Template C4

Kingston University London

Programme Specification

Title of Course: *MA Computer Animation*

Date first produced	31/08/2017
Date last revised	20/06/2025
Date of implementation of current version	01/09/2025
Version number	9
Faculty	Faculty of Engineering, Computing and the Environment
Cross-disciplinary	
School	School of Computer Science and Mathematics
Department	Department of Networks and Digital Media
Delivery Institution	Kingston University

This Programme Specification is designed for prospective students, current students, academic staff and employers. It provides a concise summary of the main features of the programme and the intended learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if they take full advantage of the learning opportunities that are provided. More detailed information on the learning outcomes and content of each modules can be found in the course VLE site and in individual Module Descriptors.

SECTION 1: GENERAL INFORMATION

Award(s) and Title(s):	MA Computer Animation
Exit Award(s) and Title(s):	PGCert Computer Animation PGDip Computer Animation
Course Code *For each pathway and mode of delivery*	PPDMC1DMC01 PFDMC1DMC01
UCAS code *For each pathway*	

Award(s) and Title(s):	MA Computer Animation with Professional Placement
Exit Award(s) and Title(s):	PGCert Computer Animation with PP PGDip Computer Animation with PP
Course Code *For each pathway and mode of delivery*	n/a PFDMC1DMC99
UCAS code *For each pathway*	

Awarding Institution:	Kingston University
Teaching Institution:	Kingston University
Location:	Penryn Road
Language of Delivery:	English
Delivery mode:	Primarily campus based (up to 20% of scheduled L&T hours delivered online)
Learning mode(s):	Full-time Part-time With professional placement
Minimum period of registration:	Full-time - 1 Part-time - 2 With professional placement - 2
Maximum period of registration:	Full-time - 2 Part-time - 4 With professional placement - 3

Entry requirements	Kingston University typically uses a range of entry requirements to assess an applicant's suitability for our courses. Most postgraduate taught course requirements are based on having been awarded a relevant undergraduate degree and are normally coupled with minimum grades expectation of 2:2, specific courses in certain areas may have a stricter grade requirement. We may also use interview, portfolio and performance pieces to assess a person's suitability for some courses. We recognise that every person's journey to a postgraduate taught education is different and unique and in some cases we may take into account work experience and other non-standard pathways onto University level study. Additionally, all non-UK applicants must meet our English language requirements. Please see our course pages on the Kingston University website for the most up to date entry requirements.
Regulated by	The University and its courses are regulated by the Office for Students
Programme Accredited by:	N/A
Approved Variants:	
Is this Higher or Degree Apprenticeship course?	No

SECTION 2: THE COURSE

A. Aims of the Course

Welcome to the Computer Animation MA course. Computer-generated imagery (CGI), Visual Effects, and Games industries are growing steadily world-wide year by year, creating employment opportunities for a wide range of skilled artists and technicians. Kingston University's Computer Animation MA course has been developed with industry needs and expectations as its ethos and preparing students for the challenges they will face in a highly competitive sector. Modules and assessments are designed to recreate the professional environment and client brief. We continuously update our module content and themes to reflect the latest advances in the industry, and we are always adding to our internal catalogue of video tutorials and workshops.

A unique aspect of study on this course is its articulation with other taught Masters courses as part of Digital Media Kingston (DMK) that offers Computer Animation MA, alongside Game Development and User Experience Design. This provides an integrated learning environment where students can develop their media specialist practice as part of a community engaged in interdisciplinary collaborative innovation. The Master's in Computer Animation encourages students to devise and participate in projects where they can develop in their field whilst emphasising research-informed, industry-focused practice standards. Our goal is to help students develop the critical thinking and the understanding of interdisciplinarity that will underpin their practice in the future.

The programme also helps develop work-ready students through an integrated industrial experience in the form of a work placement on the two-year version of the programme. This integrated placement provides students with an exciting opportunity to apply their knowledge and skills in a real-world setting, which enables them to develop their self-confidence. Students undertaking such placement activities are in a stronger position to gain the skills and experience that employers desire today.

Aims of the course are to:

- Prepare highly trained Computer Animation artists to meet the most current employment needs of the Film, TV, and Games industries
- Practice a broad range of tasks within the Computer-Generated Imagery (CGI) production pipeline and explain how they relate to each other
- Apply specialised knowledge and skills, and conduct reflexive, critical and collaborative practice, to the design and development of innovative Computer Animation work
- Develop an analytical and creative approach to both personal and professional activities that leads to the critical and responsible use of informed and independent judgement
- Explore disciplinary boundaries, resolve value conflicts and bridge gaps in knowledge with arguments from first principle and activity at the forefront of best practice
- Foster continuing professional development

B. Programme Learning Outcomes

The programme learning outcomes are the high-level learning outcomes that will have been achieved by all students receiving this award. They have been aligned to the levels set out in ‘Sector Recognised Standards in England’ (OFS 2022).

Programme Learning Outcomes					
	Knowledge and Understanding On completion of the course students will be able to:		**Intellectual Skills** On completion of the course students will be able to		**Subject Practical Skills** On completion of the course students will be able to
A5	Apply knowledge in a professional context, including understanding of their professional development and the structure of the placement organisation (With Professional Placement Only)	B5	Reflect critically on their experience during the professional placement, including research and information literacy, numeracy, management and leadership skills. (with Professional Placement Only)	C6	relate academic theory to practice, develop and practise key personal and employability skills and show examples of the application of these skills (With Professional Placement Only)
A4	Differentiate the technical terms and techniques used in the computer-generated Imagery (CGI) industry	B2	Communicate complex ideas and workflows clearly to peers and supervisors	C5	Collaborate effectively as a member of a production team
A2	Demonstrate a high proficiency at computer-generated work at a level that allows for further independent learning.	B3	Identify, critically evaluate, and solve problems with regards to Computer Animation work	C4	Efficiently time-manage and complete a project to the specifications of a brief
A1	Create complex computer-generated artefacts based on a foundation of established concepts	B1	Rationalise creative and technical choices based on current and informed sources	C3	Demonstrate a high proficiency with various workflows of the Computer Animation
A3	Conduct personally motivated research and apply observational skills	B4	Judge the most appropriate and efficient method for producing computer-generated assets for a range of purposes	C2	Design, plan, and produce Computer Animation work according to industry-standard best practices
				C1	Employ the most current and wide-used software and

					techniques relevant to the industry

C. Future Skills Graduate Attributes

In addition to the programme learning outcomes, the programme of study defined in this programme specification will engage students in developing their Future Skills Graduate Attributes:

1. Creative Problem Solving
2. Digital Competency
3. Enterprise
4. Questioning Mindset
5. Adaptability
6. Empathy
7. Collaboration
8. Resilience
9. Self-Awareness

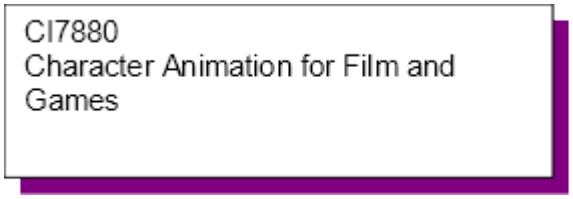
D. Outline Programme Structure

For the full-time students, the course is for one year, with two modules per semester and the final project. Part time students have one module per semester and the course is for two years.

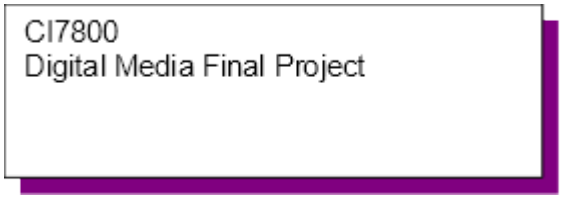
The academic year is comprised of two blocks. Generally, modules run across the teaching block for 10 weeks on a time-tabled day. Although you do not have lectures in every week of the term time, you are obliged to remain in contact with the university during term time and be available to come to meet if necessary.

Full details of each module will be provided in module descriptors and student module guides.

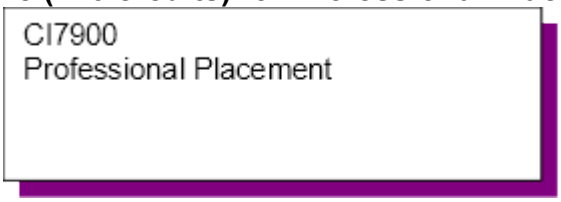
Level 7 core modules (30 credits):



Level 7 Core (60 credits)



Level 7 Core (120 credits) for Professional Placement only



This course operates within the framework of the University's Postgraduate Regulations (PR). Courses in the PR are made up of modules that are designated at level 7. Single taught modules in the courses are valued at 30 credits and the course contains a project that has 60 credits. The minimum requirement for a Postgraduate Certificate is 60 credits, for a Postgraduate Diploma 120 credits and a Master's Degree 180 credits.

For the optional Professional Placement route only (an additional 120 credit points), students will work on the placement after their dissertation for between 10 and 12 months. The suitability of the placement requires approval of the Course Leader.

Students on placement must complete a portfolio assessment which includes a reflection on how the theories they have learnt during their teaching year have helped

them in their placement and demonstrate ability to apply their teaching in a real-world situation.

MA Computer Animation

Level 7							
MA Computer Animation							
Core modules	**Module code**	**Credit Value**	**Level**	**Teaching Block**	**Pre-requisites**	**Full Time**	**Part Time**
Digital Studio Practice	CI7810	30	7	TB1		1	1
3D Creation Pipeline for Film and Games	CI7890	30	7	TB1		1	2
Character Animation for Film and Games	CI7880	30	7	TB2		1	2
Independent Project	CI7801	60	7	Spanning		1	2
Perfecting the Look	CI7860	30	7	TB2		1	2
Professional Placement	CI7900	120	7	Year Long		1	1
Optional Modules							
Professional Placement	CI7900	120	7	Year Long		2	3

Exit Awards at Level 7

Students exiting the programme with 60 level 7 credits are eligible for the award of Postgraduate Certificate.
Students exiting the programme with 120 level 7 credits are eligible for the award of Postgraduate Diploma.

MA Computer Animation with Professional Placement

E. Teaching, Learning and Assessment

This course uses a range of teaching and assessment methods which have been designed to support students' learning and achievement of the learning outcomes. The course has been developed with reference to the Kingston University Academic Framework which sets-out core principles relating to Course and Credit Structure (including Module delivery Structure and Pattern, and Learning Hours and Learning Formats); Curriculum Design (inclusion Learning Design Principles and Inclusive Curriculum); and Future Skills.

Teaching and Learning on the course consist of Scheduled Learning and Teaching and Guided Independent Study (self-managed time). Scheduled Learning and Teaching includes the following, and the format for each module is set out in the module specification:

- Laboratory Sessions
- Lectures
- Seminars
- Tutorials
- Workshops
- Placements

Guidance for students on the use of independent study time is communicated through the 'Succeed in your module' section on the Canvas Virtual Learning Environment and through other communications during the course.

In addition to the core Scheduled Learning and Teaching activities for the course, the University may offer students additional optional opportunities for learning. Examples of these include Study abroad and Work-based learning.

The course will provide students with the opportunity to develop their knowledge and skills relating to at least two United Nations Sustainable Development Goals (UN SDGs). We are committed to empowering students with the knowledge, skills and opportunities to understand and address the UN SDGs: each course is thus also required to prepare students for at least two of the SDGs (not including Quality Education, which all courses must deliver).

F. Support for Students and their Learning

Students are supported through a range of services that provide academic and wider support. These include:

- A Module Leader for each module
- A Course Leader to help students understand the course structure
- Personal Tutors to provide academic and personal support
- Technical support to advise students on IT and the use of software
- Student Voice Committee – to ensure the views of students are heard
- Canvas – Kingston University's Virtual Learning Environment

- Student support facilities that can provide advice on issues such as finance, regulations, legal matters, accommodation, international student support
- Disabled student support
- The Kingston Students' Union
- Student Development and Graduate Success

G. Ensuring and Enhancing the Quality of the Course

The University has policies and procedures for evaluating and improving the quality and standards of its provision. These include:

- Continuous Monitoring of courses through the Kingston Course Enhancement Programme (KCEP)
- Student evaluation including Module Evaluation Questionnaires (MEQs), the National Student Survey (NSS)
- Internal and external moderation of graded assignments

H. External Reference Points

External reference points which have informed the design of the course. These include:

- PSRB standards
- QAA Subject benchmarks
- Other subject or industry standards

I. Development of Course Learning Outcomes in Modules

This table maps where programme learning outcomes are **summatively** assessed across the **core** modules for this course. It provides an aid to academic staff in understanding how individual modules contribute to the course aims, a means to help students monitor their own learning, personal and professional development as the course progresses and a checklist for quality assurance purposes.

Module Code		**Level 7**					
		CI7900	**CI7860**	**CI7890**	**CI7880**	**CI7810**	**CI7801**
Knowledge & Understanding	A5	S					
	A4		S	S	S		

	A2		S	S	S		
	A1		S	S	S		
	A3			S		S	
Intellectual Skills	B5	S					
	B2				S	S	
	B3		S	S			
	B1					S	
	B4					S	
Practical Skills	C6	S					
	C5					S	
	C4			S	S		
	C3		S	S	S		
	C2			S		S	
	C1			S	S	S	

Students will be provided with formative assessment opportunities throughout the course to practise and develop their proficiency in the range of assessment methods utilised.

Additional Information