

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

Course Code: **DIGD611**

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

POINTS: **30.00**

LEVEL: **6**

PREREQUISITE/S: **DIGD511**

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

Develops knowledge of animation, visual effects or game design practice through processes and techniques. Exploration of critical theories and concepts specific to animation, visual effects or game design practice. Extends animation, visual effects or game design practice in a creative and collaborative studio environment.

## LEARNING OUTCOMES

1. Apply a range of creative and iterative design processes and techniques through animation, visual effects or game design practice.
2. Explore and discuss relevant theories and contexts in relation to animation, visual effects or game design practice.
3. Synthesise and evaluate ideas and concepts using a range of appropriate media, materials and technologies in the development of an animation, visual effects or game design practice.
4. Communicate outcomes utilising a range of selected media supportive of a cooperative, collaborative studio environment.

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

## CONTENT

- Specialised technical, theoretical and contextual knowledge related to animation, visual effects or game design practice.
- Building an animation, visual effects or game design practice informed by more rigorous application of design principles, and creative and artistic practices.
- Critical, theoretical and contextual perspectives within animation, visual effects or game design work
- Communication and collaboration strategies within a creative studio environment
- Animation, visual effects or game design projects are oriented to a range of practice contexts, 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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