BSc Programme Specification

1. Qualification BSc	2. Programme Title Special Effects Development	3. UCAS Code	4. Programme Type Modular BDes Single. Full Time and Part Time

5. Main Purposes and Distinctive Features of the Programme

This programme offers a broad exposure approach to the study of Special Effects Development. The themes of the programme are as follows: (i) Content Creation, (ii) Approaches to Effects, (iii) Audio and Video Production, (iv) Post Production skills, (v) Team Skills, (vi) Business Issues and Marketing. The programme's aims are:

- To provide a broad education in Special Effect Development
- To prepare students for a career in Special Effects Design/Development or in broadcast/film production industries
- To challenge students to show innovation and creativity in the context of Special effects Development

6. What a graduate should know and be able to do on completion of the programme

Knowledge and understanding in the context of the subject(s)

K1 Critically evaluate tools used for the production of Special Effects
K2 Demonstrate the appropriate selection and use of tools for the production of Special Effects
K3 Devise, specify and deliver original Special Effects concepts and mechanics
K4 Determine appropriate strategies for effective delivery of Special Effects
K5 Critically evaluate the business, marketing and financial constraints on the Special Effects Industry
K6 Demonstrate the application of appropriate design processes to develop ideas and test concepts

Cognitive skills in the context of the subject(s)

C1 Critique, Analyse and review documents relating to Special effects
C2 Demonstrate the ability to apply and critique Special Effects development techniques
C3 Demonstrate understanding and reasoned evaluation of the relationship between the different areas of the Special Effects sector.
C4 Show analysis of the importance of Special Effects within broadcast/film development
C5 Discuss the historical background of Special effects and their relation to modern techniques
C6 Demonstrate problem solving, solution analysis and creativity in the production of resources

Subject-specific practical/professional skills

S1 Produce conceptual designs and specification documents
S2 Demonstrate application of evaluation and reasoned judgement in production of project outline and specification documents
S3 Formulate testing and safety design strategies for Special effects
S4 Analyse Special Effects projects for appropriateness and effectiveness
S5 Analyse and deliver solutions utilizing programming skills within Special Effects solutions

Other skills (e.g. key/transferable) developed in subject or other contexts

O1 Create, manage and deliver projects and schedules
O2 Work in teams to achieve defined objectives
O3 Respond appropriately to critiques of individual and team work
O4 Demonstrate leadership through the setting and communication of objectives for a team
O5 Work productively in a studio-based environment, demonstrating reflective learning and an ability to discuss and present experiences and elements of work

7. Qualities, Skills & Capabilities Profile			
A Cognitive	**B Practical**	**C Personal & Social**	**D Other**
Critical reasoning	Writing skills	Working in teams	Presentation skills
Analytical skills	Research methods	Constructive criticism	Investigative skills
Creative skills	Aesthetic design	Responding to criticism	Time Management
Evaluation skills	Script design	Communicating	Project /Production Management

8. Duration and Structure of Programme/Modes of Study/Credit Volume of Study Units

(3 Years full-time; 4½-5 years part-time). Honours Degree = 360 credits; Intermediate Awards of Diploma of Higher Education and Certificate of Higher Education available at 240 and 120 credits respectively. All Honours degrees must include the study of 120 credits at Level H3.

Part II ***Students take 240 credits, 120 at H2 and 120 at H3***

Part I (Level 1) ***Students take 120 credits***

PDD 1020 Intro to Visualisation (SFX) PDD1006 - Visual Studies 1 SFX 1001- Visualisation for Special Effects	SFX1010 – Visual Content Creation for SFX SFX1011 – Creative Skills for the Effects Industries SFX1000- First Year Project
LEVEL HE5 (second year full-time)	
SFX2001 Video Effects Production SFX2011 Showreel Project SFX2021 Multi Year Project – Level 2 **SFX2007 – History of Visual Effects (subject to approval)** SFX2000 Special Effects Modelmaking 1 (Core for BDes not for BSc) SFX2010 CG motion and Dynamics (Core for BSc not for BDes) SFX2020 Compositing and Post-Production	**Optional Modules** LCT2505 Computer Sound Processing (Option for BSc only) Or One of SFX2006 – Pyrotechnics and Flame SFX2005 – Make up for Special Effects SFX2004- Animatronics **(subject to approval)**
LEVEL HE6 (third year full-time)	
<u>Common Core Modules (20 credits each unless stated)</u> PDD3003 Advanced Visualisation Techniques PDD 3011 Final Year project [40] SFX3002 Multi Year Project	**<u>Optional Modules</u>** **For the BSc route** MWD3003 Business Issues of Digital Media SFX3010 CG Dynamics and Motion 2 **For the BDes route** SFX3001 Special Effects Modelmaking 2 SFX3003 'Bigature' model making

9. Learning, Teaching and Assessment Strategy

Learning and Teaching Methods

A mixture of learning and teaching methods are used, including lectures, demonstrations, practical lab sessions, critique sessions (peer and assessed) and reflective learning through journals and logs for various activities. Teamwork will be an important aspect of the course, with appropriate peer-assessment to ensure that credit is correctly awarded. Directed study and team project work will be central aspects of the new Special Effects Development modules. Individual project work will also form a significant element of the course developing the student's innovation and time management skills.

Assessment Methods

Assessment tasks are linked to the learning outcomes of each module and are normally completed by the end of each module. Types of assessment include: Written examinations (unseen or open-book), essays, assignments, projects, case study analyses, in-class tests (practical, written or online), demonstrations and interviews.

Assessment Classification System

The pass mark for individual modules is 40%. Final degree classification is based on aggregated performance in Part 2 modules according to the Technology Modular Scheme.

Honours Classification Bands

First Class	70% and above
Upper Second Class	60%-69%
Lower Second Class	50%-59%
Third Class	40%-49%
Borderline/ Consideration for Unclassified degree	30%-39%

10. Other Information ***(including compliance with relevant Institute policies)***

Date programme first offered

September 2005

Admissions Criteria

Standard Requirements

Two GCSE A2 level passes with 260 points.

or

Vocational Certificate of Education (VCE) double award with 260 points

or

Edexcel/BTEC National Diploma/Certificate, with an average of Distinctions (or the equivalent of260 credits)

or

Other equivalent qualifications, such as Scottish Higher passes, the Irish Leaving Certificate International Baccalaureate.

Non Standard Entry

Pass in a Kitemarked Access to Higher Education course.

or

Applicants under 21 will normally also require five GCSE passes at grade C or above including Mathematics and English or equivalent.
Mature applicants over 21 years, without the above qualifications, but with relevant life/work experience will be considered for admission following an interview with a member of the course team.

Indicators of Quality and Standards

iv. Validated by panel with external subject specialists
v. External examiner validates Part 2 assignments and examinations
vi. Consistent with relevant QAA Benchmark statement for computing degrees

Programme is consistent with the initial discussion guidelines for Special Effects Development courses which are being developed by Skillset