MODULE SPECIFICATION

University of Kent

1. **Title of the module**

   Advanced Storyboarding

2. **School or partner institution which will be responsible for management of the module**

   Escape Studios, Pearson College London

3. **The level of the module (Level 4, Level 5, Level 6 or Level 7)**

   Level 7

4. **The number of credits and the ECTS value which the module represents**

   30 credits (15 ECTS)

5. **Which term(s) the module is to be taught in (or other teaching pattern)**

   Autumn or Spring

6. **Prerequisite and co-requisite modules**

   None

7. **The programmes of study to which the module contributes**

   MA Storyboarding & Previsualisation

8. **The intended subject specific learning outcomes.**
   On successfully completing the module students will be able to:

   8.1 demonstrate a systematic knowledge and understanding of storyboarding in a production environment, with a special focus on new and emerging theories and techniques
   8.2 critically evaluate and select storyboarding tools and techniques, including thumbnail sketches, animatic, sound design and final output to create a storyboard animatic.
   8.3 select and use appropriate software to create storyboards.
   8.4 edit images to create a storyboard animatic

9. **The intended generic learning outcomes.**
   On successfully completing the module students will be able to:

   9.1 manage time and resources to complete tasks to a given deadline
   9.2 communicate creative and technical information to a variety of audiences

10. **A synopsis of the curriculum**

    character performance and acting

    mime and pantomime

    storyboards, storytelling

    editing techniques

    camera, continuity and cutting

11. **Reading list (Indicative list, current at time of publication. Reading lists will be published annually)**

    - Williams, Richard, The Animator's Survival Kit, Faber & Faber

    - Making Shapely Fiction by Jerome Stern   https://www.amazon.co.uk/Making-Shapely-Fiction-Jerome-Stern/dp/039332124X

    - How to Write Animation by Jeffrey Scott. https://www.amazon.ca/How-Write-Animation-Jeffrey-Scott/dp/1585674281/ref=sr_1_1?ie=UTF8&qid=1539949176&sr=8-1&keywords=animation+writing&dpID=51-HsFKCsEL&preST=_SX198_BO1,204,203,200_QL40_&dpSrc=srch

    - Directing the Story by Francis Glebas. . https://www.amazon.ca/Directing-Story-Professional-Storytelling-Storyboarding/dp/0240810767/ref=sr_1_1?ie=UTF8&qid=1539949300&sr=8-

1&keywords=directing+the+story&dpID=51DCTLI7mGL&preST=_SY264_BO1,204,203,200_QL40
_&dpSrc=srch

- Vision and Composition by Hans Bacher. https://www.amazon.ca/Vision-Composition-Hans-P-Bacher/dp/1786272202/ref=sr_1_1?s=books&ie=UTF8&qid=1539949346&sr=1-1&keywords=hans+bacher&dpID=41jWtLXh8ML&preST=_SX198_BO1,204,203,200_QL40_&dpSrc=srch
- Escape Studios Animation Library: http://lib-guides.pearsoncollegelondon.ac.uk
- Hooks, Ed, *Acting for Animators*, Routledge, 2017

12. Learning and teaching methods

Students undertake direct instruction from tutors in a studio environment to introduce theory and practice. Knowledge and understanding is explored through practical examples in the studio, using examples, demonstrations and analysing student work in the context of the underlying theories and supported by exercises and directed reading, an approach similar to 'action learning' [https://www.heacademy.ac.uk/knowledge-hub/action-learning-0]. Practice and practical work is supervised by tutors and supported by studio assistants. Additional materials and support is provided through the VLE.

Tutor-led studio sessions: 135 hours

Studio assistant supported practice: 45 hours

Directed study: 120 hours

13. Assessment methods

13.1 Main assessment methods

Coursework 60%

This is a practical project the production of a storyboard sequence. (LO 8.1, 8.2, 8.3, 8.4, 9.1)

Reflective Log (3000 words) 30% (LO 8.1, 8.2, 9.1)

Individual presentation (15 minutes) 10% (LO 8.1, 8.2, 8.3, 8.4, 9.2)

13.2 Reassessment methods

14. Map of module learning outcomes (sections 8 & 9) to learning and teaching methods (section12) and methods of assessment (section 13)

Module learning outcome	8.1	8.2	8.3	8.4	9.1	9.2
Learning/ teaching method						
Tutor-led studio sessions	X	X	X	X		
Studio assistant supported practice		X	X	X		
Directed Study	X	X	X	X	X	X
Assessment method						
Coursework	X	X	X	X	X	
Reflective Log	X	X			X	
Presentation	X	X				X

15. Inclusive module design

The Collaborative Partner recognises and has embedded the expectations of current disability equality legislation, and supports students with a declared disability or special educational need in its teaching. Within this module we will make reasonable adjustments wherever necessary, including additional or substitute materials, teaching modes or assessment methods for students who have declared and discussed their learning support needs. Arrangements for students with declared disabilities will be made on an individual basis, in consultation with the Collaborative Partner's disability/dyslexia student support service, and specialist support will be provided where needed.

16. Campus(es) or centre(s) where module will be delivered

Escape Studios.

17. Internationalisation

Storyboarding and previsualisation is an international discipline, and learning resources, materials and directed learning will include resources, examples and case studies from across the world.

18. Partner College/Validated Institution

Escape Studios, Pearson College London

19. University School responsible for the programme

Engineering & Digital Arts

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Revision record – all revisions must be recorded in the grid and full details of the change retained in the appropriate committee records.

Date approved	Major/minor revision	Start date of the delivery of revised version	Section revised	Impacts PLOs (Q6&7 cover sheet)