Course description (topics)

Title of the course: Worldbuilding				
Tutors of the course , contact details: Panni Gyulai, panni.gyulai@g.mome.hu				
Code:	Related curriculum (programme/level):	Recommended semester within the curriculum:	Credit: 5	Number of class hours: Student working hours:
Related codes	Type: (seminar/lecture/class work/consultation, etc.)	Can it be an elective course?	In case of elective what are the specific prerequisites:	
Course connections (prerequisites, parallelis):				

Aim and principles of the course: The Worldbuilding course aims to deepen the students' knowledge in the fields of visual design and worldbuilding, and to prepare them to define and implement their individual professional programme. At the beginning of the course, each student will come up with their own ideas for topics to be addressed, and we will choose the one that they will develop during the semester. The work will be supported by lectures with introductory presentations from creators from different fields of visual design, giving insights into the steps of creating a world, what issues they might face, how an idea takes its final form, and how they will develop their ideas.

The secondary aim of the course is to prepare the student to choose a project for the degree and to carry out the necessary preparatory research.

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

Knowledge:
-The ability to design, develop and implement projects

  -Capable of formulating his/her own professional programme and placing it in a broader professional context

-Ability for sophisticated professional communication and debate -Ability to formulate, represent and argue a nuanced opinion on professional issues

Ability:
-design and prepare individual projects

-research, development

-preparation of presentations

Attitude:
-attend classes regularly, complete assigned tasks

- motivated, committed

-initiative, curiosity

-involved, motivated, proactive, motivated, proactive, motivated, motivated, motivated, initiative, -involved, motivated, proactive, motivated, motivated, motivated, motivated, motivated, motivated, motivated, -seeking adequate answers to problems

-professional knowledge, including technological knowledge
Autonomy and responsibility:
-independence in terms of topics, research, project development

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Topics and themes to be covered in the course:
topic, research, storyboard, storytelling, film language skills,
 scenic design, character development, genres, compositions, drama, effects of light and shadow

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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:

25th of march
Introductory class, worldbuilding methods

27th of march
Lecture

3rd of april
Groupwork

8th of april
Lecture
Groupwork

10th of april
Groupwork

15th of april
Lectures

17th of april
Presentations, feedback

Students' tasks and responsibilities: active participation, independent problem-solving, project development, presentation preparation

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

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

 Requirements to be met:
-active participation in classes, developing your own ideas, presenting your work

Method of assessment: (what methods are used for assessment {test, oral question, practical demonstration, etc.})
presentation
 Assessment criteria (what is taken into consideration in the assessment):
how much the student has developed in relation to himself/herself, whether he/she has done in-depth research and questioning during the course, to what depth he/she has been able to formulate his/her individual topic and demonstrate the development he/she has gone through

How is the mark calculated (how is the result of each assessed requirement reflected in the final mark? {e.g. proportions, points, weights}):
active participation in lessons 40%
quality of individual task development 40%
quality of final presentation 20%

Required Literature:

Recommended Literature:
-Mike S. Fowler, Animation background layout
-Francis Glebas, Directing the story
-Betty Edwards, Color
-Tina Sutton, Bride M. Whelan, The complete color harmony-expert color information for professional color result
-P. Jasmine Katatikarn,Michael Tanzillo, Lighting for animation, the art of visual storytelling

Other information:

Recognition of knowledge acquired elsewhere/previously/validation principle:
- No exemption from attending and completing the course will be granted,
- 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