

Course Title: **Animation, Visual Effects and Game Design**

Course Code: **DIGD511**

Descriptor Start Date: **01/01/2025**

POINTS: **30.00**

LEVEL: **5**

PREREQUISITE/S: **none**

COREQUISITE/S: **None**

RESTRICTION/S: **None**

LEARNING HOURS

Hours may include lectures, tutorials, online forums, laboratories. Refer to your timetable and course information in Canvas for detailed information.

Total learning hours: 300

PRESCRIPTOR

Introduces and explores core principles, processes, and techniques for animation, alongside fundamental theories and contexts. Establishes animation practice within a creative studio environment.

LEARNING OUTCOMES

1. Apply creative, and iterative design processes and techniques in animation, visual effects and game design design practice
2. Explore and discuss animation, visual effects and game design design theories and contexts in relation to an animation, visual effects and game design practice
3. Synthesise ideas and concepts using appropriate media, materials and technologies to communicate outcomes through a range of media and approaches
4. Contribute to a cooperative studio environment underpinned by the guiding principles of mātāuranga Māori (Māori-knowledge of the Māori world)

Disclaimer: Course descriptors may be amended between teaching periods/semesters

CONTENT

- Introduction to specialised technical, theoretical, and contextual knowledge related to animation, visual effects and game design.
- Establishing an animation, visual effects and game design practice based on fundamental animation, visual effects and game design principles
- Integrating theoretical and contextual perspectives into animation, visual effects and game design work.
- Exercises and design projects are oriented to a range of contexts in animation, visual effects and game design, integrating both theoretical and practical learning.

LEARNING & TEACHING STRATEGIES

The pedagogical approach will emphasise student-centred learning through a blended work environment. There will be a variable mix of individual and group meetings, workshops, seminars, tutorials, presentations, guest critics and the use of Canvas (Learning Management System).

ASSESSMENT PLAN

Assessment Event	Weighting %	Learning Outcomes
Formative Assessment	0.00	1 - 4
Animation, Visual Effects and Game Design Project	100.00	1 - 4

Grade Map

MAP1

A+ A A- Pass with Distinction
B+ B B- Pass with Merit
C+ C C- Pass
D Fail

Overall requirement/s to pass the course:

Submit all summative assignments and obtain a minimum C- grade overall.

LEARNING RESOURCES

No prescribed text. Recommended reading lists will be supplied.

For further information, contact: Te Ara Auaha - Faculty of Design & Creative Technologies

Principal Programme: AK3619, Bachelor of Design Te Tohu Paetahi mō te Hoahoa

Related Programme/s: AK3352

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