

## **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.*

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| <b>Academic Session:</b> Semester 2 / 2023/24 academic year |
| <b>Module Title:</b> L7 / PRE PRODUCTION                    |
| <b>Module Code:</b> ADGD7006                                |

#### **Student Feedback**

- Pre-production stages, in its myriad of progression stages, is one of the most favoured parts of any animated project, for all class. Students this year were no different, enjoying the chance to take initial ideas or working premise, and transform this through to model sheets, storyboards, scripts, etc. The cohort were very appreciative of the staff's research into new software or websites that can help with structuring the written forms (e.g. synopsis, treatment, shot lists) and online image generation engines and / or A.I examples (e.g. DiffuseTogether).
- Feedback – via formal Staff-Student meetings – was all good, with students only wanting more coverage on life drawing, networking opportunities and festivals. These were all addressed in the second semester, via the tutor's own efforts in setting up libraries of information and links and company contact details.

#### **Module Tutor's response**

- With the same tutor timetabled to deliver NARRATIVE (ADGD7002) in the same semester, there were 2 separate class sessions for both modules – that helped to divide up the content effectively – and provide further opportunities for overlap / cross-referencing. Students always welcome the tutor's classes on technical approaches, but it was pleasing to see / hear students absorbing the time taken to provide more context and historical / cultural overviews and relevant film/VFX/animated studio system case studies.
- This is the last timetabled run for the module (the last time before the new re-validated modules in 24/25) and there is a lot that can be taken forward and implemented in the new delivery patterns.
- With the tutor's own mix of 2D and 3D techniques, where boundaries are broken down, and quoting Pixar's maxim of "No rules; Just tools", subsequent cohorts will benefit from the best-of-what-has-been-covered-in-the-past, with more directed studies and targeting more in-class exemplars of designs / animations.

#### **Tutor Self-Reflection**

- With some 8 or 9 weeks before the Easter break, there is often a need to ensure that everything is covered adequately enough, before the coursework takes more prominence (in the summer term weeks of late April / early May). The decision to split the theory and practice, the practical and critical study – across a lot of production stages – was a good move. There was a lot charted in classes, whether as topics, online (outside of class) and through iterative review(s). Indeed, with responding to the student's request for more networking advice and tips, there is a lengthy amount of resources to both archive and utilise for 24/25, in the new areas of pre-production in the new academic year (e.g. via the tutor's new ANIMATED WORLD BUILDING module and others).

**Module Tutor / Programme Manager :** Phil Organ

**Date:** May 2024