

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 COMPUTER ANIMATION: ELEMENTS
Module Code: ADGD7001

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. Contributions from students was always in abundance and they only sought for more guidance or advice to improve the animations.

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. All students gained a level of appreciation and familiarity with the classwork and coursework, that was all genuinely positive / progressive for the tutor.

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.

The MA COMPUTER ANIMATION suspended at the end of 19/20 and the main course tutor retired. It returned in 21/22 and this module author became the Programme Manager for both the UG and PG animation degrees, needing to devise a lot of his own class content and exercises. This was only enjoyable. As an animation-centric unit it was a delight to a) cover animation techniques and principles in 2D and 3D, b) to see a strong response and level of participation, where students clearly enjoyed the work and chance to focus entirely upon creating short scenes. Classes involved a lot of study on motion and forces, often asking the class to utilise ideas of bringing life to creatures (e.g. bird flight, butterflies, dragons, etc.) but also natural phenomena or effects (e.g. water drips, flags billowing, etc.). The timetable would provide lectures and approaches in one session (often 2D work on the Tuesday) that was then accompanied with more in 3D (MAYA on Thursday session), including opportunities to review or critique. Coursework provided opportunities for the students to develop an animation reel that showcased the best work (and any extra material, outside of class). Feedback was provided every week on work, and summative coursework feedback has been distributed (February). A rewarding and compelling experience, not least for the tutor, relishing the time to conduct animation exercises and to see the enthusiasm return ten-fold.

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