

Name	Animation research and design - Filmdramaturgy
Codes	M-AN-102 Filmdramaturgy / ER-ANIM-MA-262701-01
Host	MA School
Location	Classroom/Studio or workshop/ External venue/ Online

Course info			Subject info			
Course Type	Contact hours	Home study hours	Comprehensive Subject	Subject type	Semester	Subject credit value
seminar	24				1st	

Recommendation
Who is the course intended for, and why is it relevant to them? A summary of no more than 3 sentences.

Short description
The aim of the course is to provide students—while taking their individual interests and needs into account—with a comprehensive understanding of the major trends, thematic concerns, innovations, and their dramaturgical implications in recent cinema through the study of outstanding films from the past few years. By analyzing these works, students will further develop their oral and written analytical skills, critical thinking, and overall film literacy. Throughout the course, we will examine feature-length animated films, animated documentaries, animated series, documentaries, and live-action feature films.

Teachers				
Name	Contact information	Teaching hours	Short BIO	Open hours
Kinga Keszthelyi	keszthelyi.kinga@g.mome.hu	24		

Course scheduling			
Course format		Weekly class appointments	
E.g. group and individual consultations according to a pre-announced schedule			
Details of each session’s type and schedule, showing the teacher’s role			
Week	Date	Weekly educational content	Studio/workshop
1	09/09	Fundamental Concepts of Dramaturgy The Art and Science of Storytelling	

2	30/09	Exposition and Title, Conflict	
3	21/10	Character, abd Character Development	
4	04/11	Dialogue	
5	18/11	Stakes, Plot Arch	
6	02/12	Resolution, Ending	
7			
8			
9			
10			
11			
12			
13			
14			
15			

Course completion requirements, prerequisites, and evaluation				
Students' duties				
Requirements, assignments	Form of evaluation	Evaluation criteria	Deadline	% in evaluation
Active and regular participation in class.	At the end of the course, in writing.	Assessment is based on active participation in class and the quality of students' written and oral work.		
Requirement 2...				
General requirements				
e.g. eligibility criteria for the exam, free-form description				

Course materials and literature
Mandatory literature
The Science of Storytelling by Will Storr
Course notes and presentations
Recommended literature

Learning outcomes	
Knowledge	1. Understands the principles of analytical, creative, and intuitive thinking, as well as the differences between these modes of thought. Is familiar with the fundamental methods of idea generation, concept development, and innovation. 2. Possesses in-depth knowledge of audiovisual communication and presentation tools and methods used both in the creation of animation and in the presentation of animated content.

	3. Has broad knowledge and a critical understanding of the key themes and debates characteristic of the medium. 4. Is familiar with the broader artistic and cultural fields related to the medium of animation, including their historical development. Continuously expands and updates this knowledge. 5. Is well informed about the contemporary social, economic, creative industry, environmental, and information technology developments that affect the profession. Understands their mechanisms, as well as their connections and relevance to the field of animation. 6. Is familiar with the fundamental principles of budgeting for animation productions and is able to place these within their broader economic context.
Skills	1. Is able to assess their own competencies, professional strengths, and weaknesses, and to recognize when external expertise is required during the animation design and production process. 2. Identifies professional problems, is capable of solving them, and carries out creative professional work based on a given design or production brief. 3. Communicates animation design work and its outcomes effectively through visual, verbal, and written forms, both within professional contexts and for wider audiences, in their native language and in at least one foreign language. Is able to support and defend professional viewpoints with well-reasoned arguments. 4. Routinely uses a wide range of presentation tools, visual communication techniques, and digital platforms. 5. Is able to process research findings and conduct supervised research. 6. Applies the results of scientific research and their own research in guided professional contexts. 7. Is able to apply professional knowledge both as an employee and as a self-employed practitioner. Possesses the knowledge and skills required for independent problem-solving, generating creative ideas, organizing work, and carrying out independent design and animation projects.
Attitude	1. Demonstrates a positive attitude toward the opportunities and practices of self-management. 2. Is aware of the position of the profession within its cultural, artistic, political, ecological, economic, and ethical contexts. 3. Is open to collaboration with other artistic disciplines and professional fields, and communicates knowledgeably and effectively with their practitioners on a professional basis. 4. Recognizes and authentically represents the social role and values of the field of animation.
Autonomy and Responsibility	1. Integrates the principles of sustainability into professional practice in a conscious and responsible manner. 2. Strives to preserve the traditions of animation while expanding the boundaries of the medium. 3. Is capable of working as an employee and of adapting effectively to employee and subcontractor roles.

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Exemption
No exemption may be granted from participation in or completion of the course. Exemption may be granted from completing certain tasks or attending specific sessions. Certain tasks may be replaced by equivalent activities. Full exemption may be granted The student must discuss the details of a full or partial exemption with the instructor and the programme lead.

Curricular connections		
Subject	Parallel courses	Course proportion in subject
Subject prerequisites	Special subject prerequisites	Is it available as an elective?
		Yes/No

Guidelines and rules for the use of artificial intelligence in the course
The use of artificial intelligence at the university is subject to the Artificial Intelligence and Plagiarism Policy of the Moholy-Nagy University of Arts.

Materials needed for the course	Who provides the materials?
Material requirement 1	Tech Park / Programme / Student / Other
Material requirement 2	Tech Park / Programme / Student / Other

Other information, comments
This course, and the activities carried out during it, fall under the scope of Section 6 (1) of the University's Intellectual Property Management Regulations, effective September 1, 2021. Accordingly, participating students will enter into an agreement with the University in line with Section 6 (3) of the Regulations, including the transfer of economic and usage rights of intellectual creations produced during the course to the University under the terms specified in the contract. Furthermore, the student is obligated to maintain full confidentiality regarding the entire course—especially concerning the subject of the course, the activities, the works, creations, and other results, as well as the circumstances of their creation—and may not disclose, publish, or make any information public, except as otherwise specified in a signed written agreement necessary for completing the course.

Acceptance of these conditions is a prerequisite for enrolling in the course. By selecting the 'Course Registration' option, the student acknowledges awareness of these conditions and agrees to participate in the conclusion of the relevant agreement.