

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: 2020-21
Module Title: INTRODUCTION TO CHARACTER ANIMATION
Module Code: M4X02046

<u>Student Feedback - Module Tutor's response to feedback given by students</u> Number of students registered and eligible to complete the questionnaire: Number of returns: Legitimate issues/ positive comments raised by a significant number of students Module evaluation questionnaire is collected centrally by the University and no data is available at this point of time. 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? Not to the tutor's knowledge. Evidence via any/all comments in the chat / conversation (via TEAMS/online) were all positive and complimentary. Students enjoyed the tasks, the content and coursework set.
<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. The tutor wrote the module, for an amendment, during 18/19 but did not deliver it for its first outing last year (19/20). He was timetabled for the second year run – this 20/21 year – where students from multiple pathways were enrolled. This included BA Comp Anim & Games students, but also those from BSc and HND Computing awards. The biggest (in terms of numbers attending) module for the whole year. In this regard it was difficult, working online, to know if all the students were following the class demo's and exercises. However, the chat facility proved to be very useful and students often used this to query anything (if they were new to MAYA and/or animating). The number of chat entries for the 2 hour class (across some 10 weeks) totalled 700+ (an average of 70 per week). The assessment was as equally demanding, where students were scheduled to present in 3 separate calls, across a 4 hour period. Very draining for the tutor! That all said, it was a personal favourite class-of-the-week, the tutor using a lot of original animations and imagery, helping first years to develop their character animation skills. The coursework from some was fair/poor (minority). The majority were good effort – to – very good – to excellent. The best work grasped the ethos behind the assignment with some conviction and passion! A great experience for the returning-tutor.
Module Tutor & Programme Manager (BA COMP ANIM): Phil Organ Date: May 2021