Programme Title	Year 0 Animation and Games Design
Awarding Body	Ravensbourne University London
Teaching Institution	Ravensbourne University London
Final Award	
Interim awards	N/A
UCAS Code	
QAA Subject Benchmark	Communication, Media, Film and Cultural Studies (2016) Art and Design (2016)
PRSB reference	
Mode of study	Taught, FT, 1 year
Date produced/amended	February 2019/ April 2019
Course Leader	Katharina Koall

Distinctiveness

By offering a Year 0 Animation and Games Design course, Ravensbourne provides students with a diagnostic stage within a 4-year degree programme, enabling them to confidently progress to Year 1, 2 and 3 in either Animation or Games Design.

The course is designed for students who have a clear focus on a particular specialism within Animation or Games Design, but do not yet have the portfolio for direct entry to Year 1 of an undergraduate programme. The course is seeking to develop their abilities, independence and awareness of the contemporary and historical contexts of their intended specialist areas so that they can confidentially embark on to Year 1.

Students will be introduced to a well-defined skillset to support a range of animation and games design practice. This includes concepting, digital development skills, asset creation, character animation techniques, game creation, scripting, storytelling techniques, life drawing, game mechanics, physical prototyping, as well as communication and presentation skills, research and idea development skills.

Students are given first insights into the industry and are taught within an open and inclusive design education that supports the development of the creative individual. They are encouraged to collaborate whilst developing their specialist portfolio and honing their professional skills, ethics and industry knowledge.

By the end of year 0, students are fully prepared to continue on to year 1 in Animation or Games Design. Alongside their portfolio, they will have had the opportunity to cultivate their creative voice and to think broadly and adaptively. They are able to take initiative, use strong communication skills, and have a strong global perspective.

The course seeks to encourage creativity, imagination and new ways of making, thinking and documenting. It aims to give students

- a learning environment based on the five key Ravensbourne principles of *Mindsets and Skillsets*.

- an understanding of the fundamentals of Animation and Games Design practice
- access to latest technologies, such as the Holoportal and VR software
- a broad-based grounding in students' chosen specialist area of either Animation or Games Design practice including the acquisition and articulation of appropriate knowledge and understanding;
- a command of essential practical, intellectual and transferable skills;
- encouraging the personal attributes necessary for independent learning and confident studentship;
- visual awareness, experience with a range of media and technical ability pertinent to Animation or Games Design;
- an understanding of the broad cultural contexts and ethics of the creative industries

Year 0, the first year of a 4-year degree, runs over one academic year during which students complete four units.
In term one they will begin a unit in Explorative Media and Design studies. They will also complete a unit in English Language. Which continues throughout Term 1 and 2 and provides the basic transferable skills necessary to underpin their practical and theoretical work.

In term two students commence their Specialist Study unit and engage in a series of projects designed to broaden their chosen discipline knowledge and skills of either Animation or Games Design. These will become more challenging as they move into term three to start the Final Major Project.

Students' learning is characterised by five key Ravensbourne principles:

Cultivate
Year 0 offers a wide-ranging approach to Cultivate, whereby the boundaries between academia and the skills and knowledge required by the wider spectrum of life and profession are met and expanded. The year imbues students with the need for both general and specifically targeted research, in order to inform general and specific aspects of creative practice in Animation or Games Design that they will then take to the next level in the following three years of the course. Their first year of UG cultivates students' understanding of creative practice in Animation or Games Design as a specific professional area, catering for its characteristic technical and conceptual requirements, aspects of work ethic, professionalism, team work and resilience. It extends the need to observe the world from a wide variety of viewpoints in order for students to be able to produce work that is meaningful to your audience.

Collaborate
Intrinsically linked to *Cultivate*, the first year of the 4-year degree in Animation/ Games Design sees collaboration as a fundamental aspect of creative practice. The individual is served by Cultivate holistically, but such skills are particularly relevant in the collaborative aspect of Animation and Games Design, which is a fundamental and highly inspiring aspect of creative work. Interdisciplinary practice is a consistent feature of the course, with opportunities for intra-disciplinary collaborations, but also work produced in collaboration with other HE courses.

Integrate

Professional environments are a feature of the course. Live projects, participation in ongoing exhibitions, interim and graduation shows, online broadcast and distribution projects, industry experienced lecturers, are some of the specific examples of the course's Integration of the academic world and the Animation and Games Design industry. Added to this, the course itself is designed overall with a professional mindset where creativity opens doors to the professional world. Students will spend time in exhibitions and other events, both as participants and as visitors, aware of the great importance of engaging and keeping abreast with the current work and events the Animation and Games Design industries offer.

Advocate

Projects pertaining Black History Month, The Common Cause and Preventing Prevent are some of the examples of specific projects that serve *Advocat*e. Social aspects are treated as an indivisible part of creative work on this course, constantly encouraging discussion in lectures and tutorials and inspiring students to use their creative process to address concerns. As a result, the work you produce never fails to address social and political concerns ranging from the issues of inequality, the environment to identity, gender, etc.

Originate

This course offers an organic and intuitive approach to technology. Students are trained in new forms of creative production within Animation and Games Design practice, but also in the old and historical where relevant. The course teaches students the use of technology as a form of design itself, including the design of new technologies whereby creative use and design of technologies are a foundational aspect of the creative work itself. Technology is not thought as a separate aspect of creative work or theory, but as an integrated aspect of it which impacts and is impacted by theory and practice.

Programme aims

- A broad-based grounding in students' chosen specialist area of either Animation or Games Design, including the acquisition and articulation of appropriate knowledge and understanding

- To prepare students for progression to year 1,2 and 3 at Ravensbourne

- A command of essential practical, intellectual and transferable skills;

- Encouraging the personal attributes necessary for independent learning and confident studentship

- Visual awareness, experience with a range of media and technical ability related to Animation or Games Design

- An understanding of the broad cultural contexts of the creative industries

- To develop diagnostic and problem solving skills in a design and media context

- To develop hardware and software knowledge suitable for Animation or Games Design practice

- An understanding of the fundamental principles of animation. Practising in both 2D and 3D techniques.

- To prepare you for a career in the digital creative industries in particular the area of games design and development.

- To ensure you have a strong cultural understanding of the contemporary media landscape and games as cultural artefacts.

- To provide an introduction to the fundamental transferable skills necessary for employment

Programme Learning Outcomes

The course provides opportunities for students to develop and demonstrate knowledge and understanding, qualities, skills and other attributes in the following areas.

On completion of the course students will be able to:

LO 1 Research/Inspiration

Select and evaluate information gathering techniques using a wide range of sources, providing visual, contextual and industry case-study research as appropriate.

Related Principle: ORIGINATE

LO 2 Concept/Ideation

Critically appraise and evaluate appropriate research materials to generate workable concepts or strategic project themes that inform and underpin project development.

Related Principle: ORIGINATE

LO 3 Development

Investigate potential pathways that result in appropriate solutions, informed by a systematic understanding of the principles of the creative process.

Related Principle: INTEGRATE

LO 4 (Pre) Production
Demonstrate systematic working knowledge, production skills, selection, application and understanding of a selection of processes, materials and methods that inform creative and academic practice.

Related Principle: COLLABORATE

LO 5 Presentation /Storytelling for Audience

Communicate projects creatively and professionally, whether in visual, oral or written form. Methods of presentation are appropriate to the audience/client and the purpose of the work.

Related Principle: ADVOCATE
LO 6 Critical and creative mindsets
Evaluate a range of critical approaches in order to form an independent position
Related Principle: ORIGINATE
LO 7 Employability
Effectively employ professional transferrable and employability skills, including the ability to manage time and work to clear briefs and deadlines, respond to set goals, and communicate effectively.
Related Principle: CULTIVATE
LO 8 Professional Identity
Align your professional identity as a practitioner with a viable career context.
Related Principle: CULTIVATE

Learning and Teaching methods	Assessment Strategy
Establish Core Skills. Understand key Principles. Directed activity will enable students to establish core skills and an understanding of key concepts. Lectures provide a key tool of directed learning, but activities will also include workshop tasks and problems solving exercises in the studio. Specified tasks will also be required for completion outside of formal classes, and independent study and unsupervised access to resources form an important element of student learning. Critique, group discussion and tutorial provide opportunities for directed analysis, examination, exploration and evaluation. The FMP will give students the opportunity to undertake increasingly self-directed activities. Students are expected to challenge established ideas through semi directed experimentation and informed speculation. They will develop an independent viewpoint through the synthesis of independent discovery and guidance provided by staff.	Students will receive feedback on their work during critiques, tutorials and group discussion. Peer review and feedback are also valuable within our assessment strategy. Formal feedback against learning outcomes and assessment is provided once a term alongside formative guidance. At the end of the last unit, summative assessment will take place in response to the submission of specified assessment evidence. All of the above will help students to enter with confidence into their chosen year 1 subject of either Animation or Games Design.

Unit Code	Unit Title	Credits
Year 0		
Unit 1	Design & Media Fundamentals	30
Unit 2	Themes in Contemporary Culture. English Language	15
Unit 3	Development of Creative Practice in specialist area of either Animation or Games Design	30
Unit 4	Specialist Study – Final Major Project	30
Unit 5	Final Major Project – Report	15
		120

Entry Requirements

Students will normally be expected to possess five GCSEs (grade C or above) or equivalent (including English) and also to hold at least one of the following or equivalent UK or international qualification:

• 2 A Levels (grades A-C) or 4 AS Levels (grades A-C)
• 2 vocational A Level (grades A-C)
• Advanced Diploma (grades A-C)
• International Baccalaureate (28 points or above)

Applications are positively welcomed from those who may not possess formal entry qualifications, mature students, those with work experience or with qualifications/experience other than those listed above. These applicants must demonstrate sufficient aptitude and potential to undertake the course.

Prospective students who fill none of the criteria are invited to contact the University and discuss their interest and subsequent suitability.

Selection Criteria

Ravensbourne will use a number of methods to assess an applicant's suitability for their course of choice. Primarily applicants are selected on the basis of:

· an applicant's prior academic achievement/qualifications and/or previous employment/life experience;
· assessment of the applicant's ability and aptitude to succeed on the course for which s/he has applied.

Students will be selected according to the generic criteria set out below:

Personal attributes

· shows commitment, enthusiasm and interest in the subject area
· initiative and problem solving
· ability to communicate

Creative process

· can generate ideas and use external sources to develop them
· ability to research an idea and follow it through to a finished product

Study skills

· can understand and organize information clearly
· can investigate and analyze information
· shows reasoning and intellectual curiosity

Professional skills

· has shown they can initiate and deliver projects
· can work in a team and with people with different skills
· has shown confidence with IT

Career aspirations

· understands the relevance of the course to her/his career ambitions
· understands current debates within industry

Accreditation of Prior Learning

Applications are welcomed from those who may not possess formal entry qualifications, mature students, those with work experience or with qualifications other than those listed above. Such applicants should demonstrate sufficient aptitude and potential to complete the course successfully. Applicants will be assessed at interview in accordance with Ravensbourne's Accreditation of Prior Learning Policy and Procedure.

Student Support	http://intranet.rave.ac.uk/display/SS/Student+Support
Assessment Regulations	http://intranet.rave.ac.uk/display/RA/Assessment+-+UG+and+PG

Animation	Year 0				Year 1				
Course LOs	Ani and GD Fundamentals	Themes in contemporary culture	Development of creative practice	FMP	Char Mod& Rig	Animation Perform	Animation Industry	Elective 1	Elective 2
LO1	x	x		x		x			
LO2	x	x				x	x	x	
LO3	x		x	x	x	x		x	x
LO4			x	x	x	x			x
LO5			x	x			x	x	x
LO6		x							
LO7							x		
LO8					x		x		

Animation	Year 2					Year 3	
Course Los	Char Mod& Rig	Animation Perform	Animation Industry	Elective 1	Elective 2	Portfolio	FMP
LO1		x				x	x
LO2		x	x	x		x	x
LO3	x	x		x	x	x	x
LO4	x	x	x		x	x	x
LO5			x	x	x	x	x
LO6						x	x
LO7			x			x	
LO8	x		x			x	x

Games Design	Year 0					Year 1			
Course LOs	Ani and GD Fundamentals	Themes in contemporary culture	Development of creative practice	FMP	102	103	104	105
LO1	x	x		x	x			
LO2	x	x		x	x	x		
LO3	x		x	x		x	x	x
LO4			x	x		x		x
LO5			x	x			x	
LO6		x			x			
LO7							x	x
LO8								

Games Design	Year 2					Year 3		
Course LOs	202	203	204	E1	E2	302	303	3.4
LO1						X		
LO2		X	X			X		
LO3	X	X			X			X
LO4	X		X					X
LO5			X		X			
LO6					X			X
LO7		X	X	X			X	X
LO8	X	X	X			X	X	X

Description of the Course

This first year of your four-year course in Animation or Games Design course seeks to encourage your creativity, imagination and new ways of making, thinking and documenting.

This course is for you if you have a clear focus on a particular specialism in either Animation or Games Design, but you do not yet have the portfolio for direct entry to year 1 of an undergraduate programme.

This new curriculum provides you with the necessary creative, practical and academic skills required to enter Year 1 of Animation or Games Design with confidence.

The course aims to give students

- a broad-based grounding in Animation or Games design including the acquisition and articulation of appropriate knowledge and understanding;
- a command of essential practical, intellectual and transferable skills; such as digital development skills, character animation techniques, game creation, scripting, modelling, storytelling techniques, coding, life drawing and game mechanics among others
- encouraging the personal attributes necessary for independent learning and confident studentship; including the cultivation of research and communication skills
- visual awareness, experience with a range of media and technical ability;
- an understanding of the broad cultural contexts of the creative industries;
- make students look, see and think.

Level 0 runs for one academic year during which students complete four units. In term one students will begin units in **Design and Media Fundamentals** which provide the basic transferable skills necessary to underpin students' practical and theoretical work.

Students commence their **Specialist Study unit (FMP)** in term 3 and engage in a series of projects designed to broaden their discipline knowledge and skills, which become more challenging as the year progresses.

The **Design and Media fundamentals unit** which students complete in Term 1 provides them with basic skills in two and three-dimensional audiovisual communication and media. The subject matter of this unit complements and threads through work in the **Specialist Study** and the **Themes of Contemporary Culture unit**. The **Design & Media fundamentals unit** supports students in developing their ability to visually record and respond to their creative experiments and contextual research.

In Term 2, students' progress onto the **Development of Creative Practice unit**, which asks students to hone in on their skills and build on the D&M fundamentals unit. The **Themes of Contemporary Culture unit** introduces students to the broad historical movements which have impacted on the contemporary practice of design, media and communication and in the last century. There will be an emphasis on regular accompanied visits to and engagements with museums, galleries and commercial organisations. Students will be encouraged to use London as a cultural reference. This contextual studies unit will inform and support work undertaken in the **Specialist Study unit (FMP)** encouraging students to understand specific significant industry

developments within their own subject specialism, both in a historical context and through research into contemporary practice within their specialist field.

The **Themes of Contemporary Culture unit**, and the **Development of Creative Practice unit** will continue into term 2, with a greater focus given towards academic and technical preparation for progression to year 1. The **Specialist Study unit** (FMP) will fully commence during this term, building upon previous projects in Terms 1 and 2, and preparing students to confidently progress onto the next stage of your chosen course.

Academic Framework – Course Diagram

	Term 1	Term 2	Term 3
Year 0 120 credits	Induction *(Inc. contribution from Theory)* 0 credits		
	Subject Unit 1 30 credits	Unit 3 30 credits	Unit 4 Final Major Project 30 credits
	Theory Unit 2 Themes in Contemporary Culture English Language 15 credits		Unit 5 Final Major Project - Report 15 credits

	Term 1	Term 2	Term 3
Year 1 Games Design 120 credits	*Induction 0* *credits*	C18101 Themes in Contemporary Culture 15 credits	
	GMD18102 *Introduction to Games Design* 15 credits	GMD18104 Concept Art, Digital Development and Play 30 credits	
	GMD18103 Games Creation 30 credits	GMD18105 Digital Prototyping for Games 30 credits	

	Term 1	Term 2	Term 3
Year 1 Animation 120 credits	Induction *(Inc. contribution from Theory)* 0 credits	C18101 Themes in Contemporary Culture 15 credits	
	ANI18103 Modelling to Camera 15 credits		**ANI18105 Visual Narrative** 30 credits
	ANI18102 Animation Fundamentals 30 credits	**ANI18104 Human and Creature Mechanics** 30 credits	

Year 2 Games Design 120 credits	C18201 ⁻ Part 1 *Big Ideas and Philosophies* *(7.5 out of 15 credits)*		C18201 ⁻ Part 2 *Dissertation Proposal* *(remaining 7.5 out of 15 credits)*
	Cross Departmental Electives: *EGMD 181 or EGMD 182* *15 credits*	CIE18200 *Cross-Institutional Elective* 15 credits	
	GMD18202 Innovation and Technology 15 credits	GMD18203 Advanced Skills and Tools 30 credits	
		GMD18204 Games Design Studio 30 credits	

Year 2 Animatio n 120 credits	C18201 Part 1 *Big Ideas and Philosophies* *(7.5 out of 15 credits)*		C18201 Part 2 *Dissertation Proposal* *(remaining 7.5 out of 15 credits)*
	EANI181 or EANI182 *Cross Departmental* *15 credits*	CIE200 *Cross-Institutional Elective* 15 credits	**ANI18204 The Animation Industry** 30 credits
	ANI18202 Character Modelling and Rigging 15 credits	**ANI18203 Animation Performance** 30 credits	

Year 3 Games Design 120 credits	C18301 Dissertation 30 credits	GMD18303 Professional Portfolio 15 credits	
	GMD18302 Game Design 15 credits	GMD18304 Major Project ⁻ Game Realisation 60 credits	

Year 3 Animation	C18301 Dissertation 30 credits	**ANI18303 Final Major Project** *60 credits*
120 credits	**ANI18302 Portfolio** 30 credits	

The Quality Team   Definitive Documents