Bournemouth University

KEY PROGRAMME INFORMATION

Originating institution(s) Bournemouth University	**Faculty responsible for the programme** Faculty of Media & Communication
Final award(s), title(s) and credits MA Digital Effects (180 credits) (90 ECTS)	
Intermediate award(s), title(s) and credits PG Cert Digital Effects (60 credits) (30 ECTS) PG Diploma Digital Effects (120 credits) (70 ECTS)	
UCAS Programme Code(s) (where applicable and if known)	**HECoS (Higher Education Classification of Subjects) Code and balanced or major/minor load.** Major: 100363
External reference points The revised UK Quality Code for Higher Education published May 2018 including: - Expectations and practices for standards and for quality. - Advice and Guidance published in November 2018 QAA Subject Benchmark Statements • QAA Art & Design UG Benchmarks, 2016 • QAA Computing UG Benchmarks, 2016 Creative skillset • National Occupational Standards for Animation 2013 • The Core Skills of VFX Handbook	
Professional, Statutory and Regulatory Body (PSRB) links ScreenSkills (https://www.screenskills.com/).	
Places of delivery Bournemouth University, Talbot Campus	
Mode(s) of delivery Full Time	**Language of delivery** English
Typical duration 12 months	
Date of first intake September 2021	**Expected start dates** September
Maximum student numbers N/A	**Placements** Masters Project (in S3) with optional placement with duration up to 3 month. It is the student's responsibility for arranging the placement, and it will need to be discussed with and approved by the course / unit leader

Partner(s) N/A	**Partnership model** N/A
Date of this Programme Specification June 2020	
Version number Version 1.0-0924	
Approval, review or modification reference numbers E192003 EC 2122 60, approved 11/7/22	
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PROGRAMME STRUCTURE

Programme Award and Title:								
Stage 1/Level 7								
Unit Name	**Core/ Option**	**No. of Credits**	**Assessment Element Weightings**			**Expected Contact hours per unit**	**Unit Version No.**	**HECoS Code** (plus balanced or major/ minor load)
			Exam 1	**Cwk 1**	**Cwk 2**			
Foundation Project (DE Tools is a co-requisite for this unit)	Core	20		100%		11	1.0	100363
DE Tools (Foundation Project is a co-requisite for this unit)	Core	20		50%	50%	100	1.0	100363
DE Theory	Core	20		100%		70	1.0	100363
Group Project (Foundation Project and DE Tools are pre-requisites for this unit)	Core	20		100%		40	1.0	100363
Personal Inquiry	Core	20		100%		39	1.0	100363
Signature Shot (Foundation Project, DE Tools and Group Project are co-requisites for this unit)	Core	20		100%		107	1.0	100363
Progression requirements: Students are required to successfully complete 120 level 7 Credits to proceed to the DE Master's unit **Exit qualification:** PG Cert Digital Effects requires 60 credits PG Diploma Digital Effects requires 120 credits								

Stage 2/Level 7								
Unit Name	**Core/ Option**	**No. of Credits**	**Assessment Element Weightings**			**Expected Contact hours per unit**	**Unit Version No.**	**HECoS Code** (plus balanced or major/ minor load)
			Exam 1	**Cwk 1**	**Cwk 2**			
DE Masters (Group Project and Signature Shot are co-requisites)	Core	60		100%		60	1.0	100363
Exit qualification: MA Digital Effects requires 180 credits								

Indicative Schedule:

Semester 1	**Semester 2 (Pre Break)**	**Semester 2 (Post Break)**	**Summer**
Foundation Project	Group Project		Masters Project
DE Tools	Signature Shot (teaching)	Signature Shot (project)	
DE Theory		Personal Inquiry	

AIMS OF THE DOCUMENT

The aims of this document are to:

- define the structure of the programme;
- specify the programme award titles;
- identify programme and level learning outcomes;
- articulate the regulations governing the awards defined within the document.

AIMS OF THE PROGRAMME

The MA Digital Effects Programme is designed to equip graduates with the skills to become higher-level creative practitioners of Digital Effects; with the critical analytical eye for the judgement of high-end aesthetics and the technical processes involved in generating Computer Generated Images for film and television productions. The MA Digital Effects Programme intends to produce graduates who can be ideally placed within the Digital Effects Industry, embracing its many different facets. In time our graduates will go on to become successful Industry Leaders, as well as pertinent Critical Thinkers and Lifelong Learners. These roles include Effects Animators, Compositors, Matte Painters, Modellers, Lighters, Look-Development Artists and Technical Directors.

The primary focus of the Programme is on feature film Digital Effects; however the skills and experiences students acquire can equally be applied to Computer Games, Television Commercials, Music Promos, Television Series, Architectural Visualisation or even Fine Art.

The Programme takes a holistic view of the field of Digital Effects design and production; where 3D computer animation, 2D compositing and film / video based Acquisition will combine to create effective and compelling Digital Effects sequences. Students will therefore be expected to demonstrate Mastery in all of these disciplines. Within this framework lurks a myriad of smaller but equally valid skills that include problem solving, logic systems, and time management. The distinct intensive challenge of this programme will equal successful career paths if navigated well.

The MA Digital Effects Programme runs in parallel with the MA 3D Computer Animation and MSc Computer Animation and Visual Effects Programmes. MA and MSc students are encouraged to collaborate in integrated teaching, projects and events to promote an interdisciplinary environment, a common culture and to emulate business practice.

ALIGNMENT WITH THE UNIVERSITY'S STRATEGIC PLAN

MA Digital Effects provides our students with Excellence, Inclusivity, Creativity and Responsibilty throughout each step of the programme. This is primarily achieved through leading by example. Whether it is our investment in our teachings, the structure and flow of the programme, the types of assessments we set the students, or our innovative enriching of the student experience; every aspect of the student journey is reflective of BU's Strategic Plan. We attract students from a wide variety of nationalities, backgrounds and cultures all of whom are keen to make this a significant life investment in this subject area. We therefore treat each student with the same respect, fairness, courtesy and kindness during their time here; allowing students to fully explore the ideas, logic and skills of their teachers and fellow students with an open mind and a positive professional outlook. Our curriculum content actively embraces Technology Enhanced Learning; Employability and Professional Practice; Research Informed Education; Student Engagement; Innovation, Entrepreneurship and Creativity; International Perspectives and Mobility; Cultural Awareness and Diversity; Personal and Professional Development. The core mantra of our department is the fusion of Art and Science.

LEARNING HOURS AND ASSESSMENT

Bournemouth University taught programmes are composed of units of study, which are assigned a credit value indicating the amount of learning undertaken. The minimum credit value of a unit is normally 20 credits, above which credit values normally increase at 20-point intervals. 20 credits is the equivalent of 200 study hours required of the student, including lectures, seminars, assessment and independent study. 20 University credits are equivalent to 10 European Credit Transfer System (ECTS) credits.

The assessment workload for a unit should consider the total time devoted to study, including the assessment workload (i.e. formative and summative assessment) and the taught elements and independent study workload (i.e. lectures, seminars, preparatory work, practical activities, reading, critical reflection).

Assessment per 20 credit unit should normally consist of 3,000 words or equivalent. Dissertations and Level 6 and 7 Final Projects are distinct from other assessment types. The word count for these assignments is 5,000 words per 20 credits, recognising that undertaking an in-depth piece of original research as the capstone to a degree is pedagogically sound.

STAFF DELIVERING THE PROGRAMME

Students will usually be taught by a combination of senior academic staff with others who have relevant expertise including – where appropriate according to the content of the unit – academic staff, qualified professional practitioners, demonstrators/technicians and departmental researchers.

INTENDED LEARNING OUTCOMES – AND HOW THE PROGRAMME ENABLES STUDENTS TO ACHIEVE AND DEMONSTRATE THE INTENDED LEARNING OUTCOMES

MA DIGITAL EFFECTS (LEVEL 7) INTENDED PROGRAMME / LEVEL / STAGE OUTCOMES

A: Subject knowledge and understanding This Programme provides opportunities for students to develop and demonstrate knowledge and understanding of*:*	The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the Programme learning outcomes:
A1 the strategic fusion of Art and Science languages appropriate for Computer Animation and Effects praxis. **A2** design, research and observational techniques. **A3** the theoretical and practical application of Computer Animation and Effects to their own practice and associated disciplines. **A4** the creation of qualitative and original work informed by the forefront of Digital Effects praxis. **A5** the generation and implementation of tools and assets within a Computer Animation and Effects production pipeline. **A6** the fundamentals of Computer Graphics.	Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes): • lectures (A1 – A6); • workshops (A1 - A6); • seminars (A1 – A6); • tutorials (A2, A4); • directed research (A2, A3); • use of the VLE (A1, A2, A5); • independent research (A3, A6); • group exercises (A3 – A6).
	Assessment strategies and methods (referring to numbered Intended Learning Outcomes): • Coursework (A1 - A6); • Essays (A1, A3, A4); • Proposals (A3 – A4); • Mediations (A5); • Presentations (A3, A4).
B: Intellectual skills This Programme provides opportunities for students to:	The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the Programme outcomes:
B1 critically contextualize personal practice.	Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes): • lectures (B1 – B5);

B2 analysise, synthesise and communicate Computer Animation and Effects praxis. **B3** independently manage and generate critical and effective research. **B4** theorise and practice Digital Effects Production and Pipelines. **B5** clearly communicate ideas through a subject-specific medium.	• workshops (B1 – B5); • seminars (B1 – B5); • tutorials (B3); • directed research (B1, B2, B4); • use of the VLE (B3 - B5); • independent research (B1 - B5); • group exercises (B2, B4, B5).
	Assessment strategies and methods (referring to numbered Intended Learning Outcomes): • Coursework (B1 – B5); • Essays (B1, B2, B4, B5); • Proposals (B1, B4); • Mediations (B1, B2, B5); • Presentations (B1 - B5).
C: Practical skills This Programme provides opportunities for students to:	The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the Programme learning outcomes:
C1 expertly use software and tools appropriate to their discipline. **C2** contextually mediate Digital Effects practice through written, spoken or visual artefacts. **C3** design and implement projects conceptually appropriate for Digital Effects. **C4** generate new Computer Animation and Effects techniques and praxis. **C5** demonstrate mastery of Digital Effects.	Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes): • lectures (C1, C3); • workshops (C1, C3 – C5) • seminars (C2, C3); • tutorials (C2, C3); • directed research (C1, C3, C4); • use of the VLE (C1); • independent research (C1, C3, C4, C5); • group exercises (C1 – C5).

	Assessment strategies and methods (referring to numbered Intended Learning Outcomes): • Coursework (C1 – C5); • Essays (C2, C5); • Proposals (C3, C4); • Mediations (C2, C4, C5); • Presentations (C2 – C4).
D: Transferable skills This Programme provides opportunities for students to:	The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the Programme learning outcomes:
D1 plan and organise production projects to a given time-scale. **D2** work effectively as a team, communicating with peers, supervisors and others. **D3** engage in personally motivated research, independent learning and problem solving required for continuing professional development. **D4** plan and produce critical reports, proposals and presentations. **D5** understand and implement the underlying technology of Digital Effects praxis.	Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes): • lectures (D5); • workshops (D5); • seminars (D1-D5); • tutorials (D2 – D5); • directed research (D1 - D5); • use of the VLE (D2, D3); • independent research (D1 – D5); • group exercises (D1 - D2).
	Assessment strategies and methods (referring to numbered Intended Learning Outcomes): • Coursework (D1 – D3, D5); • Essays (D1, D3 – D5); • Proposals (D1, D2 – D5); • Mediations (D1 – D5); • Presentations (D2 – D5).

ADMISSION REGULATIONS

Please refer to the course website for further information regarding admission regulations for this programme: MA Digital Effects | Bournemouth University

PROGRESSION ROUTES

Articulation & Internal Progression
Recognition arrangements provide formally approved entry or progression routes through which students are eligible to apply for a place on a programme leading to a BU award. Recognition does not guarantee entry onto the BU receiving programme only eligibility to apply. In some cases, additional entry criteria such as a Merit classification from the feeder programme may also apply. Please see the recognition register for a full list of approved Recognition arrangements and agreed entry criteria.

ASSESSMENT REGULATIONS

The regulations for this programme are the University's Standard Postgraduate Assessment Regulations
https://intranetsp.bournemouth.ac.uk/pandptest/6a-standard-assessment-regulations-postgraduate.pdf

WORK BASED LEARNING (WEL) AND PLACEMENT ELEMENTS

The placement is option during the master project in the semester 3 with duration up to 3 month. It is the student's responsibility for arranging the placement, and it will need to be discussed with and approved by the course / unit leader.

Programme Skills Matrix

Units		Programme Intended Learning Outcomes																			
		A 1	A 2	A 3	A 4	A 5	A 6	B 1	B 2	B 3	B 4	B 5	C 1	C 2	C 3	C 4	C 5	D 1	D 2	D 3	D 4	D 5
LEVEL 7	Foundation Project	*	*	*	*	*	*		*		*	*	*		*		*	*				*
	DE Tools	*	*	*		*	*	*	*		*		*	*							*	*
	DE Theory	*	*	*			*		*		*	*		*						*	*	*
	Group Project		*	*		*	*		*			*			*			*	*		*	
	Signature Shot	*	*	*	*	*	*	*	*	*	*	*	*		*	*	*	*		*	*	*
	Personal Inquiry	*	*	*				*	*	*		*				*		*		*	*	
	DE Masters	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*

A – Subject Knowledge and Understanding This programme provides opportunities for students to develop and demonstrate knowledge and understanding of: **A1** the strategic fusion of Art and Science languages appropriate for Computer Animation and Effects praxis. **A2** design, research and observational techniques. **A3** the theoretical and/or practical application of Computer Animation and Effects to their own practice and associated disciplines. **A4** the creation of qualitative and original work informed by the forefront of Digital Effects praxis. **A5** the generation and implementation of tools and assets within a Computer Animation and Effects production pipeline. **A6** the fundamentals of Computer Graphics.	**C – Subject-specific/Practical Skills** This programme provides opportunities for students to: **C1** expertly use and/or understand software and tools appropriate to their discipline. **C2** contextually mediate Digital Effects practice through written, spoken or visual artefacts. **C3** design and implement projects conceptually appropriate for Digital Effects. **C4** generate new Computer Animation and Effects techniques and praxis. **C5** demonstrate mastery of Digital Effects.

B – Intellectual Skills This programme provides opportunities for students to:	**D – Transferable Skills** This programme provides opportunities for students to:
B1 critically contextualize personal practice. **B2** analysise, synthesise and communicate Computer Animation and Effects praxis. **B3** independently manage and generate critical and effective research. **B4** theorise and/or practice Digital Effects Production and Pipelines. **B5** clearly communicate ideas through a subject-specific medium.	**D1** plan and organise production projects to a given time-scale. **D2** work effectively as a team, communicating with peers, supervisors and others. **D3** engage in personally motivated research, independent learning and problem solving required for continuing professional development. **D4** plan and produce critical reports, proposals and presentations. **D5** understand and/or implement the underlying technology of Digital Effects praxis.