expected to exhibit critical judgement in their work, to formulate their own project design goals, and to critique their final piece in the light of those goals. The assessment regime is intended to reflect this approach.

Module Delivery Method	On-Campus ¹	Hybrid ²	Online ³	Work -Based Learning ⁴
	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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	<input type="checkbox"/> Ayr <input type="checkbox"/> Dumfries		<input type="checkbox"/> Lanarkshire <input type="checkbox"/> London <input checked="" type="checkbox"/> Paisley		<input type="checkbox"/> Online / Distance Learning <input type="checkbox"/> Other (specify)	
	Terms for Module Delivery	Term 1	<input type="checkbox"/>	Term 2	<input type="checkbox"/>	Term 3
Long-thin Delivery over more than one Term	Term 1 – Term 2	<input checked="" type="checkbox"/>	Term 2 – Term 3	<input type="checkbox"/>	Term 3 – Term 1	<input type="checkbox"/>

Learning Outcomes	
L1	Demonstrate detailed knowledge and understanding within a specialism of computer animation and apply this in the context of a substantial development project.
L2	Plan and execute a substantial project autonomously, seeking guidance from a qualified practitioner where appropriate.
L3	Critically analyse and evaluate information from a variety of sources.
L4	Communicate complex ideas effectively, both verbally and in writing.
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 Detailed knowledge and understanding of theories and issues pertaining to a specialism of computer animation. Conduct research into current developments in a specialism of computer animation through appropriate methods of enquiry.
Practice: Applied Knowledge and Understanding	SCQF 10 Development of substantial, professional level output in the field of computer animation, applying appropriate development methodologies.
Generic Cognitive skills	SCQF 10 Specification and planning of a major computer animation project. Derivation of creative solutions for professional level problems in animation. Critical self-assessment, analysis and evaluation of a completed project.
Communication, ICT and Numeracy Skills	SCQF 10 Effective communication of design decisions taken on a project and the rationale for such decisions. Use of a variety of software tools to carry out content creation tasks, selecting the most suitable tool for each stage of the process. Confident and clear oral and written communication of complex ideas and concepts.

	Analysis of evaluation data to produce relevant and meaningful conclusions.
Autonomy, Accountability and Working with Others	SCQF 10 Creating, and adhering to, clearly defined goals and milestones within a long term development project. Working autonomously, but with reference to a supervisor, on a substantial development project.

Prerequisites	Module Code COMP09028	Module Title Animation Project
	Other	
Co-requisites	Module Code	Module Title

Learning and Teaching	
<p>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.</p> <p>As this is a project-based module, contact hours will include introductory discussions and workshops aimed at giving students clear guidance in developing their project aims and goals. In subsequent weeks they will meet regularly with an allocated supervisor. Both forms of interaction are included in the Synchronous Support Activity category below.</p> <p>The remaining time allocation will consist of independent research, planning and development work. The overall assessment will be based around the submission of preliminary planning material during the first semester, oral presentations describing progress through the project duration, and the completed product along with other planning and research documentation.</p>	
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)
Tutorial / Synchronous Support Activity	40
Independent Study	560
Please select	
Please select	
Please select	
Please select	
TOTAL	600

Indicative Resources
<p>The following materials form essential underpinning for the module content and ultimately for the learning outcomes:</p> <p>The resources required will depend on the area in which the project is based and will require to be discussed with project supervisor.</p>

(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	<input type="checkbox"/> Pass / Fail <input checked="" type="checkbox"/> Graded
Module Eligible for Compensation	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> 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	
Module Appears in CPD catalogue	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No
Changes / Version Number	1.08

Assessment (also refer to Assessment Outcomes Grids below)

Assessment 1
Practical (100%) [The project is practically oriented with the goal of producing an original artefact, along with accompanying documentation and analysis] Students receive detailed formative feedback on their work throughout the session via regular meetings with their supervisor.
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	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	100	0

Component 2							
Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		

Component 3							
Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Combined total for all components						100%	hours

Change Control

What	When	Who
Updated to new template; COMP09027 removed as pre-requisite	March 2025	Patrick Walder

