

## MODULES: PEDAGOGICAL MODEL

FUNDAMENTALS DEPARTMENT		
MODULES THAT ARE VIRTUALLY FACILITATED		
Creative development: Concepts and ideas (CR 201)		
LEVEL 3 MODULES THAT ARE VIRTUALLY FACILITATED		
Creative development: Creative Behaviour (CR 302)	Professional Practice (PP 304)	Research Practice (RP 310)
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 (CC 203)	Creative Computing: Internet of Things (CC 204)
Wireframing (XD 201)		
LEVEL 2 MODULES THAT ARE VIRTUALLY FACILITATED		
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)		

**LEVEL 3 MODULES THAT ARE FACILITATED ON CAMPUS**

Biomimicry (ID 301)	Small-Scale Production (ID 302)	Automotive Design (ID 303)
Product Launch (ID 304)		

**LEVEL 3 MODULES THAT ARE FACILITATED USING A MULTIMODAL APPROACH**

UXD: Lean UX (XD 303)	Creative Computing: Smart Objects (CC 301)	Creative Computing: Wearable Technology (CC 302)
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**LEVEL 3 MODULES THAT ARE VIRTUALLY FACILITATED**

Android: Introduction (DV 301)	Android: Expanded (DV 302)	iOS: Introduction (DV 303)
iOS: Expanded (DV 304)	UXD: Copywriting for Digital (XD 301)	UXD: Research Methods (XD 302)
UXD: Documentation & Presentation (XD 304)	Software Methodologies (CC 304)	

**SCHOOL OF FILM ARTS****LEVEL 2 MODULES THAT ARE FACILITATED ON CAMPUS**

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)	Screenplay from actor's POV (SA 202)
Actor as storyteller (SA 203)	The Actor and the camera (SA 204)	Storyboarding (PD 201)
Character visualisation for film (PD 202)	Prop making (PD 203)	Micro budget sets (PD 204)
Production management (FV 201)	Lighting for film (FV 202)	Editing and workflow (FV 203)
Documentary techniques (FV 204)		

**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)
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**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)
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**LEVEL 2 MODULES THAT ARE FACILITATED USING A MULTIMODAL APPROACH**

Sculptural illustration (IL 204)	Printmaking (IL 201A)	Explorative Design (CD203A)
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**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)
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)
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**LEVEL 3 MODULES THAT ARE FACILITATED USING A MULTIMODAL APPROACH**

Tactile Illustration (IL 301)		
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**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)	