



BACHELOR OF ARTS (HONOURS) IN ANIMATION (TOP UP)

Awarded by : University of Northampton, United Kingdom
Intakes : January and July
Duration : 1 Year (Full-time)

Modules

Final Major Project

In this module students establish a professional graduate portfolio demonstrating skills that are bespoke to specific animation industry careers. The project will contain specialised practical content aimed at an array of industry relevant roles. This is accompanied by academic writing, highlighting the research, workflow and conclusions of the practical project.

Credit Points: 60
Core

Animation Innovation

The purpose of this module is to encourage students to explore the potential of emerging or unconventional technology, concepts or techniques to produce genuinely new uses for animation. This will also involve identifying gaps in the market and finding innovative methods to address them.

Credit Points: 20
Core

Professional Career Development

The main aim of the module is to ensure students are fully prepared for the needs and expectations of a career in digital animation. Students will refine self-promotional, presentational skills and assets. This will involve preparing for job applications and interviews.

Credit Points: 20
Core



Raffles
College of Higher Education

Animation Group Project

Students to work in teams to create an animated project; students will learn about theoretical and practical skills needed to work in a team in the animation industry. The focus is for students to professionally apply team working skills in order to plan. Manage and deliver projects.

Credit Points: 20

Core