

<b>name of programme</b>	<b>Animation</b>
<b>qualification degree</b>	<b>Master (MA)</b>
<b>specialisations</b>	<u>animation film</u>
	<u>immersive storytelling</u>
	<u>videogame</u>
<b>professional qualification</b>	<b>Animated Film Director</b>
<b>area of education</b>	<b>arts</b>
<b>duration</b>	<b>4 semesters</b>
	<b>120 ECTS</b>

## Aims

The aim of the Anim MA is to train storytellers who can create captivating narratives for various platforms and engage audiences on a broad scale. You will learn to apply your expertise innovatively as a proactive participant in communication, research and development processes within the creative industry in collaboration with representatives of other disciplines. With us, you will master the skills to craft compelling stories, build captivating visual worlds, and develop enchanting characters. The programme will help you find your artistic style and teach you how to create meaningful narratives.

## Targeted competences

competences	short description
<b>animation project development</b>	creating unique storytelling formats and bring them to life
<b>high-quality presentation and communication skills</b>	communicating about both ideation and final project stages
<b>creative leadership</b>	making decisions on art project management
<b>critical thinking</b>	formulating opinions, offering unique perspectives and defending them

## Specialisations

In the 2nd semester you must choose a specialisation for your Animation MA programme, focusing on a more specific skillset in one of the following three domains: Animation Film, Immersive Storytelling, or Videogame. The availability of a specific specialisation in a given year depends on the number of applicants and other considerations.

Your chosen specialisation will also be indicated in your diploma in the following manner: "The holder of this certificate has fulfilled the requirements of specialisation <Specialisation Name>."

The aim of the most popular choice, Animation Film Specialisation is to build on the theoretical and practical knowledge acquired in the previous semester and to help you define your individual professional approach in animation filmmaking. It will enable you to develop and produce creative animated film projects in preparation for your **diploma** project concluding your studies.

## Structure

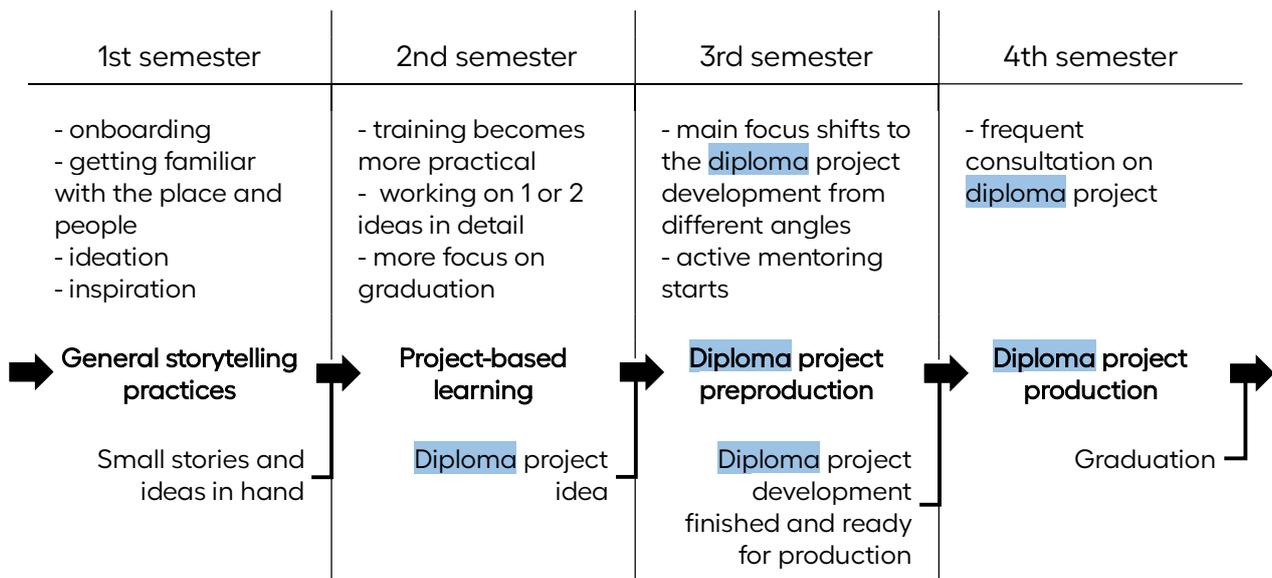
At MOME all Master's study programmes follow a common structure. Each curriculum subject consists of 5-10-15 or 20 ECTS credits depending on the workload required to achieve the intended learning outcomes. 5 ECTS credits equate to approximately 150 hours of work.

During your studies you will

- develop specific competences in Animated Film Direction with the help of Programme-Specific Modules offering joint courses to all Animation MA students, alongside courses of your specialisations, diploma programme, and the obligatory internship programme
- broaden your knowledge and discuss issues of the world surrounding us in the General Theoretical Studies Module
- collaborate on projects with your fellow MA and BA students from other study programmes on different social and economic problems in the Research, Development and Innovation Module
- enrich your knowledge based on your interests in the Elective Module
- participate in intensive workshops during the Course Week

modules	subjects	ECTS						
Programme-Specific Modules	Animation research and design	15						
	<table border="1"> <tr> <td>Animation production 1</td> <td>Immersive storytelling 1</td> <td>Game design 1</td> </tr> <tr> <td>Animation production 2</td> <td>Immersive storytelling 2</td> <td>Game design 2</td> </tr> </table>	Animation production 1	Immersive storytelling 1	Game design 1	Animation production 2	Immersive storytelling 2	Game design 2	30
	Animation production 1	Immersive storytelling 1	Game design 1					
	Animation production 2	Immersive storytelling 2	Game design 2					
Diploma thesis Diploma project Diploma consultation	25							
Internship	5							
General Theoretical Studies Module	Complex introduction Theory-based project development Theoretical lecture and reading seminar Thesis seminar and communication	15						
Research-Development-Innovation (RDI) Module	RDI group course I-II-III or RDI group individual programme I-II-III	15						
Elective Module	Elective course I Elective course II Elective course III	15						
Course Week module	Course Week I Course Week II	criteria						
		SUM: 120						

# Planning your studies



Planning your studies is essential to maximise the benefits from the programme. Following the recommended study path will support you in gradually working towards a successful **diploma** project.

All **programme-specific subjects** have designated places in the curriculum: Animation Research And Design is a core subject in the 1st semester. After completing it, you will proceed to the subjects of your specialisation from the second semester. The **Internship module** can be completed and accepted at any time during the programme.

In the 1st, 2nd and 3<sup>rd</sup> semesters you are advised to complete the **RDI module**, and in the 1<sup>st</sup>, 2<sup>nd</sup> and 4th semesters the **Elective** modules by taking 1 course from these modules in each semester.

The **General Theoretical Studies** module consists of 4 subjects which should be completed in the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> semesters. From these 4 subjects, Complex Introduction is typically taken in the 1<sup>st</sup> semester, providing a general introduction into topics of the surrounding world with an outlook to other disciplines. The Thesis seminar and communication training is directly supporting your thesis writing process and should therefore be completed in the 3<sup>rd</sup> semester.

The **Course Week** module takes place in the middle of the autumn semester and in the first week of the spring semester. Given that the **Course Week** is a one-week-long workshop or lecture series, you can decide in which semesters you would like to take the two mandatory courses.

If you are planning to spend a semester abroad at a partner university, discuss with your programme lead which semester is the most convenient for studying abroad. It is essential to plan your mobility period as early as possible.

The official language of the programme is English. However, it is possible to complete the **Elective** courses in any language, and with the permission of the programme lead, RDI and Course Week courses can also be taken in a language other than English.



<b>module name</b>	<b>Programme-specific</b>
<b>sub-module name</b>	<b>Animation research and design</b>
subject name	Animation production
subject code	M-AN-102
ECTS	15
workload (hours) (contact + out-of-class work)	450 (90 + 340)
semester in which module is recommended to be completed	1st
exam method	term mark
main topics	topic selection process and idea generation, pairing genre and topic, narrative construction, literary and dramaturgical knowledge, and traditional and immersive storytelling; scriptwriting (synopses, literary screenplays) and creative writing, storyboarding and visual storytelling, visual design and visual abstraction, animation genres, contemporary animation and digital content formats

In this foundational subject, students from various backgrounds collaborate in collective storytelling exercises while mastering basic visual design skills. The aim of the course is for you to develop a number of creative project ideas by the end of the semester, which may form the basis of your diploma project.

The objective of the theoretical courses comprising the subject is to establish a basic understanding of the field, laying the groundwork for you to build specialised skills in subsequent semesters.

<b>module name</b>	<b>Programme-specific</b>	
<b>specialisation</b>	<b>Animation</b>	
subject names	Animation production 1	Animation production 2
subject codes	M-AN-203	M-AN-303
ECTS	15	15
workload (hours) (contact + out-of-class work)	300 (60 + 240)	300 (60 + 240)
semester in which module is recommended to be completed	2 <sup>nd</sup>	3 <sup>rd</sup>
exam method	term mark	
main topics	artistic research, idea generation; storyboarding and visual storytelling; cinematic language and creating animatics, editing; sound design; production scheduling, directing skills; pitching and presentation	

The aim of the Animation specialisation module is to build on the theoretical and practical knowledge gained in the previous semester and help you define your individual professional approach in the field of animation filmmaking. The module enables you to develop and produce creative animated film projects in preparation for creating your diploma project concluding your studies.

module name		Programme-specific	
specialisation		<u>Immersive storytelling</u>	
subject names	Immersive storytelling 1	Immersive storytelling 2	
subject codes	M-AN-204	M-AN-304	
ECTS	15	15	
workload (hours) (contact + out-of-class work)	300 (60 + 240)	300 (60 + 240)	
semester in which module is recommended to be completed	2 <sup>nd</sup>	3 <sup>rd</sup>	
exam method	term mark		
main topics	idea generation, designing analogue spaces, designing virtual and digital spaces, the historical and theoretical context of immersive media, prototype creation, designing experimental projects, fundamental knowledge of game engine operation, presentation practice, media production skills, pitching and presentation		

This specialisation provides you with theoretical and practical skills for designing immersive narrative environments and working in virtual and extended reality settings. Additionally, it also focuses on virtual production technology, a central focus of filmmaking in recent years. The goal of the Immersive Storytelling programme is to support non-linear formats, experimental storytelling and encourage students to work with creative technologies.

module name		Programme-specific	
specialisation		<u>Videogame</u>	
subject names	Game design 1	Game design 2	
subject codes	M-AN-205	M-AN-305	
ECTS	15	15	
workload (hours) (contact + out-of-class work)	300 (60 + 240)	300 (60 + 240)	
semester in which module is recommended to be completed	2 <sup>nd</sup>	3 <sup>rd</sup>	
exam method	term mark		
main topics	idea generation, game mechanics, level design, game theory and history, prototype creation, designing video game projects, fundamental knowledge of game engine operation, presentation practice, pitching and presentation		

The specialisation aims to respond to the increasing demand for game designers in the Central and Eastern European region. You will delve into various aspects of game mechanics, game design, developing, prototyping and producing video games and learn about the game industry. Our goal is to train designers capable of creating engaging video games and working in this sector whether by founding their own companies or by joining reputable production studios.

<b>module name</b>	<b>Programme-specific</b>
<b>sub-module name</b>	<b>Internship</b>
subjects name	Internship
subject code	M-AN-401
ECTS	5
workload (hours)	150
semester in which module is recommended to be completed	3rd
exam method	signature

The **Internship** module is designed to enhance your skills through placements at organisations or projects aligned with your specialisation. The internship will support you in planning your career path, providing you with career perspectives and networking opportunities, while enabling you to participate in creative narrative projects relevant to your areas of interest.



module name		General theoretical studies		
subject names	Complex introduction	Theory-based project development	Theoretical lecture and reading seminar	Thesis seminar and communication training
subject codes	M-AE-E-101	M-AE-E-102	M-AE-E-201	M-AE-E-301
ECTS	5	5	5	-
workload (hours) (contact + out-of-class work)	150 (48 + 102)	150 (48 + 102)	150 (48 + 102)	24
semester in which module is recommended to be completed	1st	1st, 2nd, 3rd	1st, 2nd, 3rd	3rd
exam method	exam	exam	exam	signature
main topics	research and design processes and associated toolkits, design attitudes, design identity, goal setting, career planning, self-reflection, resource mapping, time and stress management			

**General Theoretical Studies** offer theoretical subjects to all Design MA students of the university. Beyond imparting factual knowledge, the primary aim of the theoretical training is to improve your critical thinking and analytical and interpretation skills, as well as to enhance their verbal and written communication, and encourage interdisciplinary approaches to professional issues.

After completing the Complex Introduction subject, you can put together your individual schedule each semester from a rich variety of theory-based project development courses, theoretical lectures, and reading seminars offered by the Institute for Theoretical Studies. The reading seminars support your learning about current issues, trends, and basic concepts in social sciences, design and art theory. A lecture is followed by a seminar where students engage in collective interpretation of relevant literature, fostering critical thinking, analytical skills, and debate assignments vary, but will typically involve submission of an essay. The theory-based project development course covers similar issues as a reading seminar; however, the primary focus lies on developing a research project, typically in a group setting. Throughout the course you will present the progress of your project, with assignments including the delivery and presentation of research/project documentation. In addition, the second year of the programme prepares you for successful graduation through the Thesis Seminar and Communication Training course.

module name		Research-Development-Innovataion (RDI)				
subject names	RDI group course			RDI individual program		
subject codes	M-KF-E-101	M-KF-E-201	M-KF-E-301	M-KF-E-102	M-KF-E-202	M-KF-E-203
ECTS	5 + 5 + 5					
workload (hours) (contact + out-of-class work)	150 (60 + 90)					
semester in which module is recommended to be completed	1st, 2nd, 3rd, 4th					
exam method	term mark					

In the **RDI** module three courses with 5 credits each have to be completed by all MA students either in mixed groups from all programmes or individually. The group courses foster interdisciplinary collaboration and the integration of expertise across various fields, while the individual course offers opportunity for students to join specific **RDI** grant projects. The courses will help enhance your research methodology skills foster innovative thinking, and prepare you for collaborative work in research and development teams. Collective research initiatives are also undertaken in collaboration with external partners from the private, governmental, and non-governmental sectors, including Budapest Development Center, Colourful City Organization, Hungarian Intellectual Property Office, Intercolor, Market Építő Zrt., Medion, The Real Pearl Foundation.

module name		Elective courses module		
subject names	Elective course 1	Elective course 2	Elective course 3	
subject codes	M-SZ-E-101	M-SZ-E-201	M-SZ-E-301	
ECTS	5	5	5	
workload (hours) (contact + out-of-class work)	150 (48 + 102)			
recommended semester	1st, 2nd, 3rd, 4th			
exam method	exam	term mark	term mark	

**Elective Subjects** contribute to the achievement of your individual learning plans and goals, by offering an outlook beyond your primary field of study or enabling in-depth exploration of a specific issue. The **Elective Courses Module** offers a wide range of courses in Hungarian, English and German, allowing you to choose the language in which you prefer to complete your 15 ECTS of elective coursework.

module name		Intensive course week	
subject names	Course Week Course 1	Course Week Course 2	
subject codes	M-KH-E-101	M-KH-E-201	
ECTS	-, criteria		
workload (hours)	20-40		
recommended semester	1st, 3rd		
exam method	signature		

The **Intensive Course Week module** forms part of the curriculum of every MOME programme. It is aimed at adding variety to the course offering by including ones reflecting on current global phenomena. Structured around various topics, assignments and opportunities, it drives intense learning and helps break out of the semester's general routine. It demonstrates the diverse competencies and synergies between the different study areas and years by broadening the knowledge horizon – sometimes even beyond the individual's comfort zone. The **Course Week** is a multi-day professional event that takes place two times throughout an academic year. Depending on the total number of students, it includes 15-30 workshops, as well as many theoretical lecture series and seminars. **Course Week** activities and events are available to all students. Recent examples closely related to the Art and Design Management programme include MOME FAIR (a pop-up show of design students organised by management students in trendy downtown locations), Manage [it] Yourself (a roundtable discussion series devoted to self-management and the collaboration of designers and managers), social design projects in rural Hungary (Zalakovár, Sitke etc.) to work with the local community as well as a Film industry project run by a guest lecturer from abroad.

module name		Programme-specific	
sub module name		Diploma	
subject names	Diploma consultation	Thesis	Diploma project
subject codes	M-AN-401	M-SD-401	M-AN-402
ECTS	5	5	15
workload (hours)	150 (45 + 105)	150	450
semester in which module is recommended to be completed	4th		
exam method	exam	exam	

In the **Diploma** sub-module you work with your thesis and diploma project supervisors in personal consultation sessions. This phase marks a transition from the conceptual development stage of their diploma project started in previous semesters to actual realisation and production. You select the format of your diploma project based on your specialisation and personal interests.

With graduation films such as *Fox Tossing*, *From the Corner of My Eyes*, *Above the Clouds*, *Bye Little Block* and *Entropia* becoming instant festival hits, MOME Anim is the beating heart of Hungary's unique and vibrant animation community. Our list of notably alumni includes Domonkos Erhardt, Flóra Anna Buda, Luca Tóth, Nadja Andrasev, Zsuzsanna Kreif and Réka Bucsi among many others.



Éva Darabos: Bye Little Block! (2020)

Code	Subject	Semester 1	Semester 2	Semester 3	Semester 4	Prerequisite	ECTS	Number of classes	Method of evaluation		Notes
M-AN-102	Animation Research And Design	15					15	90	term mark	József Fülöp	
	<b>Animation Film specialisation</b>						<b>30</b>	<b>120</b>			
M-AN-203	<u>Animation Production I</u>		15				15	60	term mark	József Fülöp	
M-AN-303	<u>Animation Production II</u>			15			15	60	term mark	József Fülöp	
	<b>Immersive Storytelling specialization</b>						<b>30</b>	<b>120</b>			
M-AN-204	<u>Immersive Storytelling I</u>		15				15	60	term mark	Viktória Szabó	
M-AN-304	<u>Immersive Storytelling II</u>			15			15	60	term mark	Viktória Szabó	
	<b>Videogame specialisation</b>						<b>30</b>	<b>120</b>			
M-AN-205	<u>Game Design I</u>		15				15	60	term mark	Anna Gyulai	
M-AN-305	<u>Game Design II</u>			15			15	60	term mark	Anna Gyulai	
	<b>Diploma consultation</b>						<b>5</b>				
M-AN-401	Diploma consultation				5		5	45	term mark	Viktória Szabó	
	<b>Internship</b>						<b>5</b>				
M-AN-302	Internship			5			5	0	term mark	Viktória Szabó	
	<b>Research + Development + Innovation module</b>						<b>15</b>	<b>168</b>			
M-KF-E-101	RDI group course	5	5	5	5		5	48-60	term mark	Dániel Barcza	15 credits must be completed over four semesters
M-KF-E-102	RDI individual programme	5	5	5	5		5	48-60	term mark	Dániel Barcza	
M-KF-E-201	RDI group course	5	5	5	5		5	48-60	term mark	Dániel Barcza	
M-KF-E-202	RDI individual programme	5	5	5	5		5	48-60	term mark	Dániel Barcza	
M-KF-E-301	RDI group course	5	5	5	5		5	48-60	term mark	Dániel Barcza	
M-KF-E-302	RDI individual programme	5	5	5	5		5	48-60	term mark	Dániel Barcza	

	<b>Intensive course week module</b>						<b>0</b>					
M-KH-E-101	Course Week course 1	-	-	-	-		0	20-40	signature	Ábel Szalontai	two courses must be completed over four semesters.	
M-KH-E-201	Course Week course 2	-	-	-	-		0	20-40	signature	Ábel Szalontai		
	<b>Elective courses module</b>						<b>15</b>					
M-SZ-E-101	Elective course 1	5	5	5	5		5	36-48	exam	Andrea Schmidt	15 credits must be completed over four semesters	
M-SZ-E-201	Elective course 2	5	5	5	5		5	36-48	term mark	Andrea Schmidt		
M-SZ-E-301	Elective course 3	5	5	5	5		5	36-48	term mark	Andrea Schmidt		
	<b>General theoretical studies</b>						<b>15</b>					
M-AE-E-101	Complex introduction	5					5	48	exam	Tímea Antalóczy		
M-AE-E-102	Theory-based project development	5	5	5			5	48	exam	István Povedák	once over the course of 3 semesters	
M-AE-E-201	Theoretical lecture and reading seminar	5	5	5			5	48	exam	András Beck	once over the course of 3 semesters	
M-AE-E-301	Thesis seminar and communication training			-			--	24	signature	Bálint Sándor Veres	from thesis credits	
	Integrated theoretical / practical research and design						--				integrated into a design course	
	<b>Diploma</b>						<b>20</b>					
M-AN-402	Diploma project				15		15		term mark (2 levels)	Réka Gacs		
M-SD-401	Thesis				5		5		exam	Attila Horányi		

**MOME Anim**

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