Middlesex University London

BA(Hons) 3D Animation for Games and Film

Programme Specification

1. Programme title	BA(Hons) 3D Animation for Games and Film BA(Hons) 3D Animation for Games and Film with Foundation Year
2. Awarding institution	Middlesex University
3a. Teaching institution	Middlesex University
3b. Language of study	English
4a. Valid intake dates	SEPT
4b. Mode of study	FT / PT
4c. Delivery method	☒ On-campus/Blended ☐ Distance Education
5. Professional / Statutory / Regulatory body	N/A
6. Apprenticeship Standard	N/A
7. Final qualification(s) available	BA(Hons) 3D Animation for Games and Film BA(Hons) 3D Animation for Games and Film with Foundation Year DipHE 3D Animation for Games and Film CertHE 3D Animation for Games and Film
8. Year effective from	2024/25

9. Criteria for admission to the programme
UK, EU and international students are eligible to apply for this course. **The standard academic qualification for entry to level one of the programme is:** Please consult the University regulations for precise details regarding the entry requirements and admission criteria for Middlesex University. After going through the UCAS process, applicants may be asked to submit a portfolio of work in support of their application. Further to this, in some instances, applicants may be called for interview. Guidance will be given following application. Direct entry to Year 2 or Year 3 of the programme is considered on a case-by-case basis. Year 3 entry is very rarely appropriate, but applications will be considered by the Programme

team. All applications for entry with prior accreditation or advanced standing will require assessment through the University's standard procedures.

Flexible pathways for entry to the programme: The Foundation Year is an accessible pathway for individuals who may not meet the standard entry requirements for this course, providing a supportive starting point for all applicants.

Applications from mature students with non-standard qualifications are welcomed; especially applications by industry practitioners in cognate fields wishing to advance their skills and gain formal HE qualifications. We also welcome applications from those who are able to demonstrate prior learning, experience or a proven significant interest in and commitment to the area of film, media, 3D, games, photography, art and design. Preferred candidates will be those who are able to demonstrate clear evidence of achievement, either in animation, games, graphics or filmmaking but most importantly we welcome candidates who demonstrate a clear sense of purpose and an enthusiasm for working in the creative industries.

There are no restrictions to admission to the programme based on disability – and students with a disability/ies will be supported to undertake the programme (see 16 below).

Students whose first/main language is not English must also have an overall IELTS score of 6.0, and not less than 5.5 in any element. Where they do not meet these criteria, they should attend and successfully complete a Middlesex University pre-sessional course or opt to take the foundation year.

10. Aims of the programme

The programme aims to:

- Prepare students for employment in the digital creative industry, specifically those industries needing the design, production and development of high-quality 3D computer graphics outputs.
- Enable students to gain specialised and in-depth knowledge about professional 3D animation, games and VFX production practices, workflow and an understanding of industry working environments.
- Foster critical enquiry to find new methods to solve creative problems using cutting-edge digital technologies.
- Instil a sense of life-long experimentation and development to adapt to future technologies for 3D games, film, VFX, 3D animation.
- Provide students opportunities to experience key aspects of creative production processes and practices that are directly relevant to industry and employability.
- Support students to value the creative potential of technology and their own creative potential and value as a practitioner.
- Provide cross cultural and inter-programme collaboration to expand creative opportunities and explore diverse and inclusive ideas, practices and voices in creative production.

11. Programme outcomes*

A. Knowledge and understanding

On completion of this programme the successful student will have knowledge and understanding of:

1. The various career paths and industries which depend on 3D computer graphics technologies and skills
2. The different technical requirements, workflows and processes specific to each industry.
3. The common, core principals of static and animated Computer Generated Imagery shared across all industries
4. Trends for the future development of the technology driving the industry and their impact on working practices and job roles
5. Design processes for developing and implementing original entertainment content
6. The importance of real-world reference as the basis of CGI
7. Management methodologies and project management in projects.

Teaching/learning methods

Students gain knowledge and understanding through

1. Interactive sessions introducing theoretical fundamentals and context.
2. Workshops covering core skills at increasing levels of competence.
3. Workshops reinforcing acquired skills through application and practice
4. Integration of knowledge and refinement of skills through application to personal and group project-based coursework
5. Self-evaluation through extensive feedback from peers, tutors, industry professionals and reflection.

Assessment methods

Students' knowledge and understanding is assessed by

1. Project based coursework including artistic outcomes, production materials and supporting documentation
2. Regular presentation of work-in-progress at daily review sessions.

B. Skills

On completion of this programme the successful student will be able to:

1. Analyse a project brief to identify requirements and client expectations
2. Evaluate processes, tools and workflows for successful delivery of a project brief.
3. Manage and organize a complex project
4. Demonstrate specific skills for the creation of high-quality CG artifacts, including 3D models, characters, still and moving image renders, animations and interactive, real-time scenes for games or virtual production.
5. Accept, evaluate and implement feedback from peers, tutors and industry professionals
6. Presentation of work to professional standards and quality
7. Apply and engage in iterative processes to develop projects from concept to final outcome.
8. Develop and present a professional profile suitable for employment

Teaching/learning methods

Students learn skills through

1. Interactive sessions introducing theoretical fundamentals and context.
2. Workshops covering core skills at increasing levels of competence.
3. Workshops reinforcing acquired skills through application and practice
4. Integration of knowledge and refinement of skills through application to personal and group project-based coursework
5. Self-evaluation through extensive feedback from peers, tutors, industry professionals and reflection.

Assessment methods
Students' skills are assessed by

1. Monitoring and recording small observable behaviours in Workshops and Seminars
2. Testing practical skills in Workshops through small, focussed problem solving tasks.
3. Feedback from industry mentors where suitable
4. Peer evaluation achieved by exchange of practical work.
5. Recorded individual and group critiques of work in progress

12. Programme structure (levels, modules, credits and progression requirements)
12. 1 Overall structure of the programme

Foundation Year
- **Semester 1**:
  Creative London (ADM0001, 30 credits), Skills and the Creative Process (ADM0002, 30 credits)
- **Semester 2**:
  Exploring Creative Directions (ADM0003, 30 credits), Major Project and Portfolio (ADM0004, 30 credits)

Full Time

Year One (Level 4)

All modules are 12 Weeks. At each Level, two modules run in Semester 1 and two in Semester 2.

- **Semester 1:**
  Techniques & Practices 1 (SOF1101, 30 credits), Creation & Ideation (SOF1102, 30 credits)

- **Semester 2:**
  Techniques & Practices 2 (SOF1103, 30 credits), Animation Production (SOF1104, 30 credits)

Obtaining 120 credits (or over but less than 240 credits) means you may exit with a **Certificate in Higher Education (CertHE 3D Animation for Games and Film)**

Year Two (Level 5)

All modules are 12 Weeks. At each Level, two modules run in Semester 1 and two in Semester 2.

- **Semester 1:**
  Worldbuilding (DDD2010, 30 credits), Character Building & Animation (DDD2050, 30 credits)

- **Semester 2:**
  Asset Creation (DDD2030, 30 credits), Cinematics (DDD2020, 30 credits)

Obtaining 240 credits (or over but less than 360 credits) means you may exit with a **Diploma in Higher Education (DipHE 3D Animation for Games and Film)**

Year Three (Level 6)

All modules are 12 Weeks. At each Level, two modules run in Semester 1 and two in Semester 2.

- **Semester 1:**
  Practice and Research (DDD3050, 30 credits), Major Project: Pre-production (DDD3030, 30 credits)

- **Semester 2:**
  Portfolio Enhancement (DDD3020, 30 credits), Major Project (DDD3040, 30 credits)

Exit Award: BA (Hons) 3D Animation for Games and Film

Indicative Part-Time Pathway

Year 1

- **Modules:**
  Techniques & Practices 1 (SOF1101), Creation & Ideation (SOF1102)

Year 2

- **Modules:**
  Techniques & Practices 2 (SOF1103), Animation Production (SOF1104)

Year 3

- **Modules:**
  Worldbuilding (DDD2010), Asset Creation (DDD2030)

Year 4

- **Modules:**
  Cinematics (DDD2020), Character Building & Animation (DDD2050), Major Project: Pre-production (DDD3030)

Year 5

- **Modules:**
  Practice and Research (DDD3050), Portfolio Enhancement (DDD3020), Major Project (DDD3040)

12.2 Levels and modules

Level 4

COMPULSORY
Students must take all of the following:
- SOF1101 Techniques and Practices 1
- SOF1102 Creation and Ideation
- SOF1103 Techniques and Practices 2
- SOF1104 Animation Production

OPTIONAL
None

PROGRESSION REQUIREMENTS
Students must pass at least 90 credits to progress to Level 5. *To achieve Honours, failed credit will need to be repeated.*

Level 5

COMPULSORY
Students must take all of the following:
- DDD2010 Worldbuilding
- DDD2020 Cinematics
- DDD2030 Asset Creation
- DDD2050 Character Building & Animation

OPTIONAL
None

PROGRESSION REQUIREMENTS
Students must pass at least 210 credits to progress to Level 6. *To achieve Honours, failed credit will need to be repeated.*

Level 6

COMPULSORY
Students must take all of the following:
- DDD3050 Practice and Research
- DDD3020 Portfolio Enhancement
- DDD3030 Major Project: Pre-production
- DDD3040 Major Project: Production

OPTIONAL
None

PROGRESSION REQUIREMENTS
-

12.3 Non-compensatable modules	
Module level	**Module code**
6	DDD3040 Major Project: Production

13. Information about assessment regulations

This programme will run in line with general University Regulations:
https://www.mdx.ac.uk/about-us/policies#regulations and the Code of Assessment Practices.

Please refer to module narratives for additional information on the assessment strategy of each module and to section 12.1 for details of credit requirement for awards.

14. Placement opportunities, requirements and support (if applicable)

Engagement with industry stands as a cornerstone for enhancing employability prospects. Moreover, our students will receive dedicated support to explore, access, and pursue opportunities within their field of study, thus aligning their learning with real-world applications and career pathways

All students will have the opportunity to engage with industry-facing briefs to produce work of professional standards in a range of modules, with support of MDX Works.
https://unihub.mdx.ac.uk/employment

Under our supported international mobility schemes, students can apply for a "Work Placement Abroad" under the new Turing Scheme Homepage - Turing Scheme (turing-scheme.org.uk) on level 5 until further notice.

The Middlesex University Student Union (MDXSU) may also offer placements and support students with internal opportunities (e.g. CAPE).

15. Future careers / progression

A myriad of potential careers await across various industries that utilize 3D computer graphics, including but not limited to:

- CG Character Artist
- 3D Animator
- Motion Capture technician
- Visual Effects Artist
- CG Environment Artist (for Games or Film)
- Virtual Production Technician
- VR / AR / XR

Additionally, the skills covered in the programme are applicable to a range of new career opportunities which are emerging from the convergence of digital screen-based media. The

exponentially expanding Virtual Production industry combines the technologies of Computer Games with the performance aspects of Animation and the image manipulation of Visual Effects. It therefore offers novel roles and career paths.

16. Particular support for learning (if applicable)

To ensure a high quality, interactive and experiential learning experience, students may be supported through:

- Academic advising to help them manage their journey through Higher Education.
- Access and training to use specialist spaces (including studios, production gallery, recording studios, Digital Media Workshops, edit suites).
- Technical inductions programme for the safe and professional use of all specialist equipment held at the KitHub.
- Technical staff and dedicated workshops
- Direct communication with tutors and technicians via E-mail and multimedia platforms (e.g., Discord)
- Access to Virtual Learning Environment & learning support platform (MyUniHub, My Learning) to support tutor/learner interaction and plagiarism detection and academic practice enhancement software.
- Relevant IT and software training
- Student Learning Assistants provide additional support to both students and academics: Student Learning Assistants
- Programmes of visiting external speakers from industry
- Graduate exhibition and faculty-wide 'Creative Graduates' website

In addition to the academic and technical staff within the programme, students are supported in their learning by staff in Library Resources.

- Library Resources, e.g., specialist books, journals, videos, DVDs, slides, special collections (including electronic versions)
- Online reading lists for each module accessible via My Learning
- Subject-dedicated librarian
- Special induction sessions provided by the Library Resources
- Learning Enhancement team for support with writing skills

Learning and teaching in the programme will be supported by the Learning Enhancement Team, Disability and Dyslexia Support service, visiting external presenters and collaboration with MDX Works.

The Learning Enhancement Team support students and colleagues across the University to develop advanced Maths Statistics and Numeracy skills and Academic Writing and Language skills which are fundamental to success in assignments and to future life, work, and studies. Support for these skills are integrated into the curriculum of core programmes, and additional opportunities can be accessed on a one-to-one or group basis here: Learning Enhancement | UniHub (mdx.ac.uk)

These additional support opportunities will ensure that all students enjoy equality of opportunity during their studies at Middlesex, in an inclusive, supportive and diverse learning context that

breaks down any barriers which might prevent students with disabilities from actively participating in student life.

17. HECos codes(s)	101019 (Computer Games Graphics) 100363 (Computer Animation and Visual Effects)

18. Relevant QAA subject benchmark(s)	Art and Design Communication, Media, Film and Cultural Studies Computing

19. Reference points

- QAA Framework for Higher Education Qualifications (FHEQ)
- Middlesex University Learning and Teaching Policy and Strategy
- Knowledge into Action, Middlesex University Strategy 2031
- Learning and Quality Enhancement Handbook (LQEH)

20. Other information

UKIE. https://ukie.org.uk/
UK Screen Alliance
Animation UK
Visual Effects Society (VES)
Grads in Games
The Rookies

Please note programme specifications provide a concise summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve if s/he takes full advantage of the learning opportunities that are provided. More detailed information about the programme can be found in the rest of your programme handbook and the university regulations.

21. Curriculum map for BA 3D Animation for Games and Film

This section shows the highest level at which programme outcomes are to be achieved by all graduates, and maps programme learning outcomes against the modules in which they are assessed.

Programme learning outcomes

Knowledge and understanding	
A1	Career Paths and Industries
A2	Technical requirements, workflows and processes of each industry
A3	Common, core principals of CGI
A4	Trends for the future
A5	Design Processes for original content
A6	Importance of real-world reference for CGI
A7	Process methods for project management
Skills	
B1	Analyse a project brief to identify requirements
B2	Evaluate processes, tools and workflows
B3	Manage and organize a complex project
B4	Specific skills for the creation of high-quality CG artifacts
B5	Accept and evaluate feedback from peers, tutors and professionals
B6	Presentation of work to professional standards
B7	Apply and engage in iterative processes to develop projects from concept to final outcome.
B8	Forming a Professional Profile

Programme outcomes														
A1	A2	A3	A4	A5	A6	A7	B1	B2	B3	B4	B5	B6	B7	B8
Highest level achieved by all graduates														
6	6	6	6	6	6	6	6	6	6	6	6	6	6	6

Module Title	Module Code by Level	A1	A2	A3	A4	A5	A6	A7	B1	B2	B3	B4	B5	B6	B7	B8
Techniques and Practices 1	SOF1101	*		*	*		*					*	*			
Creation and Ideation	SOF1102					*	*		*						*	
Techniques and Practices 2	SOF1103		*					*	*	*		*	*		*	
Animation Production	SOF1104			*			*			*		*	*		*	
Worldbuilding	DDD2010			*	*	*	*			*					*	
Cinematics	DDD2020	*	*						*				*			
Asset Creation	DDD2030	*	*						*				*			
Character Building & Animation	DDD2050	*	*						*				*			
Practice and Research	DDD3050		*		*					*		*			*	
Portfolio Enhancement	DDD3020	*		*					*			*	*	*		*
Major Project: Pre-production	DDD3030					*	*				*				*	
Major Project: Production	DDD3040		*	*				*			*			*		*