COURSE SYLLABUS

Animeringsprojekt G1F
Animation Project G1F
15 credits

Course Code: ME360G
The Course Syllabus is valid from: 1 July 2018
Date of Approval: 8 February 2018
Version Number: 3

Subject: Media Arts, Aesthetics And Narration
Main Field of Study: Media Arts, Aesthetics and Narration
Disciplinary Domain: Technology
Academic Level: Basic level

1 Name, Scope and Level of the Course
The course is provided by the University of Skövde and is named Animation Project G1F. It comprises 15 credits and is on basic level. The level of progression of the course is G1F.

2 Objectives
After completed course the student should be able to:

- apply scientific results in the animation process and critically review the outcome,
- manage an area within the animation process and on this basis delegate tasks,
- plan, structure and carry out an animation project in dialogue with other project participants,
- create graphics for set technical limitations and a graphical theme, and
- use animation to visualize ideas for game play.

3 Course Content
The primary task in the course is to work in a team and create an animated sequence that visualizes a game idea. The projects are preceded by a short period in which all participants practice their abilities to create 3D graphics. The animated sequence is followed by a section where each participant relates a part of its project to scientific publications and evaluate the results.

4 Forms of Teaching
The teaching comprises lectures, supervision, project work, presentations and seminars/group discussions.

Depending on the study period, the language of tuition may be Swedish or English. Even if the teaching is conducted in Swedish, some English may still occur.

5 Examination
The course is graded A (Excellent), B (Very good), C (Good), D (Satisfactory), E (Sufficient) or F (Fail).

Registration of examination results:

<table>
<thead>
<tr>
<th>Name of examination</th>
<th>Credits</th>
<th>Grading</th>
</tr>
</thead>
<tbody>
<tr>
<td>Assignment 1</td>
<td>5 credits</td>
<td>G/U</td>
</tr>
<tr>
<td>Assignment 2</td>
<td>5 credits</td>
<td>G/U</td>
</tr>
<tr>
<td>Individual assignment</td>
<td>5 credits</td>
<td>A/B/C/D/E/F</td>
</tr>
</tbody>
</table>

1 Determines the final grade of the course.

Students with a permanent disability who have been approved for special educational support may be offered adapted or alternative examinations.

6 Admission Requirements
Prerequisite courses for this course are: Passed courses: ME161G-3D Graphics for Games G1N and ME337G-Project in Game Development I - Art G1F (or the equivalent).

7 Subject, Main Field of Study and Disciplinary Domain
The course forms a part of the academic subject area of Media Arts, Aesthetics and Narration. The course is a part of the main field of study in Media Arts, Aest-
hletics and Narration at the University of Skövde. The
disciplinary domain of the course is Technology.

Every course at the University of Skövde belongs to
a subject. The division of subjects is used for follow-
up and quality assurance. A main field of study is an
area in which a degree can be awarded. Disciplinary
domain is a division which is used by the government
for the allocation of resources for studies at basic level
and advanced level.

8 Approval of Course and Course Syllabus
The course was approved by the Curriculum Commit-
tee for Informatics on 8 February 2018. This course
syllabus was approved by the Curriculum Committee
for Informatics on 8 February 2018. It is valid from 1
July 2018.

9 Overlapping with Another Course
This course cannot constitute a part of a degree also
containing a course the content of which is totally or
partly equivalent to the content of this course, e.g.
Animation Project G1F 7.5 credits
Animation Project B11, Intermediate level 5 points

10 Additional Information
Further information will be available on the universi-
ty’s website before a course is given.

National and local regulations for higher education
are available on the university’s website.

Upon completion of the course there will be a follow-
up. The main purpose of this follow-up is to contribute
to improvements of the course. The students’ experi-
ences and views constitute one of the criteria for the
follow-up and are gathered by means of course evalu-
ations. The students will be informed of the results of
the follow-up and any decisions regarding actions that
are to be taken.

11 Course Literature and Other Educational Ma-
terials
The course literature consists of a number of selected
articles and/or book chapters. A list of these will be
provided by the course coordinator and presented for
each course set in the learning platform. Additional li-
terature will be identified by the student and selected in
consultation with a supervisor.