Course description (topics)

Title of the course: Animation Research And Design / Studio visit

Tutors of the course , contact details:
Szakály Réka Anna, szakalyrekaanna@gmail.com

Code: M-AN-102	Related curriculum (programme/level): MA	Recommended semester within the curriculum: 1	Credit: 15	Number of class hours: 8 (90) Student working hours: 0 (360)
Related codes	Type: seminar, lecture, consultation	Can it be an elective course? No	In case of elective what are the specific prerequisites:	

Course connections (prerequisites, parallels):
Animation Research and Design / General Storytelling Practices

- Filmdramaturgy
- Game history and theory
- Visual Storytelling – Comics
- Visual Storytelling – Storyboarding with composition
- Scriptwriting
- Studio visit

Aim and principles of the course:
Two studio visits to hungarian animated studios representing different slices of the animation industry. Students will meet with artists, studio representatives, and take part in case study presentations & Q&A

Learning outcomes (professional and general competences to be developed):

Knowledge:
production, scheduling, planing animated productions, pipelines, presentation, pitching, funding, basics of financing animated project in an international context, animation studios, project development

Ability:

Attitude:
proactive, responsible, open to sharing in group setting, takes active part in group discussion, supportive and inquisitive within group

Attitude:

Autonomy and responsibility:

Topics and themes to be covered in the course:
animation production (scheduling, financing, planning, pitching, funding applications and opportunities) pipelines, presentation, pitching, animation studios, project development

Specificities of process organisation / organisation of learning:

Course structure, nature of the individual sessions and their timing (in case of several teachers' involvement, please indicate the distribution of their teaching input:

Students' tasks and responsibilities:
be present, active, and attentive during the class

Learning environment: (e.g. classroom, studio, off-site, online, in-company placement, etc.)
outside location

Assessment:
(in case of more teachers are involved and they evaluate seperately, separate assessments per teacher needed)

attendance

 Requirements to be met:
attendance

Method of assessment: (what methods are used for assessment {test, oral question, practical demonstration, etc.})

 Assessment criteria (what is taken into consideration in the assessment):
Based on attendance & the credit value of the course based on the total number of working hours for the course within the whole subject.

How is the mark calculated (how is the result of each assessed requirement reflected in the final mark? {e.g. proportions, points, weights}):
The course is part of the Animation Research and Design subject. Final mark will not include this course.
The course must be taken together with all the courses announced within the subject (the courses are listed). If the student obtains an insufficient grade in any course of the multi-course subject or fails one of the courses, the entire subject must be repeated.

Animation Research and Design / General Storytelling Practices

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Required Literature: Recommended Literature:
Other information:

Recognition of knowledge acquired elsewhere/previously/validation principle:
    ● <u>No exemption from attending and completing the course will be granted,</u>
    ● Exemptions from the acquisition of certain competences and the completion of certain tasks may be granted,
    ● some tasks may be replaced by other activities,
    ● full exemption may be granted.

Out-of-class consultation times and location: by prior arrangement