

MODULE REVIEW

MODULE TUTOR - REPORT FORM

The review of a module is carried out initially by the Module Tutor. When the module review is completed, its findings are considered by the Academic Director or Programme Manager and noted at the Academic Discipline's Annual Programme Review. Module feedback and what changes will be made as a result of the feedback given are also discussed at Staff Student Consultative meetings. This form is not compulsory but is provided to support the module review process.

Academic Session: 2021-22
Module Title: 3D CHARACTER & CREATURE ANIMATION
Module Code: M6X02049

Student Feedback - Module Tutor's response to feedback given by students

Questionnaire feedback: still pending

Legitimate issues/ positive comments raised by a significant number of students

The tutor had only positive feedback (informally) in all of the classes and exchanges and support provided throughout this period.

Are there any sections or questions where the majority of students indicate that they 'mostly or definitely disagree' or where the results are well below the scores for other sections?

None whatsoever. A semester 2 module that allows students to direct their style of character work to scenarios or situations, forces and physics, interpreted or realistic, and more. Evidence via any/all comments in the room / chat / conversation (via TEAMS/online) were all positive and complimentary. Students only seemed to enjoy the tasks, the content and coursework set – and to see the value of this module delivered here (to support other semester 2 modules).

Tutor Self-Reflection

In what way might the module be improved in terms of content, delivery and assessment as a result of the feedback given? What (if any) changes will be made?

How will any changes made to the module as a result of feedback be communicated to all the students that took this module?

See above on the comment on module questionnaires.

Class activity ranged from the standard lecture-based method with isolating an aspect of animating and directing students to do more of their own study, to more technical approaches in providing files or overviews on what could be done to enhance the level of performance or attitude or believability. The class will have had the introductory module (at L4) last year, however, given that this is placed in semester 2 some students may not have animated since the summer before and/or may have forgotten content. This was addressed early on, with the tutor providing revisionary examples and topics with the notion to move towards more progressive / advanced themes after these initial sessions. With only a small group (and not all attending or participating every week) it can be difficult to forge ahead to raise the level of character / creature appreciation, but those that attended all – or provided weekly progress – did very well and will have learnt a lot to help with the final graduate year. There was a good mix of bipedal and quadrupedal motion within the scenarios (with students themselves taking part in establishing a good list to be considered for their reels). It would be good to do more team-based work or submissions, as not all are good at everything. Some will often enjoy the creature work moreso or facial animation, etc. Feedback has already been provided (ATOW), identifying key strengths and areas to improve, going forward, to L6+

Module Tutor & Programme Manager (BA COMP ANIM): Phil Organ **Date:** May 2022