



School of Engineering and Built Environment

PROGRAMME SPECIFICATION

for

BSc

3D Animation & Visualisation

2016/2017

Programme Specification Pro-forma

1. GENERAL INFORMATION

1.	Programme Title:	BSc (Hons) 3D Animation & Visualisation
2.	Final Award:	BSc (Hons) 3D Animation & Visualisation
3.	Exit Awards:	University Certificate in Digital Design University Diploma in Digital Design BSc 3D Animation & Visualisation
4.	Awarding Body:	Glasgow Caledonian University
5.	Approval Date:	May 2014
6.	School:	School of Engineering and Built Environment
7.	Host Division/Dept:	Department of Computer, Communications and Interactive Systems
8.	UCAS Code:	2E4W
9.	PSB Involvement:	
10.	Place of Delivery:	City Campus
11.	Subject Benchmark Statement:	Art & Design, Computing
12.	Dates of PSP preparation/revision:	March 2014

2. EDUCATIONAL AIMS OF THE PROGRAMME

The BSc/BSc(Hons) 3D Animation and Visualisation is an applied computing and design programme which aims to produce graduates with the distinct specialist knowledge and skills required to satisfy the demands for the expanding digital sector. These graduates will be expected to attain highly developed technical and creative skills applying current industry standard 3D animation and visualisation software in a range of digital design solutions. These skills should satisfy the needs of employers in a number of areas including: film, television and broadcast media companies requiring 3D animation, 3D models, motion graphics, and special effects; the computer games industry requiring character, environment or asset designers; or architectural, product design or engineering practices requiring complex visualisations/simulations of concepts and prototypes.

The programme provides students with opportunities to develop their specialist knowledge alongside developing a range of transferable skills such as problem solving, project management, team working, presentation and interpersonal skills. These transferable skills will facilitate their performance in professional employment.

Students study a range of modules from across the Department of Computer, Communications and Interactive Systems, School of Engineering and Built Environment. Some distinct modules are in their specialist subject of 3D Animation and Visualisation (25% of the 4 year programme) while some modules are contextualised to their specialist subject e.g. Industrial Practice, or their specialist skills applied within problem solving scenarios e.g. in Integrated Projects (33% of the Programme). Other modules provide students with knowledge and skills necessary for and related to their specialist subject area (42%).

The programme aims to:

- provide students with the knowledge, competencies and skills to equip them for a career within an industry utilising 3D animation and/or visualisation expertise;
- develop students' awareness of current and future trends/developments in the area of digital design especially 3D animation and visualisation;
- develop students' ability to respond to design/project briefs and implement solutions based upon secure research strategies;
- develop student's ability to apply specialised knowledge and skills innovatively and creatively;
- provide students with opportunities to develop a range of transferable skills to facilitate their professional performance;
- provide articulation routes for students with appropriate prior accredited learning experiences;

- enable students to take responsibility for their own learning as they progress through the programme;
- enable students to develop skills in order to adapt to technology advancement and change.

Expected Levels of Attainment

- On successful completion of level 1 of study a student should have a basic knowledge, understanding and competency in software skills and the ability to apply to these skills to digital design solutions
- On successful completion of level 2 of study a student should have a sound knowledge, understanding and competency in software skills and the ability to apply to these skills to digital design solutions, responding to design/project briefs
- On successful completion of level 3 of study a student should have advanced knowledge, understanding and competency in software skills and the ability to select and apply to these skills to design/project problems, linking research to the development of digital design solutions
- On successful completion of level H study a student should have advanced knowledge, understanding and competency in software skills and the ability to select and apply to these skills to challenging/complex design/project problems, applying solid research strategies to the development of professional digital design solutions.

4. PROGRAMME STRUCTURES AND REQUIREMENTS, LEVELS, MODULES, CREDITS AND AWARDS

Year 1 **SHE1 Level**

Module Code	Module Title	Credit
M1W222965	Digital Photography and Image Manipulation	20
M1W622961	Visual Design Fundamentals	20
M1W222962	Drawing for Design	20
M1W222963	Fundamentals of 3D Modelling	20
M1W622964	Introduction to Animation	20
M1I322997	Integrated Project 1	20
Exit Award – Certificate of Higher Education in Digital Design		120

Year 2 **SHE2 Level**

Module Code	Module Title	Credit
M2W222968	Digital Video Media Production	20
M2W222966	3D Modeling & Digital Sculpting	20
M2I322921	Web Design Fundamentals	20
M2I622931	Human Computer Interaction	20
M2W222970	Introduction to 3D Animation	20
M2I322998	Integrated Project 2	20
Exit Award – Diploma of Higher Education in Digital Design		240

Year 3 **SHE3 Level**

Module Code	Module Title	Credit
M3W222972	Motion Graphics	20
M3W222993	Advanced Character Animation	20
M3W222971	3D Production for Industry	20
M3I323074	Research Skills & Professional Issues	20
M3W222995	Integrated Project 3	20
<i>1 Elective from:</i>		
M3I622934	User Psychology	20
M3I622991	Games Pre-Production Workshop	20
Exit Award – BSc Digital Design (3D Animation & Visualisation)		360

Year 4 **SHEH Level**

Module Code	Module Title	Credit
MHW222974	Creative Practice	20
MHW222992	Advanced 3D Visualisation and Animation	20
MHW222996	Honours Project	40
MHW222976	Industrial Practice	20
MHG513193	Portfolio	20
Exit Award – BSc (Hons) Digital Design (3D Animation & Visualisation)		480

8. ASSESSMENT REGULATIONS

The Glasgow Caledonian University Regulations

(<http://www.gcu.ac.uk/media/gcalwebv2/theuniversity/gaq/gaqfiles/assessmentregulations/University%20Assessment%20%20Regulations%202015-16%20Undergraduate.pdf>) apply to this programme

Assessment Rules and Honours Classification:-

- Minimum pass mark is (40%) for each module
- Overview of assessment details are provided in the Student Handbook for the programme and a copy of full assessment regulations are available from the University web site
- To qualify for an award students must complete all the programme requirements and obtain 360 SHEH credit points for the Unclassified degree (BSc) and 480 SHEH credit points for the Honours degree (BSc Hons)

Summary of classifications, marks and their interpretation for honours degree classification

<u>Classification</u>	<u>Marks</u>	<u>Interpretation</u>
1 st	70% - 100%	Excellent: Marks represent a first class performance
2 nd /Upper	60% - 69%	Very Good: Marks represent an upper second class performance
2 nd /Lower	50% - 59%	Good: Marks represent a lower second class performance
3 rd	40% - 49%	Satisfactory: Marks represent a third class performance

The calculation for the award and final classification of the Honours Degree is on the basis of the best 180 SHEH and SHE3 credits, of which a minimum of 90 must be at SHEH. The Dissertation/Project at level 4 must be included in this calculation.

If a student enters directly into Level H, then the marks from the taught 4th year only contribute to the award and final classification of the Honours Degree.

Role of External Assessor:

External Assessors are appointed to Undergraduate Assessment Boards by the School Learning and Teaching Committee.

The duties of an External Assessor will include the following:

- To moderate the work of the Internal Assessors in respect of the assessments under his/her jurisdiction
- To attend Assessment Boards at which the results of a final stage assessment will be determined
- To satisfy himself/herself that the work and decisions of the Assessment Board(s) are consistent with the policies and regulations of the University and best practice in higher education
- To ensure that students are assessed within the regulations approved by the University for the programme and to inform the University on any matter which, in his/her view, militates against the maintenance of proper academic standards
- To report annually to the University on the standards attained by students on the programme and on any other matters which may seem appropriate for report

