

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: ADVANCED CHARACTER ANIMATION
Module Code: M6X02056

<u>Student Feedback - Module Tutor's response to feedback given by students</u> 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. In any form of feedback or class exchange. Evidence via any/all comments in the 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 INDEPENDENT PROJECT). <u>Tutor Self-Reflection</u> 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. Working with only games students this year - it proved to be an enjoyable experience for all. The class-call time allowed students to do some of their own animation, following demo's and coverage (from the tutor) via examples or overviews. The tutor continues to develop his own character animation tutorials and content, directing students to the best resources or links, covering both historical case studies and/or technical methods, with a mix of bipedal, quadrupedal, comedic, dramatic, animation and games-directed scenes and set-ups. Coursework from the games students – and their contribution, commitment and response - was generally good/very good. Following on from last year the tutor adopted the notion of providing more variety or versions of actions/scenes/scenarios – to help to establish a range of responses or directions – beyond the need for cycled walks, runs, climbs, idle animations (etc.) although these can be challenging in themselves. For future delivery it would be good to see more in the way of class participation and more use of the physical space, if we are not set to return to face-to-face predominantly, 22/23. Module Tutor & Programme Manager (BA COMP ANIM): Phil Organ Date: May 2022
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