Course description (topics)

Title of the course: **Expanded Animation**				
Tutors of the course , contact details: Viktória Szabó, viktoria.szabo@mome.hu Barna Nemes, nemesbarna@gmail.com				
Code:	Related curriculum (programme/level):	Recommended semester within the curriculum:	Credit:10	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: Let's talk about the edges of Animation. We will discover experimental formats and exceptional narratives from XR storytelling to interactive installations and video games. During the classes, we talk about projects we like or find interesting, analyse them and learn where can these projects be presented. We will discuss how the language of animation can be spoken in object-based media projects and which are the latest trends in art and tech. We speak about films all the time, but animation has undergone super exciting development in the past few years thanks to creative technologies. Numerous new possibilities have opened for animation creators to expand their stories to different formats and platforms. We aim to introduce the possibilities of animation through exceptional projects and open students' perspectives towards experimenting with non-linear storytelling formats. In the second half of the semester studens will be working with Unreal Engine to learn the basics of interactive storytelling.				
Learning outcomes (professional and general competences to be developed): Knowledge: -new media formats -experiemtal animation - market trends Ability: - applying knowledge in developing non-traditional animation project - ability to analyse and understand new media storytelling - creative thinking and problem-solving Attitude: - open towards new ideas - attend classes regularly, complete assigned tasks - motivated, committed - initiative, curiosity Autonomy and responsibility:				

-independence in terms of topics, research, project development

Topics and themes to be covered in the course:
Spatial Storytelling and Animation, Immersive media, AI-Generated animation, interactive storytelling, video games

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:

Weekly seminar in the first half of the semester
Monday, 1130-1250

Students' tasks and responsibilities:
Active participation in classes and discussions.

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

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, forming own ideas, and developig a critical attitude

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):
Quality of classworks

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 Animation Production I. module.

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