

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

Course Code: **DIGD612**

Descriptor Start Date: **15/07/2024**

POINTS: **30.00**

LEVEL: **6**

PREREQUISITE/S: **DIGD511, DIGD611**

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

Deepens knowledge of animation, visual effects and game design practice through further investigation of processes and techniques. Exploration of critical theories and concepts specific to animation, visual effects or game design practice. Further extends animation, visual effects or game design practice within a creative and collaborative studio environment.

LEARNING OUTCOMES

1. Investigate and deploy a range of creative animation, visual effects or game design processes and practices.
2. Identify, explore and discuss relevant critical theories and contexts in relation to animation, visual effects or game design practice.
3. Evaluate and synthesise ideas and concepts using a range of media, materials and technologies to deepen the development of an animation, visual effects or game design practice.
4. Apply a range of selected communication approaches and strategies to support a cooperative, collaborative studio environment.

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

CONTENT

- Extending and technical, theoretical and contextual knowledge within animation, visual effects or game design.
- Theoretical and contextual perspectives, generating discussion through studio spaces and shared experiences.
- Theoretical and contextual perspectives into animation, visual effects or game design work.
- Animation, visual effects or game design projects are oriented to an expanded and diverse range of creative possibilities and 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

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