

**Course Code:**

TBC

**1. Course Title:**

Masters Project

**2. Academic Session:**

2011/12

**3. Level:**

SCQF 11

**4. Credits:**

60

**5. Lead School/Board of Studies:**

Digital Design Studio

**6. Course Contact:**

Gillian Moffat

**7. Course Aims:**

To provide students the opportunity to undertake a Masters level research project in relation to animation or sound or both, articulated through a practical project and a written report.

**8. Intended Learning Outcomes of Course:****Learning Outcomes**

- Demonstrate a critical and analytical reflection of the Masters project through a written report
- Demonstrate and reflect upon an original and creative application of animation or sound or both through an elective Masters project (practical)
- Plan and execute a significant research project that investigates individual or group themes through the medium of animation or sound or both in relation to animation and sound

**9. Indicative Content:**

Students will receive supervisory support in the form of one-to-one and/or group tutorials throughout this final stage of the MDes in Animation programme. Where possible, students will be invited to attend events and lectures with guest speakers, organised by the DDS.

**10. Description of Summative Assessment:**

Students at this stage of the programme, in consultation with staff, can elect to work either individually or in a group to develop a Masters project based on either of the following weighting options:

- 80% Practice Based 20% Written element (5,000 words)
- 60% Practice Based 40% Written element (10,000 words)

**10.1 Please describe the Summative Assessment arrangements:**

For the written submission:

- 3 x Bound Copies of the essay using Comb Binding (spiral binding), Wire O Binding or Sure Binding (Velo Binding).
- One digital copy (Word format – not .pdf)

For the practical submission, one data DVD is required that includes:

- one high quality Quick Time (.mov)
  - PAL – 10Mbit/s – MPEG2
  - HD – 18Mbit/s – MPEG4
  - (If you consider the data transfer rate over time, i.e. the speed at which your Quick Time plays from a DVD or Hard Drive this should help you calculate if your large Quick Time files will have any problems on play back). For guidelines: <http://www.videohelp.com/tools/sections/bitrate-calculators>

or

You could submit your work as a 'digital cut' exporting directly from your editing software onto a Mini DV Tape.

- One small Quick Time (.mov) suitable for Internet viewing

A link which gives guidelines on all of this is; [www.videohelp.com](http://www.videohelp.com)

If you wish to submit additional digital files in support of your submission, please include these on a separate DVD. An 'Own-work Declaration' sheet must accompany the written and practical submissions.

**11. Formative Assessment:****Individual Tutorials**

The tutorial system is designed to provide academic support through individual meetings with staff. At these meetings, an individual discussion on progress overall will be held than is generally appropriate within group seminars or critiques. Tutorials are also a means where feedback from students concerning all aspects of the programme can be raised.

**Independent study**

Independent study is a mode of instruction whereby an individual student pursues an area

of study determined by their individual project of research. The subject content and objectives to be achieved are matters to be individually decided by the student, their supervisor and, where appropriate, the teaching team.

**11.1 Please describe the Formative Assessment arrangements:**

**Bookable Tutorial Times**

This is a meeting you will be expected to attend and is timetabled to allow you the opportunity to discuss your progress in a one-to-one tutorial session with your supervisor.

You will also be expected to submit examples of your work at these sessions, such as; research, concept, sketchbooks, scripts, storyboards, .mb files, playblasts, QTs, and any other material you consider represents your progress.

**12. Collaborative:**

Yes

No

**12.1 Teaching Institutions:**

**13. Requirements of Entry:**

Successful completion of Stage 2 (PGDip)

**14. Co-requisites:**

None

**15. Associated Programmes:**

MDes Animation

**16. When Taught:**

Stage 3

**17. Timetable:**

None. Academic support provided through timetabled Tutorial sessions.

**18. Available to Visiting Students:**

Yes

No

**19. Distance Learning:**

Yes

No

**20. Placement:**

Yes

No

<b>21. Learning and Teaching Methods:</b>		
<b>Method</b>	<b>Formal Contact Hours</b>	<b>Notional Learning Hours</b> (Including formal contact hours)
Lecture		
Studio		
Seminar/Presentation		
Tutorial	10	45
Workshop		
Laboratory work		
Project work	6	150
Professional Practice		
E-Learning / Distance Learning		
Placement		
Examination		
Essay	6	105
Private Study	Not Applicable	300
Other (please specify below)		
<b>TOTAL</b>	<b>22</b>	<b>600</b>

<b>22. Description of "Other" Teaching and Learning Methods:</b>

<b>23. Additional Relevant Information:</b>

<b>24. Indicative Bibliography:</b>