

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

Course Code: **DIGD711**

Descriptor Start Date: **02/02/2025**

POINTS: **30.00**

LEVEL: **7**

PREREQUISITE/S: **DIGD611, DIGD612**

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

Extends knowledge of animation, visual effects and game design practice through critical investigation of processes and techniques. Exploration and integration of critical theories and concepts specific to animation, visual effects or game design practice are made with the establishment of a professionally-oriented animation, visual effects or game design practice within a dynamic creative studio environment.

LEARNING OUTCOMES

1. Articulate critical knowledge in relation to animation, visual effects or game design practice.
2. Critically investigate and deploy a range of creative animation, visual effects or game design processes, contexts and theoretical approaches.
3. Evaluate and synthesise concepts and resolve design work using professionally-oriented media, materials and technologies.
4. Select and critically apply a range of advanced artistic and communication strategies within a creative studio environment.

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

CONTENT

- Advanced theoretical and contextual perspectives in relation animation, visual effects or game design practice.
- Consolidating animation, visual effects or game design practice through advanced and diverse design processes, techniques and creative and professional frameworks.
- Projects that integrate theoretical and practical learning will be formed, developing critical capability in expanded animation, visual effects or game design practice and are oriented in multiple contexts, including the local or personal, the bicultural context of Aotearoa New Zealand and global contexts.

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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