

Title of Programme: Digital Animation Programme

Programme Code: CTDANM

# Programme Specification

This programme specification is relevant to students entering:  
02 September 2024

Associate Dean of School (Academic Quality Assurance):  
Tony Rosella

Signature



A programme specification is a collection of key information about a programme of study (or course). It identifies the aims and learning outcomes of the programme, lists the modules that make up each stage (or year) of the programme, and the teaching, learning and assessment methods used by teaching staff. It also describes the structure of the programme, its progression requirements and any programme-specific regulations. This information is therefore useful to potential students to help them choose the right programme of study, to current students on the programme, and to staff teaching and administering the programme.

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**Summary of amendments to the programme:**

Section	Amendment

If you have any queries regarding the changes please email [AQO@herts.ac.uk](mailto:AQO@herts.ac.uk)

# Programme Specification BA (Hons) Digital Animation

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This programme specification (PS) is designed for prospective students, enrolled students, academic staff and potential employers. It provides a concise summary of the main features of the programme and the intended learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if he/she takes full advantage of the learning opportunities that are provided. More detailed information on the teaching, learning and assessment methods, learning outcomes and content for each module can be found in Definitive Module Documents (DMDs).

## Section 1

<b>Awarding Institution/Body</b>	University of Hertfordshire
<b>Teaching Institution</b>	University of Hertfordshire
<b>University/partner campuses</b>	College Lane
<b>Programme accredited by</b>	Not applicable
<b>Final Qualification</b>	BA (Hons)
<b>All Final Award titles (Qualification and Subject)</b>	BA (Hons) 2D Digital Animation / (Sandwich) / with a Year Abroad / with a Year Abroad (Sandwich) / with Study Abroad / with Employment Experience / with Study Abroad and Employment Experience Ba (Hons) 3D Animation and Visual Effects / (Sandwich) / with a Year Abroad / (Sandwich) with a Year Abroad / with Study Abroad / with Employment Experience / with Study Abroad and Employment Experience BA (Hons) 3D Games Art & Design / (Sandwich) / with a Year Abroad / with a Year Abroad (Sandwich) / with Study Abroad / with Employment Experience / with Study Abroad and Employment Experience BA (Hons) Comics and Concept Art / (Sandwich) / with a Year Abroad / with a Year Abroad (Sandwich) / with Study Abroad / with Employment Experience / with Study Abroad and Employment Experience
<b>FHEQ level of award</b>	6

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## A. Programme Rationale

The Digital Animation Programme consists of four pathways, each with its own named degree award.

**BA (Hons) 2D Digital Animation** This award-winning degree trains students to combine the vast range of artistic skills and techniques that 2D animation embraces. It covers all aspects of traditional animation creation including character design, storyboarding, keyframing, inbetweening and colour. Mixed with these are cutting edge industry skills like digital puppet animation, motion graphics, compositing and 2D game design. Graduates of the course have become animators, concept artists, storyboarders, games artists, composers and producers at a range of studios including Disney, Blue Zoo, BBC, Animated Storyboards, GoldenWolf TV, Karrot Animation, Lupus Films, Sony, Studio AKA, Tiger Aspect and many more. Their films have been shown in over 140 animation festivals around the world.

**BA (Hons) 3D Animation and Visual Effects** The structure of this world-famous degree allows students to pursue the creation of Pixar-style 3D Animation or photorealistic visual effects for film and television. Graduates are able to work across the animation and visual effects industry on Hollywood films, TV series, children's cartoons and commercials. The degree enables students to choose specialisms within the industry so they can focus on areas like character animation, rigging, modelling, texturing, lighting, shaders, compositing, effects and coding. Graduates with these specialisms have worked on Oscar winning films and

blockbusters such as Gravity, Jungle Book, Lion King, Star Wars and Harry Potter, as well as countless commercials, children's cartoons and TV series in companies including Industrial Light and Magic, Aardman, Framestore, MPC and Double Negative.

**BA (Hons) 3D Games Art & Design** This degree is the only one in the world to win best games school in the world twice at the Rookies awards. It trains students to become real-time artists and designers, allowing them to specialise as character artists, environment artists, technical artists and game designers. The degree teaches students to create concept art, model and texture within real-time restrictions and to create playable worlds that enthrall the player into exploring them. The course teaches the artistic and the technical skills required to work in the industry, where graduates have gone on to work for Epic Games, Nintendo, Square Enix, Bandai, Rare, Creative Assembly, Sony, CD Projekt Red, Ubisoft and hundreds more studios on games like Fortnite, Assassin's Creed, The Witcher, Sea of Thieves and Total War: Warhammer.

**BA (Hons) Comics and Concept Art** This new degree has been created to cater to the demand for these two forms of contemporary artistic expression, teaching the students the design skills to visualize characters and worlds, not just as images but as narratives that will excite their readers and fans. It will enable students to gain the skills to work as concept artists in the film, animation and games industries or become independent authors and artists publishing their own comics. The degree is taught by a range of lecturers who have worked as artists and authors in the comics, film and games industries on projects including The Hobbit, Tintin and Thor as well as Iron Man and Avengers for Marvel Comics.

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## B. Educational Aims of the Programme

### Diversity and Inclusion

Our programmes are purposefully designed to enable all students to engage meaningfully with the curriculum by being accessible and representative. We will support students to shape their learning experience, removing barriers and enabling them to succeed. The curriculum explicitly includes multiple and representative perspectives, valuing collective identities and individual diversity. Learning, teaching and assessment activities help students to understand how they can enhance outcomes both for themselves and for others. All students belong to a learning community, and during their studies we really want to hear their voices, encourage them to listen to others, and express themselves.

The programme has been devised in accordance with the University's graduate attributes of programmes of study as set out in [UPR TL03](#).

### Additionally this programme aims to:

- (For 2D Digital Animation students) apply traditional animation techniques within emergent digital platforms, devices and formats.
- (For 3D Animation and Visual Effects) develop the skills and techniques required to produce cutting-edge outcomes for animations, visualisations, films and television programmes.
- (For 3D Games Art & Design students) provide an opportunity to explore specific techniques and technologies associated with videogame design and production.
- (For Comics and Concept Art students) acquire the range of design, illustration and storytelling skills needed to create successful comics and concept art.

### Graduate Attributes

Our graduates will be capable and professional, creative and enterprising, and will build their social and global awareness throughout. In addition to their subject expertise and proficiency, as a University of Hertfordshire graduate, they will be:

- Professionally focused
- Globally minded
- Sustainability driven
- Digitally capable and confident
- Inclusive and collaborative
- Evidence based and ethical

## C. Intended Learning Outcomes

The programme provides opportunities for students to develop and demonstrate knowledge and understanding, skills and other attributes in the following areas. The programme outcomes are referenced to the QAA benchmark statements for *Art and Design* and *Communication, Media, Film and Cultural Studies* and the Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies (2014) and relate to the typical student. Additionally, the SEEC Credit Level Descriptors for Further and Higher Education (2021) have been used as a guiding framework for curriculum design.

Knowledge and Understanding	Teaching and learning methods	Assessment strategy
<p>A1- Key creative concepts, principles and aesthetic traditions of visual and digital media.</p> <p>A2- Specialist skills, professional practices and production techniques in the fields of visual and digital media.</p> <p>-----</p> <p><i>For the award of BA (Hons) 3D Animation and Visual Effects:</i></p> <p>A3.1- Specialist skills, professional practices and production techniques in the fields of 3D animation and visual effects.</p> <p><i>For the award of BA (Hons) 2D Digital Animation:</i></p> <p>A3.2- Specialist skills, professional practices and production techniques in the field of 2D digital animation.</p> <p><i>For the award of BA (Hons) Games Art and Design:</i></p> <p>A3.3- Specialist skills, professional practices and production techniques in the field of games art and design.</p> <p><i>For the award of BA (Hons) Comics and Concept Art:</i></p> <p>A3.4- Specialist skills, professional practices and production techniques in the fields of comics and concept art.</p> <p>-----</p>	<p>Acquisition of knowledge and understanding in the fields of visual and digital media, from pre-production through to the production or realisation phase is through a combination of lectures, studio-based module work and workshops. (A1, A2, A3.1, A3.2, A3.3, A3.4)</p> <p>Throughout, the learner is encouraged to undertake independent study both to supplement and consolidate what is being taught/learnt and to broaden their individual knowledge and understanding of the subject.</p> <p>Learning is instigated by set and negotiated projects with tutorial and seminar support including small group tutorials.</p> <p>The critical and cultural studies programme makes a particular contribution to the acquisition of cultural, historical and ethical contexts the three levels (A4).</p> <p>There is a requirement for written work at all levels and this includes a degree essay and literature review at level 6. (A1, A4)</p> <p>Additional support is provided by a personal tutor, tutorial surgery hours, a special needs and dyslexia support tutor.</p> <p>At Level 6 students demonstrate their knowledge and understanding through a programme of coursework, much of which is determined by</p>	<p>Knowledge and understanding are assessed through in-module assessments of portfolio submissions, presentations and essay assignments.</p>

A4- The cultural, historical and ethical contexts of visual and digital media.	themselves, in one of the four degree award areas (A1, A2, A3.1, A3.2, A3.3, A3.4, A4).	
Intellectual skills	Teaching and learning methods	Assessment strategy
<p>B1- Exercise processes of observation and visualisation.</p> <p>B2- Employ critical curiosity and synthesise a range of sources for enquiry and research.</p> <p>B3- Analyse complex problems to formulate a range of responses and possible solutions.</p> <p>B4- Work creatively and imaginatively, generating authentic, playful and original outcomes</p>	<p>Intellectual skills are developed throughout the Programme by the methods and strategies outlined in section A, above. Typically, the student's conceptual skills will be evident in a visual design and narrative design process that demonstrates creative thinking and problem solving, (B4) and through visual research (B2).</p> <p>Analysis and judgement will be applied in the development of possible solutions to the design and production and post-production problems. (B1, B2, B3) Analysis and synthesis are used throughout the programme from contextual study to problem solving in a design setting or digital production setting.</p> <p>Design and production issues and animation solutions are developed through observation and visualisation in sketch books and in computer testing, using a range of traditional media, then the innovative application of digital approaches. (B1, B2, B3, B4) A range of storyboard material and character model design should reflect a willingness to explore and apply a range of traditional media and digital techniques. (B4)</p> <p>Intellectual skills of analysis, creativity, problem solving and research strategies are an integral part of studio work and is fostered by set briefs, in-module exercises, workshops, self-determined briefs, seminars and tutorial work.</p> <p>Throughout, the learner is encouraged to develop intellectual skills further by independent study.</p>	<p>Intellectual skills are assessed through in-module assessments of portfolio submissions and presentations and contextual writing.</p> <p>Typically, evidence will consist of research in the form of archived imagery, sketches, drawings and notation, the essay or report format, design drawings and working storyboards, 3D physical models and examples of digital solutions (test renders) and proposals.</p>

Practical skills	Teaching and learning methods	Assessment strategy
<p>C1- Produce ambitious work showing mastery of appropriate software and methods of dissemination.</p> <p>C2- Manage time, deadlines and resources effectively, by drawing on planning and organisational skills.</p> <p>C3- Sustain the development of ideas through to a resolved outcome for a specific audience.</p> <p>C4- Work productively in a group, showing abilities to influence, contribute and lead effectively.</p> <p>C5- Present and pitch ideas and information to both specialist and non-specialist audiences</p>	<p>Practical skills are developed throughout the programme.</p> <p>Showing mastery of appropriate software (C1) - these are the practical and professional skills employed in the production of digital animation, visual effects, comics, concept art and games art solutions. Vectors of dissemination (outputs in areas of cultural activity from game publishing, to cinema to mobile devices and even blogs) are explored in briefs and assignments. (C1)</p> <p>At levels 4 and 5 these skills are developed through briefs, workshops and tutorials.</p> <p>At level 6 the students' major projects should reflect the utilisation of a range of materials and resolved to a professional outcome. (C3) Possible solutions will be presented to the peer group in the form of formal or informal presentations and group criticism. (C5)</p> <p>Teamwork and group work is an essential part of study in this programme at every level. (C4) Strategies for time management are taught formally and there are ample opportunities to plan and organise individually and within teams, as pipeline is so important for success in this area of cultural activity. (C2)</p> <p>Digital animation, comics, concept art, games art and visual effects demand successful planning and storyboarding, editing and cinematography (narrative use of shots and lighting, composition). This should be reflected in the students' work. (C1, C2, C3).</p>	<p>Practical skills are assessed through the production values of module work and are assessed through portfolio submissions and presentations.</p>
Transferable skills	Teaching and learning methods	Assessment strategy
<p>D1- Exercise critical self-evaluation, passion and motivation in their discipline.</p>	<p>Transferable skills are developed throughout the Programme.</p> <p>The skills of self-evaluation and motivation, communication and</p>	<p>Transferable skills are assessed through a range of assignments built into the curriculum. In-module assessment is by submission</p>

<p>D2- Communicate effectively and empathetically by articulating, listening, negotiating and persuading.</p>	<p>interpersonal skills, independence flexibility and learning to learn (D1, D2, D3, D4) are all integral to coursework.</p>	<p>of a portfolio, presentations and written work.</p>
<p>D3- Work independently, taking responsibility for self-managed learning and reflecting constructively on critical feedback</p>	<p>Aspects of contextual studies undertaken for the Critical and Cultural Studies modules inform the design process. Personal responsibility for independent learning and finding learning strategies (D3) becomes increasingly important as students' progress through to level 6 study.</p>	
<p>D4- Respond resourcefully and flexibly to change, uncertainty and negotiation.</p>	<p>Self-awareness and evaluation (D1) and flexibility (D4) are developed through self-assessment and negotiated projects and self-determined projects. The difficult production processes provide ample scope for change and uncertainty (D4) especially at level 6.</p>	
	<p>Communication skills (D2) are developed through oral presentations and in written work.</p>	
	<p>The ability to communicate and work flexibly with others (D2, D4) is developed through projects and the group ethos of the Programme.</p>	
	<p>Throughout, the learner is encouraged to develop transferable skills by maintaining a record of evidence and completing a personal development plan.</p>	

## D. Programme Structures, Features, Levels, Modules, and Credits

The programme is offered in full time (3 years), sandwich or with a year abroad (4 years), and sandwich and a year abroad (5 years) modes and leads to the following awards:

BA (Hons) 2D Digital Animation  
 BA (Hons) 3D Animation and Visual Effects  
 BA (Hons) 3D Games Art & Design  
 BA (Hons) Comics and Concept Art

BA (Hons) 2D Digital Animation (Sandwich)  
 BA (Hons) 3D Animation and Visual Effects (Sandwich)  
 BA (Hons) 3D Games Art & Design (Sandwich)  
 BA (Hons) Comics and Concept Art (Sandwich)

BA (Hons) 2D Digital Animation with a Year Abroad  
BA (Hons) 3D Animation and Visual Effects with a Year Abroad  
BA (Hons) 3D Games Art & Design with a Year Abroad  
BA (Hons) Comics and Concept Art with a Year Abroad

BA (Hons) 2D Digital Animation with a Year Abroad (Sandwich)  
BA (Hons) 3D Animation and Visual Effects with a Year Abroad (Sandwich)  
BA (Hons) 3D Games Art & Design with a Year Abroad (Sandwich)  
BA (Hons) Comics and Concept Art with a Year Abroad (Sandwich)

The four degree awards share a core set of level 4 modules. At level 5 there are 60 credits of differentiation and at level 6 there are 30 credits specific to the degree award.

Entry is normally at level 4 with A-level or equivalent qualifications as detailed on the University website but is possible at subsequent levels subject to appropriate qualifications and experience.

Intake is normally Semester A (September).

### **Professional and Statutory Regulatory Bodies**

The Digital Animation Programme as a whole has been accredited by The Rookies with Certified School status (<https://discover.therookies.co/tag/certified-school/>). The 3D Games Art and Design degree pathway is also accredited by TIGA (<https://tiga.org/education/tiga-university-accreditation>).

### **Work-Based Learning, including Sandwich Programmes**

A designated Sandwich programme leads to a University award in the sandwich mode, with the word "(Sandwich)" appearing on the final award certificate. In order for the programme to lead to an award in the sandwich mode, the student must undertake a period of approved work experience of not less than 30 weeks full-time equivalent with no possibility of exemption, usually between the end of Level 5 and the beginning of Level 6. This will usually be completed within the United Kingdom but, with prior approval, may be completed within other countries. Progress of the student's training and development is monitored through visits from University academic staff and/or through reports from the student. Students will be required to document this period of work in accordance with the guidelines produced by the School. Students on the Sandwich programme will be registered on the Sandwich Year Module (6CTA1008).

Students who have not achieved the minimum progression requirements at the end of Level 5 may be prevented from undertaking a sandwich placement. Students who are on the sandwich programme but have a 'Failed' grade in any Level 4 or Level 5 module will not normally be allowed to register to repeat this module until they return from placement.

Students may choose to combine study abroad and work experience awards, by completing a full Year Abroad followed by a Sandwich, over 2 years, leading to the award of "with a Year Abroad (Sandwich)".

Where a student enrolls on Year Abroad or Sandwich, but encounters circumstances that prevent completion of the minimum number of weeks required, they may, with permission from their programme leader, be transferred onto single semester Study Abroad and/or Employment Experience.

### **Student Exchange programme**

#### **Incoming Exchange**

Incoming Study Abroad students study the course at level five.

In such cases, an Approved Study Pattern for single-semester study will be determined at the commencement of the study period. The Study Pattern should clearly specify the format/quantity/weighting of assessments that are to be submitted at the conclusion of the study period – please see the relevant DMDs for more information.

NOTE: Visiting students wishing to study for a single semester in the School of Creative Arts may participate in the Level 5 activities within a single Programme only during the required semester.

## Study Abroad

All students on the course are eligible to complete a study abroad option, usually between levels four and five, or levels five and six. Study abroad is normally one full year, but students can opt to complete one semester of study abroad and one semester of work experience, with the permission of the school.

Further details available at <https://www.herts.ac.uk/international/overseas-study/study-abroad>.

Students wishing to study abroad at a host institution in another country, or to complete a work placement during their studies, may choose to undertake one of the following:

- Sandwich (for a full year)
- Year Abroad (for a full year)

Some students may alternatively be eligible for the following:

- Study Abroad (for a single semester only)\*
- Employment Experience (for a single semester only)\*\*
- Employment Experience and Study Abroad (Employment Experience for a single semester + Study Abroad for a single semester)\*\*\*

\* Students can choose to Study Abroad for a single semester only in either semester A or B. Students will be made Dormant for the semester they are not engaged with.

\*\* Students can choose Employment Experience for a single semester only in either semester A or B. Students will be made Dormant for the semester they are not engaged with. Students wishing to undertake Employment Experience for the whole year will be registered on the Sandwich option.

\*\*\*Students can choose to combine Employment Experience for a single semester and Study Abroad for a single semester in the same academic year only. There is no condition to which way around this takes place.

Students choosing to undertake Sandwich, Year Abroad, Study Abroad and/or Employment Experience will need to decide in advance of the following eligible academic year and discuss this with the Programme Leader and Student Record Administrator first.

Students normally progress to the next level of study in the academic year following any of the above.

A designated Year Abroad programme leads to a University award in Study Abroad mode and the words "with a Year Abroad" appear on the award certificate. The Year Abroad will provide students with the opportunity to expand, develop and apply the knowledge and skills gained at the start of their course in the School of Creative Arts (UH), within a different organisational and cultural environment in a partner academic institution. The host institution will appoint a Programme Co-ordinator who will oversee the student's programme during the Year Abroad and will liaise with the appointed UH Supervisor.

Students undertaking a full Year Abroad may undertake a period of study at an approved partner institution as an additional year either between Levels 4 and 5 (students must have passed 120 credits) or between Levels 5 and 6 (students must have passed 240 credits).

## Programme Structure

The programme structure and progression information below (Table 1a and 1b) is provided for the Honours award. Any interim awards are identified in Table 1b. The Programme Learning Outcomes detailed above are developed and assessed through the constituent modules. Table 2 identifies where each learning outcome is assessed.

Moving Visions	5CTA2078	STUDY ABROAD
Design, Interactivity & Professional Practices	5CTA2079	STUDY ABROAD
Pre-Production & Professional Practices	5CTA2080	STUDY ABROAD
Comics & Professional Practices	5CTA2082	STUDY ABROAD

## Table 1a Outline Programme Structure

**Mode of study** Full time / (Sandwich) / Year Abroad

**Entry point** Semester A

### Level 4

The listed level 4 modules are common to all the degree awards of the Digital Animation Programme and must be undertaken by all students irrespective of their degree award. Students studying the first year with Hertfordshire International College (HIC) will be enrolled on HIC modules but are taught alongside University of Hertfordshire Level 4 students. All modules are 100% coursework.

<b>Compulsory Modules</b> Module Title	Module Code	Credit Points	% Test	% Examination	% Coursework	% Practical	Semesters
Introduction to CG	4CTA2008	30	0	0	100	0	A
Applying CG	4CTA2009	30	0	0	100	0	B
Creativity, Concept & Story	4CTA2010	30	0	0	100	0	AB
Animated Thinking	4CTA2011	30	0	0	100	0	AB

Progression to level 5 requires a minimum of 90 credits.

### OPTIONAL – Year 2 – Year Abroad

Students may elect to take a year abroad as optional experience:

<b>Optional Modules</b> Module Titles	Module Code	Credit Points	% Test	% Examination (Including tests)	% Coursework	% Practical	Semesters
Year Abroad	5CTA0001	0	0	0	100	0	AB

In order to achieve the 'with a Year Abroad' Award students must complete Module 5CTA0001 between levels 4 and 5 of their study. Please note: this is a representative module and it is understood that actual activity may fall outside these dates.

### Level 5

The level 5 modules listed in the table below are common to all the degree awards of the Digital Animation Programme and must be undertaken by all students irrespective of their degree award. (60 credits in common between awards at level 5.)

<b>Compulsory (Core) Modules</b> Module Titles	Module Code	Credit Points	% Test	% Examination (Including tests)	% Coursework	% Practical	Semesters
Creative Project	5CTA2012	0	0	0	100	0	B
Moving Visions	5CTA2017	0	0	0	100	0	AB

**BA (Hons) 2D Digital Animation** (60 credits differentiation at level 5)

<b>Compulsory (Award Specific) Modules</b> Module Titles	Module Code	Credit Points	% Test	% Examination (Including tests)	% Coursework	% Practical	Semesters
Progressing 2D Animation	5CTA2010	30	0	0	100	0	A
Design, Interactivity & Professional Practices	5CTA2015	30	0	0	100	0	AB

**BA (Hons) 3D Animation and Visual Effects** (60 credits differentiation at level 5)

<b>Compulsory (Award Specific) Modules</b> Module Titles	Module Code	Credit Points	% Test	% Examination (Including tests)	% Coursework	% Practical	Semesters
Progressing 3D and Visual Effects	5CTA2011	30	0	0	100	0	A
Pre-Production & Professional Practices	5CTA2016	30	0	0	100	0	AB

**BA (Hons) 3D Games Art & Design** (60 credits differentiation at level 5)

<b>Compulsory (Award Specific) Modules</b> Module Titles	Module Code	Credit Points	% Test	% Examination (Including tests)	% Coursework	% Practical	Semesters
Progressing Games Art	5CTA2008	30	0	0	100	0	A
Games Design & Professional Practices	5CTA2013	30	0	0	100	0	AB

**BA (Hons) Comics and Concept Art** (60 credits differentiation at level 5)

<b>Compulsory (Award Specific) Modules</b> Module Titles	Module Code	Credit Points	% Test	% Examination (Including tests)	% Coursework	% Practical	Semesters
Progressing Character & Concept Art	5CTA2009	30	0	0	100	0	A
Comics & Professional Practices	5CTA2014	30	0	0	100	0	AB

Progression to level 6 requires a minimum of 210 credits. Students progressing from level 5 must pass the 'Creative Project' module in order to progress to level 6.

### **OPTIONAL - Year 3 - Sandwich Year, Year Abroad, Study Abroad or Employment Experience**

Students may elect to take a sandwich placement year, a year abroad, single semester study abroad or single semester Employment Experience within a single year as optional experience.

#### **Sandwich Year**

<b>Optional Modules</b> Module Titles	Module Code	Credit Points	% Test	% Examination (Including tests)	% Coursework	% Practical	Semesters
Sandwich Year (Creative Arts)	6CTA1008	30	0	0	100	0	AB

In order to achieve the Sandwich Award students must complete module 6CTA1008 between levels 5 and 6 of their study. Please note: this is a representative module and it is understood that actual activity may fall outside these dates.'

#### **Year Abroad**

<b>Optional Modules</b> Module Titles	Module Code	Credit Points	% Test	% Examination (Including tests)	% Coursework	% Practical	Semesters
Year Abroad (Creative Arts)	6CTA1001	30	0	0	100	0	AB

In order to achieve the 'with a Year Abroad' Award students must complete Module 6CTA0001 between levels 5 and 6 of their study. Please note: this is a representative module and it is understood that actual activity may fall outside these dates.'

### Study Abroad

Optional Modules Module Titles	Module Code	Credit Points	% Test	% Examination (Including tests)	% Coursework	% Practical	Semesters
Study Abroad (Creative Arts)	6CTA1066	30	0	0	100	0	A, B

In order to achieve the 'with Study Abroad' award students must complete Module 6CTA1166 between levels 5 and 6 of their study. Please note: this is a representative module and it is understood that actual activity may fall outside these dates.

### Employment Experience

Optional Modules Module Titles	Module Code	Credit Points	% Test	% Examination (Including tests)	% Coursework	% Practical	Semesters
Employment Experience (Creative Arts)	6CTA1165	30	0	0	100	0	A, B

In order to achieve the 'with Employment Experience' award students must complete Module 6CTA1165 between levels 5 and 6 of their study. Please note: this is a representative module and it is understood that actual activity may fall outside these dates.

### Level 6

The level 6 modules listed in the table below are common to all the degree awards of the Digital Animation Programme and must be undertaken by all students irrespective of their degree award. (90 credits in common between awards at level 6.)

Compulsory (Core) Modules Module Titles	Module Code	Credit Points	% Test	% Examination (Including tests)	% Coursework	% Practical	Semesters
Professional Practices & Degree Project	6CTA2010	60	0	0	100	0	AB
Concepts in Motion: Articulated Research & Writing	6CTA2011	60	0	0	100	0	AB

**BA (Hons) 2D Digital Animation** (30 credits differentiation at level 6)

	Module Code	Credit Points	% Test	% Examination (Including tests)	% Coursework	% Practical	Semesters
<b>Compulsory (Award Specific) Modules</b>							
Module Titles							
Pre-Production for 2D Animation	6CTA2008	30	0	0	100	0	A

**BA (Hons) 3D Animation and Visual Effects** (30 credits differentiation at level 6)

	Module Code	Credit Points	% Test	% Examination (Including tests)	% Coursework	% Practical	Semesters
<b>Compulsory (Award Specific) Modules</b>							
Module Titles							
Pre-Production for 3D and Visual Effects	6CTA2009	30	0	0	100	0	A

**BA (Hons) 3D Games Art & Design** (30 credits differentiation at level 6)

	Module Code	Credit Points	% Test	% Examination (Including tests)	% Coursework	% Practical	Semesters
<b>Compulsory (Award Specific) Modules</b>							
Module Titles							
Pre-Production for Games	6CTA2006	30	0	0	100	0	A

**BA (Hons) Comics and Concept Art** (30 credits differentiation at level 6)

	Module Code	Credit Points	% Test	% Examination (Including tests)	% Coursework	% Practical	Semesters
<b>Compulsory (Award Specific) Modules</b>							
Module Titles							
Pre-Production for Comics and Concept Art	6CTA2007	30	0	0	100	0	A

The award of an honours degree requires 360 credit points passed with a minimum of at least 120 at level 6.

### Full Time Mode (3 years)

#### 2D Digital Animation

Semester A		Semester B	
<b>Introduction to CG</b> 4CTA2008 30 Credits		<b>Applying CG</b> 4CTA2009 30 Credits	
<b>Creativity, Concept &amp; Story</b> 4CTA2010 30 Credits			
<b>Animated Thinking</b> 4CTA2011 30 Credits			
Semester A		Semester B	
<b>Progressing 2D Animation</b> 5CTA2010 30 Credits		<b>Creative Project</b> 5CTA2012 30 Credits	
<b>Design, Interactivity &amp; Professional Practices</b> 5CTA2015 30 Credits			
<b>Moving Visions</b> 5CTA2017 30 Credits			
Semester A		Semester B	
<b>Pre-Production for 2D Animation</b> 6CTA2008 30 Credits			
<b>Professional Practices &amp; Degree Project</b> 6CTA2010 60 Credits			
<b>Concepts in Motion: Articulated Research &amp; Writing</b> 6CTA2011 30 Credits			

### 3D Animation and Visual Effects

Semester A		Semester B	
<b>Introduction to CG</b> 4CTA2008 30 Credits		<b>Applying CG</b> 4CTA2009 30 Credits	
<b>Creativity, Concept &amp; Story</b> 4CTA2010 30 Credits			
<b>Animated Thinking</b> 4CTA2011 30 Credits			
Semester A		Semester B	
<b>Progressing 3D and Visual Effects</b> 5CTA2011 30 Credits		<b>Creative Project</b> 5CTA2012 30 Credits	
<b>Pre-Production &amp; Professional Practices</b> 5CTA2016 30 Credits			
<b>Moving Visions</b> 5CTA2017 30 Credits			
Semester A		Semester B	
<b>Pre-Production for 3D and Visual Effects</b> 30 Credits 6CTA2009			
<b>Professional Practices &amp; Degree Project</b> 6CTA2010 60 Credits			
<b>Concepts in Motion: Articulated Research &amp; Writing</b> 6CTA2011 30 Credits			

### 3D Games Art & Design

Semester A		Semester B	
<b>Introduction to CG</b> 4CTA2008 30 Credits		<b>Applying CG</b> 4CTA2009 30 Credits	
<b>Creativity, Concept &amp; Story</b> 4CTA2010 30 Credits			
<b>Animated Thinking</b> 4CTA2011 30 Credits			
Semester A		Semester B	
<b>Progressing Games Art</b> 5CTA2008 30 Credits		<b>Creative Project</b> 5CTA2012 30 Credits	
<b>Games Design &amp; Professional Practices</b> 5CTA2013 30 Credits			
<b>Moving Visions</b> 5CTA2017 30 Credits			
Semester A		Semester B	
<b>Pre-Production for Games</b> 6CTA2006 30 Credits			
<b>Professional Practices &amp; Degree Project</b> 6CTA2010 60 Credits			
<b>Concepts in Motion: Articulated Research &amp; Writing</b> 6CTA2011 30 Credits			

## Comics and Concept Art

Semester A		Semester B	
<b>Introduction to CG</b> 4CTA2008 30 Credits		<b>Applying CG</b> 4CTA2009 30 Credits	
<b>Creativity, Concept &amp; Story</b> 4CTA2010 30 Credits			
<b>Animated Thinking</b> 4CTA2011 30 Credits			
Semester A		Semester B	
<b>Progressing Character &amp; Concept Art</b> 5CTA2009 30 Credits		<b>Creative Project</b> 5CTA2012 30 Credits	
<b>Comics &amp; Professional Practices</b> 5CTA2014 30 Credits			
<b>Moving Visions</b> 5CTA2017 30 Credits			
Semester A		Semester B	
<b>Pre-Production for Comics and Concept Art</b> 6CTA2007 30 Credits			
<b>Professional Practices &amp; Degree Project</b> 6CTA2010 60 Credits			
<b>Concepts in Motion: Articulated Research &amp; Writing</b> 6CTA2011 30 Credits			

### Honours classification

The University has approved structure and assessment regulations common to all programmes. Full details are provided in [UPR AS14](#), Section D.

### Table 1b Final and interim awards available

The programme provides the following final and interim awards:

Final Award	Award Title	Minimum requirements	Available at end of Level	Programme Learning Outcomes developed (see above)
BA (Hons)	2D Digital Animation	360 credit points including 240 at level 6/5 of which 120 must be at level 6	6	A1, A2, A3.2, A4, B1, B2, B3, B4, C1, C2, C3, C4, C5, D1, D2, D3, D4
	NOTE: The award above is available with suffixes: <ul style="list-style-type: none"> <li>• (Sandwich)</li> <li>• with a Year Abroad</li> <li>• with a Year Abroad (Sandwich)</li> <li>• with Employment Experience</li> <li>• with Study Abroad</li> <li>• with Study Abroad and Employment Experience</li> </ul>			

BA (Hons)	3D Animation and Visual Effects  <i>NOTE: The award above is available with suffixes:</i>  <ul style="list-style-type: none"> <li>• (Sandwich)</li> <li>• with a Year Abroad</li> <li>• with a Year Abroad (Sandwich)</li> <li>• with Employment Experience</li> <li>• with Study Abroad</li> <li>• with Study Abroad and Employment Experience</li> </ul>	360 credit points including 240 at level 6/5 of which 120 must be at level 6	6	A1, A2, A3.1, A4 B1, B2, B3, B4, C1, C2, C3, C4, C5, D1, D2, D3, D4
BA (Hons)	3D Games Art & Design  <i>NOTE: The award above is available with suffixes:</i>  <ul style="list-style-type: none"> <li>• (Sandwich)</li> <li>• with a Year Abroad</li> <li>• with a Year Abroad (Sandwich)</li> <li>• with Employment Experience</li> <li>• with Study Abroad</li> <li>• with Study Abroad and Employment Experience</li> </ul>	360 credit points including 240 at level 6/5 of which 120 must be at level 6	6	A1, A2, A3.3, A4 B1, B2, B3, B4, C1, C2, C3, C4, C5, D1, D2, D3, D4
BA (Hons)	Comics and Concept Art  <i>NOTE: The award above is available with suffixes:</i>  <ul style="list-style-type: none"> <li>• (Sandwich)</li> <li>• with a Year Abroad</li> <li>• with a Year Abroad (Sandwich)</li> <li>• with Employment Experience</li> <li>• with Study Abroad</li> <li>• with Study Abroad and Employment Experience</li> </ul>	360 credit points including 240 at level 6/5 of which 120 must be at level 6	6	A1, A2, A3.4, A4 B1, B2, B3, B4, C1, C2, C3, C4, C5, D1, D2, D3, D4

Interim Award	Award Title	Minimum requirements	Available at end of Level	Programme Learning Outcomes developed (see above)
University Certificate		45 credit points at level 4	4	See UPR AS11, section 13: <a href="http://sitem.herts.ac.uk/secreg/upr/AS11.htm">http://sitem.herts.ac.uk/secreg/upr/AS11.htm</a>
Certificate of Higher Education		120 credit points at level 4	4, 5	<i>For named awards, list all relevant learning outcomes, e.g. A1, A3, A4, B1, B2, C1, C5, D1, D2, D3</i> <b>OR</b> <i>For untitled awards: See UPR AS11, section 13:</i> <a href="http://sitem.herts.ac.uk/secreg/upr/AS11.htm">http://sitem.herts.ac.uk/secreg/upr/AS11.htm</a>

Diploma of Higher Education	2D Digital Animation	240 credit points including at least 120 at level 5	5, 6	A1, A2, A3, A4 B1, B2, B3, B4 C1, C2, C3, C5 D1, D2, D3, D4
Diploma of Higher Education	3D Animation and Visual Effects	240 credit points including at least 120 at level 5	5, 6	A1, A2, A3.2, A4, B1, B2, B3, B4, C1, C2, C3, C5, D1, D2, D3, D4
Diploma of Higher Education	3D Games Art & Design	240 credit points including at least 120 at level 5	5, 6	A1, A2, A3.1, A4 B1, B2, B3, B4, C1, C2, C3, C5, D1, D2, D3, D4
Diploma of Higher Education	Comics and Concept Art	240 credit points including at least 120 at level 5	5, 6	A1, A2, A3.3, A4 B1, B2, B3, B4, C1, C2, C3, C5, D1, D2, D3, D4
BA	2D Digital Animation	300 credit points including 180 at level 6/5 of which 60 must be at level 6	6	A1, A2, A3.4, A4 B1, B2, B3, B4, C1, C2, C3, C5, D1, D2, D3, D4
BA	3D Animation and Visual Effects	300 credit points including 180 at level 6/5 of which 60 must be at level 6	6	A1, A2, A3.1, A4 B1, B2, B3, B4, C1, C2, C3, C4, C5, D1, D2, D3, D4
BA	3D Games Art & Design	300 credit points including 180 at level 6/5 of which 60 must be at level 6	6	A1, A2, A3.3, A4 B1, B2, B3, B4, C1, C2, C3, C4, C5, D1, D2, D3, D4
BA	Comics and Concept Art	300 credit points including 180 at level 6/5 of which 60 must be at level 6	6	A1, A2, A3.4, A4 B1, B2, B3, B4, C1, C2, C3, C4, C5, D1, D2, D3, D4
BA	<p><i>NOTE: For BA awards - All 4 named awards above are available with suffixes:</i></p> <ul style="list-style-type: none"> <li>• Sandwich</li> <li>• Year Broad (Sandwich)</li> <li>• Year Abroad</li> <li>• with Employment Experience</li> <li>• with Study Abroad</li> <li>• with Study Abroad and Employment Experience</li> </ul>			

## Programme-specific assessment regulations

The programme complies with the University's academic regulations (in particular, [UPR AS11](#), [UPR AS12](#) and [UPR AS14](#)) with the exception of those listed below, which have been approved by the University:

- Students progressing from Level 5 must pass the module 5CTA2012 *Creative Project* in order to progress to level 6.

Further programme-specific regulations (requiring School-level approval) are given below:

- Students are expected to commit to all elements of their programme of study, be punctual in their attendance and meet deadlines. Persistent, unexplained absence or late arrival/early departure from lectures, seminars and practicals is not acceptable. Attendance requirements will normally be highlighted within the relevant DMD (Definitive Module Document) or other assessment documentation (module guide or assignment brief). Lack of attendance may inhibit the student's ability to meet the learning outcomes of such modules leading to reduced or fail grades through poor performance.

### **Students transferring between UH and Franchise Partners**

- In instances where a student has transferred between the UH and a Franchised version of this programme (or vice versa), final degree classification will be determined using the standard UH methodology (i.e. L5 performance will count towards classification, in addition to L6) irrespective of the location of the final year of study.
- The programme operates a University-wide policy for treatment of serious adverse circumstances and students receive details in the Student Handbook.

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## **E. Management of Programme & Support for student learning.**

### **Management**

The programme is managed and administered through:

- Dean of School.
- Associate Dean of School (AQA) who has delegated responsibility for programmes in the School of Creative Arts.
- An Associate Dean of School (Learning and Teaching) who has overall responsibility for learning and teaching with and on behalf of the Dean of School
- Academic Subject Group Leader with an overview of the programme.
- Two Joint Programme Leaders who are responsible for the day-to-day management and who can advise students on the programme as a whole.
- 4 Pathway Leaders for each of the Programme's named subject-area degrees.
- Module Leaders who are responsible for individual modules.
- A School Admissions Tutor with specific responsibility for open days and selection.
- Student representatives on programme committees
- A designated Administrator to deal with day-to-day administration associated with the programme.
- A programme committee, the membership of which includes the programme administrator, academic group leader, programme leaders, all teaching staff, student representatives, a technical officer and the Information Hertfordshire Manager.
- The Programme Leader, who is responsible for advising students on the programme as a whole and chairing the programme committee.

### **Support**

Students are supported by:

- Orientation for overseas students.
- An induction week at the beginning of each new academic session.
- Academic Subject Group Leader to oversee and advise on programme related issues.
- Programme Leaders/Pathway Leaders/Year Tutor to help students understand the course/programme structure.
- Tutors to provide academic and pastoral support.
- You will have a Personal Tutor who will be an important point of contact, able to help you gain a good understanding of the School and programme you are studying.
- Technical Officer support.
- A designated student administrator to deal with student enquiries.
- Student representatives on Programme Committees.
- On-site shop for materials; Loan Stores for camera and other equipment.
- Academic English support.
- International Students support.
- A versatile on-line interactive intranet and learning environment.
- Guided student-centred learning on Canvas module sites.
- Attractive modern study environments in two Learning Resources Centres.
- Access to extensive digital and print collections of information resources.
- A substantial Student Centre, providing advice on issues such as finance, University regulations, legal matters, accommodation, international student support, etc.
- Office of Dean of Students, Students Wellbeing (incorporating Counselling, Mental Health and Disability Support), Chaplaincy, and Day Nursery.
- Student Success Hubs, which include a Mathematics Drop-in Centre.
- Medical Centre.
- University Disability Advisors.
- An Equal Opportunities Officer.
- Careers and Employment.
- Hertfordshire Students' Union.

- Dedicated programme site.

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## F. Other sources of information

In addition to this Programme Specification, the University publishes guidance to registered students on the programme and its constituent modules:

- A dedicated programme site
- A Definitive Module Document (DMD) for each constituent module;

The [Ask Herts](#) website provides information on a wide range of resources and services available at the University of Hertfordshire including academic support, accommodation, fees, funding, visas, wellbeing services and student societies.

As a condition of registration, all students of the University of Hertfordshire are required to comply with the University's rules, regulations and procedures. These are published in a series of documents called 'University Policies and Regulations' (UPRs). The University requires that all students consult these documents which are available on-line, on the UPR web site, at: <http://www.herts.ac.uk/secreg/upr/>. In particular, [UPR SA07](#) 'Regulations and Advice for Students' Particular Attention - Index' provides information on the UPRs that contain the academic regulations of particular relevance for undergraduate and taught postgraduate students.

In accordance with section 4(5) of the Higher Education and Research Act 2017 (HERA), the UK Office for Students (OfS) has registered the University of Hertfordshire in the register of English higher education providers. The Register can be viewed at: <https://www.officeforstudents.org.uk/advice-and-guidance/the-register/the-ofs-register/>.

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## G. Entry requirements

The normal entry requirements for the programme are:

For current entry tariff point requirements, please refer to the relevant page for the Course on the University website or on the online prospectus.

The programme is subject to the University's Principles, Policies and Regulations for the Admission of Students to Undergraduate and Taught Postgraduate Programmes (in [UPR SA03](#)), along with associated procedures. These will take account of University policy and guidelines for assessing accredited prior certificated learning (APCL) and accredited prior experiential learning (APEL).

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If you would like this information in an alternative format please contact:

[hhaq@herts.ac.uk](mailto:hhaq@herts.ac.uk)

If you wish to receive a copy of the latest External Examiner's Report for the programme, please email a request to [aqo@herts.ac.uk](mailto:aqo@herts.ac.uk)

**Table 2: Development of Intended Programme Learning Outcomes in the Constituent Modules**

This map identifies where the programme learning outcomes are delivered and assessed in the constituent modules. It provides (i) an aid to academic staff in understanding how individual modules contribute to the programme aims (ii) a checklist for quality control purposes and (iii) a means to help students monitor their own learning, personal and professional development as the programme progresses.

			Programme Learning Outcomes (as identified in section 1 and the following page)																			
			Knowledge & Understanding							Intellectual Skills				Practical Skills					Transferable Skills			
	Module Title	Module Code	A1	A2	A3.1	A3.2	A3.3	A3.4	A4	B1	B2	B3	B4	C1	C2	C3	C4	C5	D1	D2	D3	D4
Level 4	Introduction to CG	4CTA2008	X	X						X	X	X	X	X	X	X					X	
	Creativity, Concept & Story	4CTA2010	X	X					X	X	X	X	X		X			X			X	
	Applying CG	4CTA2009	X	X						X		X	X	X	X	X	X			X	X	X
	Animated Thinking	4CTA2011	X						X		X				X		X	X		X	X	
	Creative Project	5CTA2012	X	X								X	X	X	X	X	X		X	X	X	X
	Progressing 3D and Visual Effects	5CTA2011	X		X					X		X	X	X	X						X	X
	Pre-Production & Professional Practices	5CTA2016	X		X				X	X	X	X	X	X	X	X		X		X	X	
	Progressing 2D Animation	5CTA2010	X			X				X		X	X	X	X						X	X
	Design, Interactivity and Professional Practices	5CTA2015	X			X			X	X	X	X	X	X	X	X		X		X	X	
	Progressing Games Art	5CTA2008	X				X			X		X	X	X	X						X	X
	Games Design & Professional Practices	5CTA2013	X				X		X	X	X	X	X	X	X	X		X		X	X	
	Progressing Character & Concept Art	5CTA2009	X					X		X		X	X	X	X	X					X	X
	Comics & Professional Practices	5CTA2014	X					X		X	X	X	X	X	X	X		X		X	X	
	Moving Visions	5CTA2017	X						X		X				X	X				X	X	
Level 6	Professional Practices & Degree Project	6CTA2010	X	X						X	X	X	X	X	X	X	X		X	X	X	X
	Concepts in Motion: Articulated Research & Writing	6CTA2011	X						X		X	X	X	X	X	X		X		X	X	
	Pre-Production for 3D and Visual Effects	6CTA2009	X		X				X	X	X	X	X	X	X		X	X	X	X	X	X
	Pre-Production for 2D Animation	6CTA2008	X			X			X	X	X	X	X	X	X		X	X	X	X	X	X
	Pre-Production for Games	6CTA2006	X				X		X	X	X	X	X	X	X		X	X	X	X	X	X
	Pre-Production for Comics & Concept Art	6CTA2007	X					X	X	X	X	X	X	X	X		X	X	X	X	X	X

## KEY TO PROGRAMME LEARNING OUTCOMES

### Knowledge and Understanding

- A1. Key creative concepts, principles and aesthetic traditions of visual and digital media.
- A2. Specialist skills, professional practices and production techniques in the fields of visual and digital media.

*For the award of 3D Animation and Visual Effects:*

- A3.1. Specialist skills, professional practices and production techniques in the fields of 3D animation and visual effects.

*For the award of 2D Digital Animation:*

- A3.2. Specialist skills, professional practices and production techniques in the field of 2D digital animation.

*For the award of Games Art and Design:*

- A3.3. Specialist skills, professional practices and production techniques in the field of games art and design.

*For the Award of Comics and Concept Art:*

- A3.4. Specialist skills, professional practices and production techniques in the fields of comics and concept art.

- A4. The cultural, historical and ethical contexts of visual and digital media.

### Intellectual Skills

- B1. Exercise processes of observation and visualisation.
- B2. Employ critical curiosity and synthesise a range of sources for enquiry and research.
- B3. Analyse complex problems to formulate a range of responses and possible solutions.
- B4. Work creatively and imaginatively, generating authentic, playful and original outcomes.

### Practical Skills

- C1. Produce ambitious work showing mastery of appropriate software and methods of dissemination.
- C2. Manage time, deadlines and resources effectively, by drawing on planning and organisational skills.
- C3. Sustain the development of ideas through to a resolved outcome for a specific audience.
- C4. Work productively in a group, showing abilities to influence, contribute and lead effectively.
- C5. Present and pitch ideas and information to both specialist and non-specialist audiences.

### Transferable Skills

- D1. Exercise critical self-evaluation, passion and motivation in their discipline.
- D2. Communicate effectively and empathetically by articulating, listening, negotiating and persuading.
- D3. Work independently, taking responsibility for self-managed learning and reflecting constructively on critical feedback. .
- D4. Respond resourcefully and flexibly to change, uncertainty and negotiation.

**Table 3: Development of Graduate Attributes in the Constituent Modules**

This map identifies where the Graduate Attributes are delivered in the constituent modules. It provides (i) an aid to academic staff in understanding how individual modules contribute to the development of the Graduate Attributes (ii) a checklist for quality control purposes and (iii) a means to help students monitor their own personal and professional development as the programme progresses. [Note that there is no requirement for the Graduate Attributes to be assessed through these modules]

D = Delivered

	Module Title	Module Code	Professionally Focused	Globally Minded	Sustainability Driven	Digitally capable & confident	Inclusive and collaborative	Evidenced based and Ethical
Level 4	Introduction to CG	4CTA2008 / 4CTA2020 (HIC)	D			D		
	Applying CG	4CTA2009 / 4CTA2021 (HIC)	D			D	D	
	Creativity, Concept & Story	4CTA2010 / 4CTA2022 (HIC)				D	D	D
	Animated Thinking	4CTA2011 / 4CTA2023 (HIC)		D	D		D	D
Level 5	Year Abroad	5CTA0001		D			D	
	Creative Project	5CTA2012	D			D	D	
	Progressing 3D and Visual Effects	5CTA2011	D			D		
	Pre-Production & Professional Practices	5CTA2016	D				D	D
	Progressing 2D Animation	5CTA2010	D			D		
	Design, Interactivity and Professional Practices	5CTA2015	D				D	D
	Progressing Games Art	5CTA2008	D			D		
	Games Design & Professional Practices	5CTA2013	D				D	D
	Progressing Character & Concept Art	5CTA2009	D			D		
	Comics & Professional Practices	5CTA2014	D				D	D
	Moving Visions	5CTA2017		D	D			D
Placement Year								
	Professional Practices & Degree Project	6CTA2010	D			D	D	
	Concepts in Motion: Articulated Research & Writing	6CTA2011		D	D			D
	Pre-Production for 3D and Visual Effects	6CTA2009	D			D	D	D
	Pre-Production for 2D Animation	6CTA2008	D			D	D	D
	Pre-Production for Games	6CTA2006	D			D	D	D
	Pre-Production for Comics & Concept Art	6CTA2007	D			D	D	D

## Table 4 Transitional Arrangements

The new programme structure, modules and titles were introduced from September 2021. The revised structure was implemented from Level 4 and then annually thereafter. The following arrangements are in place for repeating students.

### Academic Year 2024/25

All 2023/24 Level 6 modules will remain 'open' during the academic year 2024/25 for any cases of students needing to study these due to FREN, DEF or return from resting.

Module enrolled on to repeat			Activity
Code	Name and Credits		
6CTA1077	Employment Preparation	15	Students will study alongside Level 6 students enrolled on <i>Professional Practices &amp; Degree Project</i> (6CTA2010, 60 credits). They will only take part in appropriate classes and assignments from this module to a total value of 15 credits.
6CTA1078	Degree Project	45	Students will study alongside Level 6 students enrolled on <i>Professional Practices &amp; Degree Project</i> (6CTA2010, 60 credits). They will only take part in appropriate classes and assignments from this module to a total value of 45 credits.
6CTA1097	Critical and Cultural Studies: L6 Enquiry / Report / Essay	30	Students will study alongside Level 6 students enrolled on the revised and renamed <i>Concepts in Motion: Articulated Research &amp; Writing</i> module (6CTA2011, 30 credits).
6CTA1082	Pre-Production for 3D	30	Students will study alongside Level 6 students enrolled on the revised and renamed <i>Pre-Production for 3D and Visual Effects</i> module (6CTA2009, 30 credits).
6CTA1079	Pre-Production for 2D	30	Students will study alongside Level 6 students enrolled on the revised version of the <i>Pre-Production for 2D Animation</i> module (6CTA2008, 30 credits).
6CTA1081	Pre-Production for Games	30	Students will study alongside Level 6 students enrolled on the revised version of the <i>Pre-Production for Games</i> module (6CTA2006, 30 credits).
6CTA1080	Pre-Production for Visual Effects	30	Students will study alongside Level 6 students enrolled on the revised and renamed <i>Pre-Production for 3D and Visual Effects</i> module (6CTA2009, 30 credits).

## Section 2

### Programme management

<b>Relevant QAA subject benchmarking statements</b>	Art and Design; Communication, Media, Film and Cultural Studies
<b>Type of programme</b>	Undergraduate
<b>Date of validation/last periodic review</b>	September 20
<b>Date of production/ last revision of PS</b>	October 2023
<b>Relevant to level/cohort</b>	Level 4 entering September 2024
<b>Administrative School</b>	School of Creative Arts
<b>Language of Delivery</b>	English

**Table 4 Course structure**

Course details			
Course Code	Course Description	HECOS	UCAS
CTDIGA	BA (Hons) 3D Animation and Visual Effects BA (Hons) 2D Digital Animation BA (Hons) 3D Games Art & Design BA (Hons) Comics and Concept Art	101267 (30%), 100363 (30%), 100057 (25%), 100060 (15%)	W282 W618 W281 W619