

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: ART DIRECTION FOR THE ANIMATED SHORT
Module Code: M5X02050

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. Semester 1 module that follows on from foundational work at L4 (e.g VISUAL STUDIES, PRODUCTION DESIGN, etc.) to allow students to concentrate upon pre-production work, ahead of developing this into a sequence (via 3DFilmmaking, in semester 2). Evidence via any/all comments in the room / chat / conversation (via TEAMS/online) were all positive and complimentary. Students seemed to enjoy the tasks, the content and coursework set – and to see the links to the follow-up module (3DF semester 2 module).

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.

This type of module has been delivered since the start of the degree in numerous forms over the years. It remains consistently strong, or, in reflection, that students relish the chance to create more in the way of concept designs, characters, costume, sets, scripts and more. That both the class activity *and* coursework deliverables work hand-in-hand, culminating in one production bible, helps to establish the rationale and ethos to the route of learning undertaken, fairly early on. Students are better focussed, have a cohesive unifying approach to what is needed, despite some early overly ambitious story ideas or scenarios (that are also common). The tutor continues, as he has always done, to lead-by-example with any script work, concept art or with taking a theme and packaging a lecture with a lot of links / research / case studies to help inform whatever path the student is starting to take. The best classes are often the ones where real progress is made, in class time, and the students leave with more control, more assurance and purpose, as a result of any review and feedback. The tutor provides all material covered in the time and also a lot more via MOODLE for inspirational – and aspirational – reasons. Feedback has already been distributed (February) with suggestions and constructive points made to help with the follow-up 3D FILMMAKING work.

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