

<b>Programme Specification</b>
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1	<b>Awarding Institution/Body</b>	Luminate Education Group												
2	<b>Delivery Location(s)</b>	University Centre Leeds - Mabgate Campus												
3	<b>Programme Externally Accredited by (e.g., PSRB)</b>	N/A												
4	<b>Award Title(s)</b>	BA(Hons) Animation BA Animation (60 credits at level 6) Dip HE Animation Cert HE Animation												
5	<b>UCAS Code</b>	W210												
6	<b>Apprenticeship</b>	N/A												
7	<b>HECoS Code and Description</b>	100061 - Animation												
8	<b>Mode of Attendance</b>	Full Time 3 years Face To face												
9	<b>Relevant QAA Subject Benchmarking Group(s)</b>	QAA Subject Benchmark, Art and Design  2019QAA Subject Benchmark, Art and Design 2025 (under revision)												
10	<b>Relevant Additional External Reference Points</b> <i>(e.g., National Occupational Standards, PSRB Standards)</i>	<ul style="list-style-type: none"> <li>Leeds Culture Strategy 2017-2030</li> <li>Framework for Higher Education Qualifications (FHEQ)</li> <li>Creative Industries Federation guidelines</li> <li>Industry standard technical specifications</li> <li>NOS standard <i>Develop persuasive visual Animation for use in marketing communications</i></li> </ul>												
11	<b>Date of Approval/ Revision</b>	September 2026												
12	<b><u>Undergraduate (Hons) Entry Criteria</u></b>													
	<b>UCAS tariff points:</b>	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 30%;"></th> <th style="width: 35%; text-align: center;">Typical offer</th> <th style="width: 35%; text-align: center;">Minimum Offer</th> </tr> </thead> <tbody> <tr> <td></td> <td>48 UCAS tariff points from two A-levels (or equivalent qualifications) in a relevant subject</td> <td>16 UCAS tariff points from one A-level (or an equivalent qualification), should be in a relevant subject Applicants without a qualification in a relevant subject will be invited to provide a portfolio of work to demonstrate creative ability.</td> </tr> <tr> <td><b>IELTS:</b></td> <td colspan="2">IELTS 6.0 with no less than 5.5 in any component.</td> </tr> <tr> <td><b>International qualifications:</b></td> <td colspan="2">International qualifications will be assessed against these criteria</td> </tr> </tbody> </table>		Typical offer	Minimum Offer		48 UCAS tariff points from two A-levels (or equivalent qualifications) in a relevant subject	16 UCAS tariff points from one A-level (or an equivalent qualification), should be in a relevant subject Applicants without a qualification in a relevant subject will be invited to provide a portfolio of work to demonstrate creative ability.	<b>IELTS:</b>	IELTS 6.0 with no less than 5.5 in any component.		<b>International qualifications:</b>	International qualifications will be assessed against these criteria	
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	<b>Mature applicants:</b>	University Centre Leeds welcomes applications from mature* applicants who may not have met the academic criteria, but who can demonstrate a wealth of experience in their chosen field. Candidates in this category and otherwise are likely to be interviewed to assess their suitability for the course and may be asked to provide a portfolio of evidence to support their application.  <i>*21 years and over at the start of the course</i>																		
	<b>RPL claims:</b>	The course structure actively supports claims for Recognition of Prior Certified Learning (RPCL) and Recognition of Prior Experiential Learning (RPEL)																		
13	<b>Educational Aims of the Programme</b>  <b>The overall aims of the programme are to:</b> <ul style="list-style-type: none"> <li>• Produce graduates with strong aesthetic sensibility and technical proficiency across both traditional and digital mediums</li> <li>• Develop graduates who can create ethical and responsible animation</li> <li>• Produce graduates who can work independently, with resilience and self-determination</li> <li>• Foster independent creative practitioners with entrepreneurial mindsets and adaptive skillsets who can respond effectively to the evolving needs of the animation industries</li> <li>• Produce industry-ready animators skilled in contemporary tools, workflows and methodologies</li> <li>• Equip graduates with essential professional skills including project management, client communication, collaboration and commercial awareness</li> <li>• Deliver expertise in current and emerging technologies, with emphasis on industry-standard digital tools and processes</li> <li>• Create opportunities for interdisciplinary collaboration and real-world project experience through internal and external partnerships</li> </ul>																			
14	<b>Learning Outcomes</b>  <b>Knowledge and Understanding</b> <table border="1" data-bbox="209 1227 1382 1357"> <tr> <td data-bbox="209 1227 323 1272"><b>K1</b></td> <td data-bbox="323 1227 1382 1272">Critically evaluate ideas, concepts and theories within animation</td> </tr> <tr> <td data-bbox="209 1272 323 1357"><b>K2</b></td> <td data-bbox="323 1272 1382 1357">Critically analyse industry practices, emerging technologies and ethical considerations in animation</td> </tr> </table> <b>Cognitive/Intellectual Skills</b> <table border="1" data-bbox="209 1397 1382 1615"> <tr> <td data-bbox="209 1397 323 1462"><b>C1</b></td> <td data-bbox="323 1397 1382 1462">Critically analyse evidence from a variety of sources to create informed animation solutions</td> </tr> <tr> <td data-bbox="209 1462 323 1527"><b>C2</b></td> <td data-bbox="323 1462 1382 1527">Critically and creatively apply animation techniques, processes and methodologies in own practice</td> </tr> <tr> <td data-bbox="209 1527 323 1615"><b>C3</b></td> <td data-bbox="323 1527 1382 1615">Critically appraise and address complex problems through systematic research and animation practice/processes</td> </tr> </table> <b>Professional Skills</b> <table border="1" data-bbox="209 1659 1382 1924"> <tr> <td data-bbox="209 1659 323 1724"><b>P1</b></td> <td data-bbox="323 1659 1382 1724">Operate ethically within animation production contexts while managing effective client relationships</td> </tr> <tr> <td data-bbox="209 1724 323 1789"><b>P2</b></td> <td data-bbox="323 1724 1382 1789">Autonomously create animation projects that demonstrate both technical proficiency and creative innovation</td> </tr> <tr> <td data-bbox="209 1789 323 1854"><b>P3</b></td> <td data-bbox="323 1789 1382 1854">Produce animation projects with an experimental approach using intellectual flexibility and openness to new ideas</td> </tr> <tr> <td data-bbox="209 1854 323 1924"><b>P4</b></td> <td data-bbox="323 1854 1382 1924">Create technically accomplished animation using appropriate industry tools and workflows</td> </tr> </table> <b>Key Transferable Skills</b>		<b>K1</b>	Critically evaluate ideas, concepts and theories within animation	<b>K2</b>	Critically analyse industry practices, emerging technologies and ethical considerations in animation	<b>C1</b>	Critically analyse evidence from a variety of sources to create informed animation solutions	<b>C2</b>	Critically and creatively apply animation techniques, processes and methodologies in own practice	<b>C3</b>	Critically appraise and address complex problems through systematic research and animation practice/processes	<b>P1</b>	Operate ethically within animation production contexts while managing effective client relationships	<b>P2</b>	Autonomously create animation projects that demonstrate both technical proficiency and creative innovation	<b>P3</b>	Produce animation projects with an experimental approach using intellectual flexibility and openness to new ideas	<b>P4</b>	Create technically accomplished animation using appropriate industry tools and workflows
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	<b>T1</b>	Effectively manage and engage in collaborative practice, successfully contributing to a team to deliver ambitious projects
	<b>T2</b>	Develop entrepreneurial skills and professional competencies informed by career aspirations
15	<p><b>Key Learning &amp; Teaching Strategy and Methods</b></p> <p>This programme is structured to reflect the professional demands of contemporary animation practice. The programme equips graduates with practical and professional skills to enable them to succeed and build a sustainable practice in a constantly evolving industry.</p> <p>To reflect this practical nature of the programme, at Level 4, 60 credits (3 x 20 credit modules) focus on learning the fundamental skills and techniques required. Modules in Pre-Production Techniques, 2D and 3D Animation and Motion Techniques develop essential skills that students can apply in the Commercial Practice module to create industry-viable outcomes and develop their entrepreneurial skills. This technical foundation supports Level 5 work, where students begin to engage with more project-based outcomes and experimental and emerging technologies in Hybrid Techniques. The progression from Level 4 to Level 5 enables students to develop their individual Animation style while mastering professional workflows and tools alongside building self-determination and resilience to work on extended projects for sustained periods. The development of core skills at Level 4 will provide the foundation for students to build on in Level 5, enabling them to contextualise their practical work and to realise their ideas into well resolved bodies of work in the module 'Personal Project'.</p> <p>The nature of the course is designed to encourage students to take ownership of their professional practice and creative identity. At level 6 students will work on a combination of self-initiated projects and work with external partners to work in a non-simulated culture by engaging with the creative community and embedding a professional ethos within the programme. This collaborative and real-world approach builds the ability to take developmental feedback and manage professional relationships with positivity and resilience will support students' progression into more sustainable professional practice or further study beyond the course.</p> <p>Throughout the course, projects increase in complexity and independence, challenging students to apply their skills creatively and critically. The integration of industry briefs and live projects offers valuable real-world experience, allowing students to work on authentic Animation projects. By emphasising both technical execution and strategic thinking, the course prepares graduates for the animation industry.</p> <p>The curriculum emphasises real-world application through industry-standard software and digital tools (Adobe Creative Suite, Toon Boom Harmony, Toon Boom Storyboard Pro, Premier Pro). It encourages a thorough understanding and approach to animation methodologies and solutions. Digital integration is understood as a need for contemporary animators; thus, the program provides students with industry-standard hardware and software available in the University Centre Leeds campus computer suites.</p> <p>Students are taught to consider inclusive animation principles through the Animation in Context and Contemporary Issue in Animation modules. They will develop academic skills through lecturers with a wealth of academic and industry experience and visiting professionals in specialist areas will further equip students with knowledge and skills that contribute to their development as animators.</p> <p>Mixed-media and analogue animation skills are also encouraged and embedded in the course. Therefore, enrichment sessions include studio-based practical workshops delivered at Mabgate studio space in areas such as printmaking, drawing and mark making techniques. These enable students to bring unique visual elements to their animation work. Technical demonstrations impart and develop key practical skills and online learning resources available on Blackboard support all sessions. Other strategies include online collaboration tools, remote working practices, regular critiques and portfolio reviews to support different learning styles and specific project needs.</p>	

	<p>The sequencing of the modules is designed to enhance the quality of the student learning experience and promote student retention and achievement. Within the modules, there are embedded work related, personal development and academic skills to support the student. The teaching of these skills will be contained within practical modules to ensure constant student engagement to maintain a professional contextualisation of practical work, and to teach the transferrable skills in a way that is purposeful for the student.</p> <p>Within Animation in Context and The Creative Professional, key academic skills will be delivered to support the students' transition into higher education from a range of educational backgrounds and experiences. Skills such as referencing, researching, debating, creating an assignment structure, writing styles and presentation skills are taught within these modules. The Creative Professional in Level 4 will embed personal development skills such as skills audits, time planning, personal development plans and reflective practice. The teaching of practical work is underpinned by key principles, concepts and practitioners, here students are invited to undertake desk based, primary and practice led research to explore concept development, and to contextualise animation practice within a socio-political and historical context. These academic skills are often evidenced within the modules' secondary tasks; through the production of presentations, case studies, reflections and logs students will implement their academic skills. This structured development also supports students into finding areas of interest and specialism which they can further pursue in a sustained and informed body of study in the level 6 Major Animation Project.</p> <p>Students receive guidance through one to one and group tutorials allowing for a student-centred approach. Students are supported in their transition on to the course with tutors who also deliver level 3 / Access to Higher Education programmes at Leeds City College, so they understand the transition to becoming independent learners as well as some of the challenges experienced as students get to grips with new online interfaces such as Blackboard and Turnitin. Transitions during the course (level 4-5 and 5 to 6) are supported through summer projects. These allow students to be facilitated in maintaining their creative focus during the summer break as well as encouraging the development or ideation of next level key skills, a move towards self-direction or engagement in contextual issues.</p> <p>The course content is developed to encourage students to develop as confident creative practitioners. Content is embedded with strategies to thrive within the professional creative world, and opportunities to open students up to engaging with creative industry. For this to be successful, the teaching of these core ideas and values within a classroom setting needs to be coupled with direct experience of the creative field. This will be achieved through our strong local links with institutions who are central to the industry within the region. University Centre Leeds supports online learning by providing all HE students with access to the study zones, library resources and support as well as access to laptops with appropriate software. Students are supported throughout their programme of study by the wider HE Creative team receiving specialist support from the technical team and technical demonstrators.</p> <p>Remote working reflects industry practices, and students are supported to work online using technology and emerging technologies such as tablets, laptops and digital cameras available to borrow through the department.</p>
16	<p><b>Key Assessment Strategy and Methods</b></p> <p>This programme uses a broad range of assessment methods with emphasis on practical, portfolio based outcomes that reflect the vocational and professional nature of animation. Assessments include technical test pieces, sketchbooks, rough sheets, digital work records, and more resolved bodies of work such as the Individual Pitch Bible. Many projects respond to live or client briefs, giving students direct experience of professional contexts. Practical submissions are supported by reflections, workbooks, statements, presentations, and contextual assignments that develop critical understanding of creative decisions, audience impact, and issues such as inclusivity and ethical practice.</p> <p>Assessment is structured progressively across Levels 4, 5, and 6. At Level 4, students are assessed on the development of core digital and traditional skills in 2D, 3D, pre-production, and motion techniques. At Level 5, assessment focuses on the effective use of industry-standard tools and collaborative processes</p>

	<p>in modules such as Collaboration, Hybrid Techniques, and Personal Project. At Level 6, students demonstrate autonomy through self-directed projects, technical specification documents, and professional portfolio and showreel development. They are also assessed on workflow management, including project planning, asset organisation, version control, and working to professional deadlines.</p> <p>Live briefs form a key part of the assessment strategy, requiring students to respond to changes in narrative, audience, or timescale while delivering appropriate creative solutions. Outputs may include social media content, digital animation, narrative work, brand motion graphics, or web and app-based projects. This range ensures students demonstrate both technical competence and adaptability. Digital-first delivery is emphasised to reflect contemporary practice, while ensuring transferable skills for varied career paths.</p> <p>Assessment methods include practical outcomes, written work, and verbal or visual presentations to peers, tutors, external professionals, or live audiences. These formats prepare students for industry expectations and help develop communication and professional skills. Regular formative feedback through tutor, peer, self, and client review is embedded throughout the programme. This supports continuous refinement, problem solving, resilience, and the ability to respond constructively to critique while defending creative decisions where appropriate.</p> <p>The variety of assessment formats ensures fairness and supports different learning styles. Structured guidance at earlier levels moves towards increasing independence, with personal tutor support and individual learning plans helping students develop as autonomous practitioners ready for professional animation careers.</p>
17	<p><b>Industry Specific Skills Development</b></p> <p>At Level 4, students develop fundamental technical skills in animation, including workflow optimisation, keyframing, character design, environment and world building, and core animation principles. They learn to manage files efficiently, implement backup strategies, and apply design principles such as colour theory and shape theory. Students gain working proficiency in industry-standard software, including Toon Boom Harmony, producing visually compelling work that reflects contemporary animation trends.</p> <p>At Level 5, technical skills are expanded to include professional workflows in blended 2D and 3D animation, collaboration, and experimentation with historical and innovative techniques. Students refine their understanding of animation industry contexts, applying design principles to social media, screen-based, and practical handmade animation formats. They develop expertise in digital asset management, efficient file organisation, aspect ratios, resolutions, and responsive animation techniques. Level 5 also focuses on presenting personal project aspirations, publishing work for audience feedback, completing 30-day film challenges, and managing professional animation projects from concept to completion.</p> <p>By Level 6, students apply technical skills to real-world client briefs, working with industry professionals and responding to feedback and project requirements. They execute complex animation projects while balancing creative innovation with industry expectations. Specialist Animation Practice encourages experimentation with advanced techniques, immersive experiences, and augmented reality. Students produce a comprehensive professional portfolio demonstrating high-quality, polished animation work, strategic problem-solving, technical proficiency in digital tools, and the ability to deliver innovative yet practical solutions. Feedback at Level 6 includes commentary, industry panel reviews, guidance on social media and freelance presence, and portfolio interviews to support career readiness, including job applications, graduate opportunities, and internships.</p> <p>The programme is embedded within the animation industry, providing live briefs, studio visits, guest lectures, digital showcases, and networking events. Students engage with Leeds-based animation companies, community organisations, and alumni to gain insight into industry trends, technologies, and workflows. Opportunities for collaboration, cross level networking, and the annual specialist speaker festival enhance professional skills and career development. These experiences enable students to understand professional standards, develop industry-ready technical and creative skills, and prepare for diverse animation careers, from studio and freelance work to collaborative or independent projects.</p>

18	<p><b>Transferable Skills Development</b></p> <p>At Level 4, students begin developing essential transferable skills to build a foundation of professional practice. They are introduced to problem solving and critical thinking by exploring animation concepts and applying them to practical tasks. Time management, organisation, and workflow skills are developed as students learn to structure their work efficiently within digital animation pipelines. Communication skills and adaptability are nurtured through collaborative exercises, presentations, and responding to creative challenges, helping students build confidence in articulating ideas. Resilience is formed as students learn to manage feedback, iterate on work, and maintain motivation through technical or creative difficulties, in preparation for professional practice. Student networking events and socials support the students' networking skills, confidence in communicating and interacting and ability to form professional relationships with peers beyond their own programme.</p> <p>At Level 5, collaboration and professional development become central. Students enhance their ability to work effectively in teams, developing delegation, communication, and negotiation skills for peer to peer interactions. Project management, strategic thinking, and adaptability are emphasised as students balance creativity with practical constraints, meet deadlines, and respond to evolving animation briefs. Entrepreneurial skills are introduced, including self-promotion, portfolio development, and online presence, with guidance on communicating their creative practice in professional, industry-appropriate ways. Networking opportunities help students build industry connections, while resilience is reinforced as they navigate complex projects, working to briefs, and collaborative dynamics.</p> <p>By Level 6, students refine professional and entrepreneurial skills in preparation for independent work in the animation industry or freelance practice. Critical self-reflection supports evaluation of strengths and areas for growth, while advanced problem solving, adaptability, and time management equip students to tackle complex creative and technical challenges. Students develop strategic thinking to position themselves within the industry, manage projects autonomously, and respond effectively to client feedback. Collaboration, networking, and professional communication are further embedded through live briefs, portfolio presentations, industry engagement, and networking helping students establish relationships and seek career opportunities. Resilience is reinforced through sustained independent work, exposure to professional expectations, and remote workflows, ensuring graduates are equipped to meet the demands of both studio and freelance animation practice.</p>
19	<p><b>Sustainability</b></p> <p>Sustainable practices are embedded into this programme throughout the structure of the modules. Within the modules there are opportunities to embed sustainable working practices specific to the animation industry throughout the programme.</p> <p>In the Level 4 shared modules Creative Professional and Commercial Practice, sectoral best practices are discussed, and students will reflect on their personal practice and how sustainability models are considered within this. The Commercial Practice module focusses on sustainable practices when students are considering creating products to sell, and the sustainable advantages of both physical and digital assets.</p> <p>Students will learn about sustainable practices in the animation industry we currently work with SAIL (Sustainable Arts in Leeds) to embed sustainable practices in events and exhibitions, and this will inform the assets created for live events and the resources used to realise projects created by the students.</p> <p>Sustainability is embedded into the modules Contemporary Issues and Personal Project. Students are asked to consider their current and future practice to contextualise it within current industry issues. This will include considering issues surrounding sustainability, ethics, and representation.</p> <p>In Major Animation Project students will develop a personal project as a vehicle to explore and develop their personal practice. This will include the creative and technical development of their practice to</p>

	<p>develop an ambitious project, but also to exhibit their work to an audience. This public facing element of the Major Animation Project module builds on the Self-promotion in the Animation Industry module at Level 5 for students to independently apply their learning about sustainable practices to creating and exhibiting work in an ethical and sustainably responsible nature.</p>
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20	<b>Programme Modules</b>				
	<b>Level 4</b>				
	<b>Code</b>	<b>Title</b>	<b>Credits</b>	<b>Core/Option</b>	<b>Compensatable / Non-Compensatable</b>
		2D Techniques	20	Core	C
		Pre-Production Techniques	20	Core	C
		Motion Techniques	20	Core	C
		Creative Professional	20	Core	C
		Commercial Practice	20	Core	C
		Animation in Context	20	Core	C
	<b>Level 5</b>				
	<b>Code</b>	<b>Title</b>	<b>Credits</b>	<b>Core/Option</b>	<b>Compensatable / Non-Compensatable</b>
		Collaboration	20	Core	C
		Contemporary Issues in Animation	20	Core	C
		Self-Promotion in the Animation Industry	20	Core	C
		Personal Project	40	Core	NC
		Hybrid Techniques	20	Core	C
	<b>Level 6</b>				
	<b>Code</b>	<b>Title</b>	<b>Credits</b>	<b>Core/Option</b>	<b>Compensatable / Non-Compensatable</b>
		Major Animation Project	60	Core	NC
		Specialist Animation Practice	20	Core	C
		Live Animation Brief	40	Core	NC

**21 Programme Structure**

Students receive 3hrs teaching per week on each 20 credit in a single semester module so at level 4 and 5, semester one and two, they have 9 hours of teaching plus 1 hour tutorial per week. At level 6 taught and supervisor sessions amount to 9 hours plus one hour tutorial, staggered completion of modules allows for spread of module assessments and aligns with programme needs. Students are encouraged to work independently either on campus or elsewhere to make up the notional learning hours for each module.

**Level 4**

Semester 1	The Creative Professional 20 credits 3hrs/wk.	Pre-Production Techniques 20 Credits 3hrs/wk.	2D Techniques 20 credits 1.5hrs/wk.	Animation in Context 20 credits 1.5hrs/wk.
Semester 2	Motion Techniques 20 credits 3hrs/wk.	Commercial Practice 20 credits 3hrs/wk.		

**Level 5**

Semester 1	Hybrid Techniques 20 Credits 3hrs/wk.	Personal Project 40 credits 3hrs/wk.	Contemporary Issues 20 credits 3hrs/wk.
Semester 2	Collaboration 20 credits 3hrs/wk.		Self-Promotion in the Animation Industry 20 credits 3hrs/wk.

**Level 6**

Semester 1	Specialist Animation Practice 20 credits 3hrs/wk.	Live Animation Brief 40 credits 3hr/wk.
Semester 2	Major Animation Project 60 credits 6hrs/wk plus supervisor meetings	

**22 Apprenticeships**

n/a

**23 Support for Students and Their Learning**

At University Centre Leeds we have a specialised Student Support team where students can access support for learning, wellbeing, welfare, and financial support, designed to suit the needs of individual students and support their studies. This support includes access to

diagnostic assessments and an Additional Learning Support Officer who can provide disability advice and Study Skills for students with a disability, neurodiversity, diagnosed mental health condition, or long-term health condition. The team will support eligible students to apply for Disabled Students' allowance (DSA); a government grant to provide individualised support such as specialist computer equipment, assistive software, mentoring support, study skills support, and/or or help with travel costs. Working with the student, the team will agree tailored support for learning including accessible learning practices, adjustments, and additional considerations. Our Counsellors provide tailored support to students including confidential short term counselling support, workshops, mentoring, referral and signposting, self-care tools, and resources to promote resilience and positive mental health. Our Student Funding and Welfare Adviser provides students with support to help understand how student finance works, find out what financial support is available, apply for student finance, how to manage budgets and money matters, and other financial guidance and advice to ensure students feel prepared financially whilst studying. They also offer advice on bursaries and financial support available. The Student Accommodation Adviser can support students to find suitable housing options that are right for them to study, socialise and mix with other like-minded students. They will offer guidance on accommodation available and ensure that all students feel supported, included, and equipped to succeed. There is also specific support available for students who are care experienced, estranged, carers, or seeking sanctuary.

The University Centre Leeds library offers a range of physical and online resources. The online resources, including ebooks, ejournals and specialist websites are available to students whether they are on site or off campus. The HE Librarian can deliver a range of study skills sessions, in areas such as academic skills, research skills, critical thinking, and referencing. These can be for student groups or as 1:1 sessions for individual students, to support their overall information literacy and the development of their academic, research and digital skills.

The programme will be underpinned by developing practical skills and the students' own practice. The location of the Creative studio and new UC Mabgate Campus in the Cultural Quarter of Leeds provides opportunities for students with the surrounding businesses and an excellent professional network to enhance their career prospects.

The department has fostered excellent links with Leeds cultural institutions to support professional practice, and to embed students into the creative community. Visiting lecturers enrich and support the breadth of techniques delivered and bring specialist industry experience to support students to engage with and understand the mechanics of a complex sector.

The Creative Arts Network VLE supports students in finding collaboration opportunities and promotes networking events that are arranged by the department for students from different disciplines to meet and interact with each other. Any risks associated with collaborative and showcase type projects are mitigated through the department's industry contacts and partners such as Connected Campus and Film Buddy who contribute current professional practices.

At the University Centre there is a dedicated team that provide a range of support to students. This support includes welfare and student engagement, counselling and mental health, financial advice, and learning support for applications for DSA and one to one support for specific learning needs. There is an Academic Librarian who also delivers a range of study skills sessions for student groups and works within the HE library where there is an extensive range of learning resources. The department also has a dedicated Progress Coach who provides pastoral support for students one to one or with specific study skills requirements and who can monitor students considered to be at risk of not achieving by monitoring and supporting targets set by personal tutors.

Weekly tutorial slots and group tutorials provide support on broader support topics such as time management, stress management, mental health, lone working and wellbeing. All students have a personal tutor throughout their studies; this tutor supports the student pastorally and will also review their personal development plans throughout the programme. Students have a one-hour group tutorial each week, and three individual tutorials throughout the year. This is in addition to the tutorials undertaken as supervisor meetings within modules. The student coach at UCL provides extra support for learners who may need extra assistance with their studies. The structure of the programme supports the students to begin to carry out larger bodies of work with more sustained practice in the introduction of a larger 40 credit Personal Project at level 5 in preparation for two non compensatable modules at L6. This supports the students with the time and focus to create more well refined bodies of animation work to enhance their professional portfolios and also seeks to build the resilience, self-regulation and determination often required to work in the animation industry. In these Non-Compensatable modules, regular milestone checks such as 1-1's, presentations and group crits will be conducted by the module leader to ensure that students are up to date and on track to complete assessment work by the formative and summative deadlines, where there is risk of falling behind or non-submission these channels will be fully utilised to provide additional support for these learners.

A robust communications system functions to give students access to lecturers and management; this includes e-mail, Blackboard VLE with video calls and group/individual chat options. This scheme supports their studies and all necessary information about the programme is provided by means of the student handbook, module handbooks and the VLE which they can access easily using personal devices and on campus macs/PC's. Additional to this, department technicians oversee the checkout service for students to book specialist spaces and check out equipment, so students have access to a range of high-quality equipment such as MacBook's, laptops, iPads and pens, course specific equipment and bookable rooms and studios. Equipment can be loaned and used out of opening hours to aid the students to further their technical skills and become more autonomous when working on projects.

Practice-based learning includes group work and individual elements presenting to the group for constructive feedback. Through key collaborative modules, students can work in different groups, in some cases rotating skills to vary engagement within the team, encouraging an active development of mutual practical, academic and personal support. This is especially presented early in the programme, through the Creative Professional and commercial practice modules, to give students an introduction to working in a larger mixed peer group. The programme continually promotes autonomous study, and this is supported through our robust tutorial system. Throughout the programme, students are supported by a personal tutor to give pastoral support. Students have tutorial slots throughout the semester for pastoral support and are allotted a personal tutor to support them through the year. This tutor will support them throughout their studies to ensure personalised pastoral support and individual targets for personal and professional development are set. Key student information provided by student support, including specific learning needs which is shared within the academic and technical staff to ensure needs are met as well as attendance and performance monitored, enabling additional support for students if necessary.

The Mabgate studio is open to Animation students who are encouraged to use them out of programme hours to utilise available resources and continue project work. Students can use the 'Access Chats' to manage out of teaching hours in the studio, working within the no lone working policy. The department technicians are available to support students in the studios with

technical skills for individual projects and when working on group projects. Technicians support students both in practical workshop sessions and can be booked to support students when working independently to produce practical work. The specialist facilities at Mabgate are open until 20:00, Monday to Thursday. Students can access classrooms outside their scheduled teaching hours. For additional support, the Creative Arts technical team provide access to room bookings and course-specific equipment hire, including cameras, iPads, and laptops for home or off-site use.

Students who do not complete the full BA (Hons) Animation degree may be eligible for an exit award. A Certificate of Higher Education is awarded on successful completion of Level 4, A Diploma of Higher Education is awarded on completion of Level 5

**24 Distinctive Features**

University Centre Leeds Creative Arts staff have developed strong connections with creative industry specialists, such as Amanda Thomas (Pinnocchio, Fantastic Mr Fox) and Christopher Rainbow, (Illustrator and founder of Sputnikat Press.) and we are continually seeking new opportunities to link students to industry. We work closely with professionals including music industry professionals, illustrators, and writers to give students direct experience of working as animators within real production pipelines, providing practical, industry-relevant training

We also have memberships with Creative UK, Screen Yorkshire's Connected Campus and Film Buddy UK, through which you can access live interviews, industry updates, masterclasses, networking events, work experience and career mentoring

Students work with acting students on practical projects, directing them for rotoscoping and motion capture. They record performance data using motion capture suits and apply this data to 3D animation projects. They have access to voice actors and motion capture performers through the Acting degree and teaching includes wider skills such as foley production, voice recording, sound syncing, and directing actors for motion capture. Alongside this, students develop camera techniques, location shooting skills, and professional audio syncing practices to more widely support their animation work.

At our Mabgate campus we have high quality state of the art Xencelab tablets and all students have access to industry standard software Toon Boom.

Our course content incorporates the latest animation and production practices. Students gain experience with VR and AR, blended 2D and 3D animation, motion capture, green screen, and lip-syncing techniques. Practical training also includes professional shooting as part of a camera crew, as well as sound design, ensuring students develop the technical skills and industry-standard workflows needed for contemporary animation and media production.

Our links with creatives both locally and farther afield allow University Centre Leeds to regularly provide free weekly enrichment workshops for students usually held by external visiting professionals on topics ranging from puppet making, zine making, portfolio presentation, print making, life drawing, digital skills and much more!

The Creative Arts department encourages collaboration and opportunities to work with students from other courses such as Art, Concept Art, Makeup, Animation and more. This creates exciting chances for cross-disciplinary projects with creatives from a range of backgrounds.

The Animation programme can provide individualised support allowing for more personalised teaching and feedback throughout the programme, and course content that is tailored to students' unique interests. By combining personalised support, studio-based collaborative learning, and bespoke industry engagement, the BA (Hons) Animation programme offers a distinctive alternative to larger institutions where students often receive less individual attention and fewer opportunities to develop their unique creative voice with both lecturers and industry links.

<b>Stage Outcomes</b>
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**Key:** **K** = Knowledge and Understanding    **C** = Cognitive and Intellectual    **P** = Practical Professional    **T** = Key Transferable [see Section 16 programme specification]

No.	Programme Outcome	Stage/Level 5(2)	Stage/Level 4(1)
K1	Critically evaluate ideas, concepts and theories within animation	Evaluate ideas, concepts and theories to contextualise Animation	Explain a variety of ideas, concepts and theories in animation
K2	Critically analyse industry practices, emerging technologies and ethical considerations in animation	Analyse industry practices, emerging technologies and ethical considerations in Animation	Describe a variety of industry practices, emerging technologies and ethical considerations related to Animation
C1	Critically analyse evidence from a variety of sources to create informed animation solutions	Analyse sources to create logical and supported Animation solutions	Review a variety of sources to support Animation solutions
C2	Critically and creatively apply techniques, processes and methodologies in Animation practice	Apply techniques, processes and methodologies to inform Animation practice	Make links between techniques, processes and methodologies and Animation practice
C3	Critically appraise and address complex problems through systematic research and animation practice/processes	Explore problems within Animation and generate solutions	Identify issues within Animation and consider solutions
P1	Operate ethically in professional contexts while managing effective client relationships	Operate ethically in a professional context	Operate ethically to create Animation projects with guidance
P2	Autonomously create Animation projects that demonstrate both technical proficiency and creative innovation	Autonomously create Animation projects	Act with limited support and increasing autonomy
P3	Produce Animation projects with an experimental approach, intellectual flexibility and openness to new ideas	Experiment with new ideas, concepts and techniques in Animation practice	Evidence a developmental approach to Animation projects
P4	Create technically accomplished animation work	Produce resolved Animation work using specialist tools	Produce Animation projects by competently using a range of skills and specialist tools

T1	Effectively manage and engage in collaborative practice, successfully contributing to a team to deliver ambitious projects	Collaborate effectively in an interdisciplinary context	Work effectively with others to deliver projects
T2	Develop entrepreneurial skills and professional competencies informed by career aspirations	Contextualise personal practice responding to career aspirations	Demonstrate a match between career aspirations and personal aptitudes

## Appendix 2

### Map of Outcomes to Modules

#### Level 4

Module Titles	K1	K2	C1	C2	C3	P1	P2	P3	P4	T1	T2
2D Techniques					x		x		x		
Pre-Production Techniques		x	x					x			
Motion Techniques		x		x			x		x	x	
Creative Professional	x				x			x			x
Commercial Practice			x		x	x					x
Animation in Context	x			x		x					

#### Level 5

Module Titles	K1	K2	C1	C2	C3	P1	P2	P3	P4	T1	T2
Collaboration				x			x	x		x	
Contemporary Issues in Animation	x				x	x					x

Self-Promotion in the Animation Industry		x	x	x							
Personal Project	x	x	x		x		x	x	x	x	
Hybrid Techniques						x			x		x

**Level 6**

<b>Module Titles</b>	<b>K1</b>	<b>K2</b>	<b>C1</b>	<b>C2</b>	<b>C3</b>	<b>P1</b>	<b>P2</b>	<b>P3</b>	<b>P4</b>	<b>T1</b>	<b>T2</b>
Major Animation Project		x	x	x	x		x	x	x	x	
Specialist Animation Practice		x		x	x			x			
Live Animation Brief	x					x			x		x

**Appendix 3**

<b>Map of Teaching and Learning Methods</b>
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**Level 4**

<b>Module Titles</b>	<b>Methods</b>									
	Lecture	Tutorial	Workshop	Demonstration	Case studies	Group Activities	Employer Engagement- Guest speakers / External Visits	Seminar	Technique Development	Creative software and workflow techniques
2D Techniques		x	x	x			x	x	x	x
Pre-Production Techniques		x	x	x	x	x		x	x	x
Motion Techniques		x	x	x			x		x	x
Creative Professional	x	x			x	x	x	x		

Commercial Practice	x	x	x		x	x	x	x		x
Animation in Context	x	x			x	x		x		

## Level 5

Module Titles	Lectures	Tutorial	Seminar	Practical / Animation Workshop	Case studies	Group Work/peer critiques	Employer Engagement -Guest speakers / External Visits	Demonstration	Creative software and workflow techniques
Collaboration	x	x	x		x	x			
Contemporary Issues in Animation	x	x	x		x	x	x		
Self-Promotion in the Animation Industry		x	x	x	x			x	x
Personal Project	x	x	x	x		x	x		x
Hybrid Techniques		x	x	x	x			x	x

## Level 6

Methods									
Module Titles	Lectures	Student led/ interactive/ shared learning seminars	Case Studies	Skills Workshops	Practical (Animation and production sessions)	Group activities	Guest speakers	Supervision	
Major Animation Project	x	x	x			x		x	
Specialist Animation Practice		x	x	x	x	x			
Live Animation Brief	x	x	x			x	x	x	

**Map of Assessment Methods**
**Level 4**

Module Titles	Methods						
	Project/ Practical work/Portfolio	Case Studies	Skills Audit	Written Assignment	Diarised/Reflective Log	Supporting Statement	Presentation
2D Techniques	70% Week 28 6-8 15 second animations				30% Week 29 900 words plus images		
Pre-Production Techniques	70% Week 12 8 assets						30% Week 15 8 mins
Motion Techniques	70% Week 29 30 seconds					30 Week 30 900w	
Creative Professional		50% Week 9 10 mins	50% Week 14 1500words				
Commercial Practice	100% Week 28 1800 words						
Animation in Context				50% Week 18 1500 Words			50% Week 26 1500Words

**Level 5**

	<b>Methods</b>					
<b>Module Titles</b>	Portfolio/Project	Collaboration	Case Study	Written Assignment	Presentation/ Proposal	Supporting Documents
Collaboration		100% Week 28				
Contemporary Issues in Animation			40% 10 min Week 8	60% 2400 w Week 14		
Self-Promotion in the Animation Industry	100% Week 29 2 mins					
Personal Project	60% Week 30 TBN				40% Week 26 10 mins	
Hybrid Techniques	70% Week 12 15second					30% Week 15 1600w

## Level 6

	<b>Methods</b>			
<b>Module Titles</b>	Project/ Portfolio	Exhibition	Supporting Documents	Pitch Bible/Pitch Deck
Major Animation Project	70% Week 25 TBN	30% Week 30		
Specialist Animation Practice	60% Week 13 2- 3 projects		40% Week 14 1000w plus visual work	
Live Animation Brief	60% Week 11 30 seconds			40% 15 mins Week 15

**Map Subject Benchmarks to Programme and Module Learning Outcomes**

<b>Subject Benchmark Area</b>					
<b>Threshold Level</b>	<b>Module &amp; Learning Outcomes</b>	<b>Typical Level</b>	<b>Module &amp; Learning Outcomes</b>	<b>Excellent Level (single statement at excellent level)</b>	<b>Module &amp; Learning Outcomes</b>
i) present evidence that demonstrates some ability to generate ideas independently and/or as self-initiated activity and/or in response to set briefs	P2, 2D and 3D Techniques	generate ideas, concepts, proposals, solutions or arguments independently and/or collaboratively as self-initiated activity and/or in response to set briefs	P2 Live Animation Brief, Collaboration,	They show evidence of extensive independent practice, creativity, innovation, and in-depth understanding. Excellent work displays comprehensive knowledge of the subject and its application in distinctive and imaginative ways.	K1, K2, P3, P4 Major Animation Project,
ii) demonstrate proficiency in observation, investigation, enquiry, visualisation and/or making	C3, P3, P4 2D and 3D Techniques, Motion Techniques	ii) employ both convergent and divergent thinking in the processes of observation, investigation, speculative enquiry, visualisation and/or making	C3, P3 Specialist Animation Practice, Major Animation Project		
iii) develop ideas through to outcomes that confirm the student's ability to select and use materials, processes and environments	C1, C2, C3, P4 Pre-Production Techniques, Motion Techniques, 2D and 3D Techniques	iii) select, experiment with and make appropriate use of materials, processes, technologies and environments showing understanding of quality standards and attention to detail	P3, P4 Live Animation Brief, Specialist Animation Practice, Major Animation Project		
iv) make connections between intention, process, outcome, context and methods of dissemination	K1, C1, C2, Pre Production Techniques,	iv) show judgement and self-critique in the development ideas through to outcomes, for example,	P2, P3, T1 Live Animation Brief, Specialist		

	Motion Techniques	images, artefacts, environments, products, systems and processes, or texts	Animation Practice		
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the broad critical and contextual dimensions of the student's discipline(s)	K1 Animation in Context, Contemporary Issues in Animation	v manage and make appropriate use of the interaction between intention, process, outcome, context and the methods of dissemination	K1, C1, C2, P4 Live Animation Brief, Major Animation Project		
ii the issues which arise from the creative practitioner's relationship with audiences, clients, markets, environments, users, consumers, and/or participants	K1, C1 2D and 3D Animation, Preproduction Techniques, Contemporary Issues, Animation in Context	vi be resourceful, ethical and entrepreneurial.	P1, T1 Self Promotion in the Animation Industry, Major Animation Project		
iii major developments in current and emerging media and technologies in their discipline(s)	K2, Animation in Context, Contemporary Issues in Animation, Hybrid Techniques	the critical, contextual, historical, conceptual, economic, social environmental and ethical dimensions of the student's discipline in particular, and art in general	Major Animation Project Contemporary Issues in Animation		
iv the significance of the work of other practitioners in their discipline(s) v the role and impact of intellectual property.	K1, K2, C1, P1 Animation in Context, the Creative Professional, Contemporary Issues in Animation	ii the creative practitioner's relationship with audiences, clients, markets, environments, users, consumers, participants, co-workers and co-creators within a professional environment	K2, C1 Live Animation Brief, Major Animation Project		

exercise self-management skills in managing workloads and meeting deadlines	C2, P2 Personal Project, Collaboration	iii the implications and potential for their discipline(s) presented by the key developments of current and emerging media and technologies, and of inter and multi-disciplinary approaches to contemporary practice in art	K2 Contemporary Issues in Animation, Hybrid Techniques, Specialist Animation Practice		
ii accommodate change and uncertainty	C3, P3 Digital Animation Fundamentals, Commercial Practice, Collaborative Project Major Animation Project	iv knowledge and understanding of the role and impact of IP within the art and Animation practice.	P1 Live Animation Brief, Contemporary Issues in Animation		

analyse information and experiences, and formulate reasoned arguments	C1 Animation in Context, Major Animation Project	study independently, set goals, manage workloads and meet deadlines	P2, Live Animation Brief, Major Animation Project		
ii benefit from the critical judgements of others and recognise their personal strengths and needs.	T1, T2 Creative Professional, Collaboration	ii anticipate and accommodate change, and work within contexts of ambiguity, uncertainty and unfamiliarity.	C3, P3 Major Animation Project, Specialist Animation Practice		

apply interpersonal, social and negotiation skills in interaction with others. Skills in communication and presentation:	C3, Collaboration, Contemporary Issues in Animation	analyse information and experiences, and formulate independent judgements	C1, Major Animation Project		
i communicate ideas and information in visual, oral and written forms	C3, P4 2D and 3D Techniques, Preproduction Techniques,	articulate reasoned arguments through reflection	T1 Specialist Animation Practice, Major Animation Project		

	Contemporary Issues in Animation, Animation				
ii present ideas and work to their audiences. Research and information skills:  i navigate, retrieve and manage information from a variety of sources	K2 Preproduction Techniques, Creative Professional  C1 Animation In Context, Commercial Practice	question, review and evaluate	K1, K2, C1 Live Animation Brief, Specialist Animation Practice, Major Animation Project		
li select and employ communication and information technologies	P4 2D and 3D Techniques, Motion Techniques, Hybrid Techniques	use the views of others in the development or enhancement of their work	K3, C1, Live Animation Brief, Major Animation Project		
iii the ability to identify IP issues, prevent infringements of other's IP rights and take the appropriate steps to safeguard the innovation and commercialisation processes	P1 Commercial Practice, Contemporary Issues in Animation	identify personal strengths and needs and reflect on personal development.	T1 Collaboration, Live Animation Brief, Major Animation Project		

		I interact effectively with others, for example, through collaboration, collective endeavour and negotiation	T1 Collaboration, Major Animation Project		
		ii articulate ideas and information comprehensibly in visual, oral and written forms	C2, P4 Major Animation Project, Live Animation Brief		
		iii communicate and present ideas and work to audiences in a range of situations.	P4 Live Animation Brief, Specialist		

			Animation Practice		
		I source and research relevant material, assimilating and articulating relevant findings	K1, C1 Major Animation Project, Live Animation Brief		
		ii navigate, select, retrieve, evaluate, manipulate and manage information from a variety of sources	K1, C1 Major Animation Project		
		iii select and employ communication and information technologies	P4 Self-Promotion in the Animation Industry, Major Animation Project		
		iv innovation, creativity and enterprise: the ability to generate, develop and communicate ideas; manage and exploit IP; gain support and deliver successful outcomes.	P3, P4 Major Animation Project, Live Animation Brief		