

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: NARRATIVE
Module Code: ADGD7002

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 somewhat more limited, given the semester 2 position, as some seemed to focus efforts / priorities elsewhere perhaps (which can be a common pattern in Spring+).

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. All / any evidence via any/all comments in the chat / conversation (via TEAMS/online) were all positive and complimentary. Some of the best classes / responses came via studies on scenes or films or sequences (given the 'narrative' emphasis) although it would have been good to have seen more practical work or adaptations from the students themselves.

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. See review on ELEMENTS for a bit of background on the return of the MA COMPUTER ANIMATION degree.

This module sits in the middle of the journey, leaving behind initial thoughts of keyframing or research, sandwiched before the main practical task (of MAJOR PROJECT in the summer). Aims here will help to establish what students need to consider in the composition of shots, in the timing, the processes in conveying synced animation (via dialogue or music) and more. Classes would often involve case studies (of short length) that would help to underpin the 3D work, but technical overviews were also provided (e.g. on the Time Editor and Blends, etc.). Contributions from the tutor worked well if links were established between production stages, to indicate the importance of staging or planning shots (e.g. comparing storytelling forms and progression reels, and analysing the part that camera / framing / cutting / sound (etc.) play, and at what point). An enjoyable subject, and students were provided with files to help from the opening session. This may explain the low level of return when it came to working on the submission (if students postponed this) and this is something to review going forward, for future delivery times. Feedback to students was provided throughout and final coursework feedback to be distributed, not least to help with MAJOR PROJECT (Sem#2).

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