

MODULES: PEDAGOGICAL MODEL

FUNDAMENTALS DEPARTMENT	FUNDAMENTALS DEPARTMENT				
MODULES THAT ARE VIRTUALLY FACILITATED					
Creative development:					
Concepts and ideas (CR 201)					
LEVEL 3 MODULES THAT ARE VIRTUALLY FA	LEVEL 3 MODULES THAT ARE VIRTUALLY FACILITATED				
Creative development:	Professional Practice (PP 304)	Research Practice (RP 310)			
Creative Behaviour (CR 302)					
SCHOOL OF ANIMATION ARTS	SCHOOL OF ANIMATION ARTS				
LEVEL 2 MODULES THAT ARE VIRTUALLY FACILITATED					
3D character design (3D 201)	3D Effects & simulation (FX 204)	Game architecture (GX 203)			
3D character setup (3D 202)	Concept art for games (GD 201)	World dynamics (GX 204)			
Digital environment rendering (3D 203)	Interactive animation (GD 202)	2D Animation techniques (MD 201)			
3D compositing (3D 204)	Real-time rendering & effects (GD 203)	2D Character design (MD 202)			
Intro to stop-motion (FX 201)	Sound for games (GD 204)	2D Character animation (MD 203)			
Digital compositing (FX 202)	C# in Unity (GX 201)	2D Rigging (MD 204)			
Motion tracking (FX 203)	Gameplay systems (GX 202)				
LEVEL 3 MODULES THAT ARE VIRTUALLY FACILITATED					
Visual development for CGI (3D 301)	Game aesthetics (GD 301)	Information visualisation (MD 301)			
3D visualisation (3D 302)	Game UI (GD 302)	2D Performance animation (MD 302)			
3D rendering (3D 303)	Game asset creation (GD 303)	3D for Motion Design (MD 303)			
LEVEL 3 MODULES THAT ARE FACILITATED	USING A MULTIMODAL APPROACH				
X-Reality (GX 302)					
SCHOOL OF CREATIVE TECHNOLOGIES					
LEVEL 2 MODULES THAT ARE FACILITATED ON CAMPUS					
Manufacturing Techniques (ID 201)	Industrial Design Drawing (ID 202)	CAD & Product Design (ID 203)			
CAD & Product Design: Advanced (ID 204)					
LEVEL 2 MODULES THAT ARE FACILITATED	USING A MULTIMODAL APPROACH				
Creative Computing: Introduction (CC 202)	Creative Computing: Tactile Interfaces	Creative Computing: Internet of Things			
	(CC 203)	(CC 204)			
Wireframing (XD 201)					
LEVEL 2 MODULES THAT ARE VIRTUALLY FA	CILITATED				
SEO & general optimisation (DV 201)	Unit testing (DV 202)	Android introduction (DV 203)			
iOS introduction (DV 204)	Information Architecture (XD 202)	Design Systems: Interface Techniques (XD 203)			
Design systems: Behaviours & Patterns (XD 204)					

Product Launch (ID 304) LEVEL 3 MODULES THAT ARE PACILITATED USING A MULTIMODAL APPROACH LEVEL 3 MODULES THAT ARE VIRTUALLY FACILITATED Android: Introduction (DV 301) Android: Expanded (DV 302) Android: Expanded (DV 302) Android: Introduction (DV 301) Android: Expanded (DV 302) Android: Introduction (DV 301) Android: Expanded (DV 302) Android: Introduction (DV 303) LIXD: Coopumitation & Presentation Software Methodologies (CC 304) XXD: Sepanded (DV 304) LIXD: Coopumitation & Presentation Software Methodologies (CC 304) XXD: Object (CC 304) XXD: Audio Post Production in Pro Tools (SD 201) Location sound recording (SD 202) Dialogue Editing & Voice Recording (SD 203) Interactive Audio (SD 204) Screen and stage (SA 201) The Actor and the actor (SA 204) Actor as storystelle (SA 203) The Actor and the actor (SA 204) Android: An	LEVEL 3 MODULES THAT ARE FACILITATED	ON CAMPUS	
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LEVEL 2 MODULES THAT ARE VIRTUALLY FACILITATED Screenplay structure (SW 201) Writing for ads & corporates (SW 202) Writing for Games (SW 203) Writing for Short Animation (SW 204) Sound perception (SD 302) LEVEL 3 MODULES THAT ARE FACILITATED ON CAMPUS Acoustics (SD 301) Audio finishing techniques (SD 303) Voice Over techniques (SA 301) Directing actors (SA 302) The working actor (SA 303) Set design & dressing (PD 301) Characters & creatures (PD 302) The art department on set (PD 303) Excursions into essential cinema (FV 301) SFX techniques (FV 302) Finishing techniques for film (FV 303) LEVEL 3 MODULES THAT ARE VIRTUALLY FACILITATED Writing the Spec script (SW 301) Writing Characters and Dialogue (SW 302) Outlining & Developing the Blockbuster (SW 303) SCHOOL OF VISUAL COMMUNICATION LEVEL 2 MODULES THAT ARE FACILITATED ON CAMPUS Videography for photographers (PH 204) Figure Drawing Advanced (VA 201) Alternative Drawing & Collage Techniques (VA 202) LEVEL 2 MODULES THAT ARE FACILITATED USING A MULTIMODAL APPROACH Sculptural illustration (IL 204) Printmaking (IL 201A) Explorative Design (CD203A) LEVEL 2 MODULES THAT ARE VIRTUALLY FACILITATED Post Production: Intermediate (PH 201) Video editing for photographers (PH 202) Post Production: Advanced (PH 203) Vector Techniques (CD 201) Typography (CD 202) Motion Design for Designers (CD 204) Comics: Character development (IL 201B) Layout Techniques (CD 203B) Comics: Genres and Style 202 (IL 202B) Marketing Principles (MR 201) Personal Brand Development (MR 202)	Production management (FV 201)	Lighting for film (FV 202)	Editing and workflow (FV 203)
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Acoustics (SD 301) Audio finishing techniques (SD 303) Voice Over techniques (SA 301) Directing actors (SA 302) The working actor (SA 303) Set design & dressing (PD 301) Excursions into essential cinema (FV 301) SFX techniques (FV 302) Finishing techniques for film (FV 303) EVEL 3 MODULES THAT ARE VIRTUALLY FACILITATED Writing the Spec script (SW 301) Writing Characters and Dialogue (SW 302) Outlining & Developing the Blockbuster (SW 303) SCHOOL OF VISUAL COMMUNICATION LEVEL 2 MODULES THAT ARE FACILITATED ON CAMPUS Videography for photographers (PH 204) Figure Drawing Advanced (VA 201) Alternative Drawing & Collage Techniques (VA 202) LEVEL 2 MODULES THAT ARE FACILITATED USING A MULTIMODAL APPROACH Sculptural illustration (IL 204) Printmaking (IL 201A) Explorative Design (CD203A) LEVEL 2 MODULES THAT ARE VIRTUALLY FACILITATED Post Production: Intermediate (PH 201) Video editing for photographers (PH 202) Post Production: Advanced (PH 203) Vector Techniques (CD 201) Motion Design for Designers (CD 204) Comics: Character development (IL 201B) Layout Techniques (CD 203B) Personal Brand Development (MR 202)	Writing for Short Animation (SW 204)	Sound perception (SD 302)	
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Finishing techniques (FV 302) EVEL 3 MODULES THAT ARE VIRTUALLY FACILITATED Writing the Spec script (SW 301) Writing Characters and Dialogue (SW 302) Outlining & Developing the Blockbuster (SW 303) SCHOOL OF VISUAL COMMUNICATION LEVEL 2 MODULES THAT ARE FACILITATED ON CAMPUS Videography for photographers (PH 204) Figure Drawing Advanced (VA 201) Alternative Drawing & Collage Techniques (VA 202) LEVEL 2 MODULES THAT ARE FACILITATED USING A MULTIMODAL APPROACH Sculptural illustration (IL 204) Printmaking (IL 201A) Explorative Design (CD203A) LEVEL 2 MODULES THAT ARE VIRTUALLY FACILITATED Post Production: Intermediate (PH 201) Video editing for photographers (PH 202) Post Production: Advanced (PH 203) Vector Techniques (CD 201) Motion Design for Designers (CD 204) Comics: Character development (IL 201B) Layout Techniques (CD 203B) Personal Brand Development (MR 202)	Directing actors (SA 302)	The working actor (SA 303)	Set design & dressing (PD 301)
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Writing the Spec script (SW 301) Writing Characters and Dialogue (SW 302) Outlining & Developing the Blockbuster (SW 303) SCHOOL OF VISUAL COMMUNICATION LEVEL 2 MODULES THAT ARE FACILITATED ON CAMPUS Videography for photographers (PH 204) Figure Drawing Advanced (VA 201) Alternative Drawing & Collage Techniques (VA 202) LEVEL 2 MODULES THAT ARE FACILITATED USING A MULTIMODAL APPROACH Sculptural illustration (IL 204) Printmaking (IL 201A) Explorative Design (CD203A) LEVEL 2 MODULES THAT ARE VIRTUALLY FACILITATED Post Production: Intermediate (PH 201) Video editing for photographers (PH 202) Post Production: Advanced (PH 203) Vector Techniques (CD 201) Motion Design for Designers (CD 204) Comics: Character development (IL 201B) Layout Techniques (CD 203B) Comics: Genres and Style 202 (IL 202B) Marketing Principles (MR 201) Personal Brand Development (MR 202)	SFX techniques (FV 302)	Finishing techniques for film (FV 303)	
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(VA 202) LEVEL 2 MODULES THAT ARE FACILITATED USING A MULTIMODAL APPROACH Sculptural illustration (IL 204) Printmaking (IL 201A) Explorative Design (CD203A) LEVEL 2 MODULES THAT ARE VIRTUALLY FACILITATED Post Production: Intermediate (PH 201) Video editing for photographers (PH 202) Post Production: Advanced (PH 203) Vector Techniques (CD 201) Typography (CD 202) Motion Design for Designers (CD 204) Comics: Character development (IL 201B) Layout Techniques (CD 203B) Comics: Genres and Style 202 (IL 202B) Marketing Principles (MR 201) Personal Brand Development (MR 202)	LEVEL 2 MODULES THAT ARE FACILITATED	ON CAMPUS	
Sculptural illustration (IL 204) Printmaking (IL 201A) Explorative Design (CD203A) LEVEL 2 MODULES THAT ARE VIRTUALLY FACILITATED Post Production: Intermediate (PH 201) Video editing for photographers (PH 202) Post Production: Advanced (PH 203) Vector Techniques (CD 201) Typography (CD 202) Motion Design for Designers (CD 204) Comics: Character development (IL 201B) Layout Techniques (CD 203B) Comics: Genres and Style 202 (IL 202B) Marketing Principles (MR 201) Personal Brand Development (MR 202)	Videography for photographers (PH 204)	Figure Drawing Advanced (VA 201)	Alternative Drawing & Collage Techniques (VA 202)
Post Production: Intermediate (PH 201) Video editing for photographers (PH 202) Post Production: Advanced (PH 203) Vector Techniques (CD 201) Motion Design for Designers (CD 204) Comics: Character development (IL 201B) Comics: Genres and Style 202 (IL 202B) Marketing Principles (MR 201) Post Production: Advanced (PH 203) Layout Techniques (CD 203B) Personal Brand Development (MR 202)	LEVEL 2 MODULES THAT ARE FACILITATED	USING A MULTIMODAL APPROACH	
Post Production: Intermediate (PH 201) Video editing for photographers (PH 202) Post Production: Advanced (PH 203) Vector Techniques (CD 201) Typography (CD 202) Motion Design for Designers (CD 204) Comics: Character development (IL 201B) Layout Techniques (CD 203B) Comics: Genres and Style 202 (IL 202B) Marketing Principles (MR 201) Personal Brand Development (MR 202)	Sculptural illustration (IL 204)	Printmaking (IL 201A)	Explorative Design (CD203A)
Vector Techniques (CD 201) Typography (CD 202) Motion Design for Designers (CD 204) Comics: Character development (IL 201B) Layout Techniques (CD 203B) Comics: Genres and Style 202 (IL 202B) Marketing Principles (MR 201) Personal Brand Development (MR 202)	LEVEL 2 MODULES THAT ARE VIRTUALLY FA	CILITATED	
Motion Design for Designers (CD 204) Comics: Character development (IL 201B) Layout Techniques (CD 203B) Comics: Genres and Style 202 (IL 202B) Marketing Principles (MR 201) Personal Brand Development (MR 202)	Post Production: Intermediate (PH 201)	Video editing for photographers (PH 202)	Post Production: Advanced (PH 203)
Comics: Genres and Style 202 (IL 202B) Marketing Principles (MR 201) Personal Brand Development (MR 202)	Vector Techniques (CD 201)	Typography (CD 202)	
	Motion Design for Designers (CD 204)	Comics: Character development (IL 201B)	Layout Techniques (CD 203B)
CV and portfolio (MR 203) Abstraction & Context (IL 203) Narrative visualisation (IL 202A)	Comics: Genres and Style 202 (IL 202B)	Marketing Principles (MR 201)	Personal Brand Development (MR 202)
	CV and portfolio (MR 203)	Abstraction & Context (IL 203)	Narrative visualisation (IL 202A)

LEVEL 3 MODULES THAT ARE FACILITATED ON CAMPUS				
Lighting on Location (PH 302)	Wearable Objects (VA 301)	The Promotional Video (PH 303)		
LEVEL 3 MODULES THAT ARE FACILITATED USING A MULTIMODAL APPROACH				
Tactile Illustration (IL 301)				
LEVEL 3 MODULES THAT ARE VIRTUALLY FACILITATED				
Photoshop Manipulation (PH 301)	Experimental Design (CD 301)	Infographics (CD 304)		
Copywriting (CD 302)	Advertising Practice (CD 303)	Illustrated Maps (IL 304A)		
Illustrated Type (IL 302)	Artists' Book (IL 303A)	Brand Activation (MR 302)		
Sequential Art: Planning the Narrative (IL 303B)	Sequential Art: Visual Communication (IL 304B)			