

HND Programme Specification

1. Qualification HND	2. Programme Title Special Effects Development	3. UCAS Code TBD	4. Programme Type Modular HND Full Time and Part Time
<p>5. Main Purposes and Distinctive Features of the Programme</p> <p>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:</p> <ul style="list-style-type: none"> • 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 			
<p>6. What a graduate should know and be able to do on completion of the programme</p>			
<p><u>Knowledge and understanding in the context of the subject(s)</u></p> <p>K1 Critically evaluate tools used for the production of Special Effects</p> <p>K2 Demonstrate the appropriate selection and use of tools for the production of Special Effects</p> <p>K3 Devise, specify and deliver original Special Effects concepts and mechanics</p> <p>K4 Determine appropriate strategies for effective delivery of Special Effects</p> <p><u>Cognitive skills in the context of the subject(s)</u></p> <p>C1 Critique, Analyse and review documents relating to Special effects</p> <p>C2 Demonstrate the ability to apply and critique Special Effects development techniques</p> <p>C3 Demonstrate understanding and reasoned evaluation of the relationship between the different areas of the Special Effects sector.</p> <p>C6 Demonstrate problem solving, solution analysis and creativity in the production of resources</p>		<p><u>Subject-specific practical/professional skills</u></p> <p>S1 Produce conceptual designs and specification documents</p> <p>S3 Formulate testing and safety design strategies for Special effects</p> <p>S4 Analyse Special effects projects for appropriateness and effectiveness</p> <p>S5 Analyse and deliver solutions utilizing programming skills within Special Effects solutions</p> <p><u>Other skills (e.g. key/transferable) developed in subject or other contexts</u></p> <p>O1 Create, manage and deliver projects and schedules</p> <p>O2 Work in teams to achieve defined objectives</p> <p>O3 Respond appropriately to critiques of individual and team work</p> <p>O5 Work productively in a studio-based environment, demonstrating reflective learning and an ability to discuss and present experiences and elements of work</p>	

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 80 credits*

Part I (Level 1) Students take 160 credits

First Year	<p>PDD 1020 Intro to Visualisation (SFX)</p> <p>PDD1006 Visual Studies 1</p> <p>SFX 1001 - Visualisation for Special Effects</p> <p>SFX1010 – Visual Content Creation for SFX</p> <p>SFX1011 – Creative Skills for the Effects Industries</p> <p>SFX1000- First Year Project</p>	<p>GAD1005 – Games Evaluation</p> <p>MWD1000 Digital Media</p>
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Part II *Students take 80 credits*

H2 Honours Modules	<p>SFX2000 Special Effects Modelmaking 1 (Core for if wishing to proceed to BDes top up but not for BSc Top up)</p> <p>SFX2010 CG motion and Dynamics (Core for if wishing to proceed to BSc top up but not for BDes Top up)</p> <p>SFX2001 Video Effects Production</p> <p>LCT2513 HND Project</p>	<p>Options LCT2505 Computer Sound Processing</p> <p>Or 2 of SFX2007 – History of Visual Effects SFX2006 – Pyrotechnics and Flame SFX2005 – Make up for Special Effects SFX2004- Animatronics (subject to approval)</p> <p>(see above table for suitability if progressing to degree)</p>
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<p>9. Learning, Teaching and Assessment Strategy</p> <p><u>Learning and Teaching Methods</u> 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. Group work will be an important aspect of the course, with appropriate peer-assessment to ensure that credit is correctly awarded. Directed study will be a central aspect of the new Special Effects Development modules.</p> <p><u>Assessment Methods</u> 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.</p>	<p>10. Other Information (<i>including compliance with relevant Institute policies</i>)</p> <p><u>Date programme first offered</u> September 2005</p> <p><u>Admissions Criteria</u> <i>Standard Requirements</i> One GCSE A2 level pass with 120 points or Vocational Certificate of Education (VCE) six unit award with 120 points or Edexcel/BTEC National 6 unit Award or Other equivalent qualifications, such as Scottish Higher passes, the Irish Leaving Certificate International Baccalaureate.</p> <p><i>Non Standard Entry</i> 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.</p> <p><u>Indicators of Quality and Standards</u></p> <ul style="list-style-type: none"> i. Validated by panel with external subject specialists ii. External examiner validates level 1 and level 2 assignments and examinations iii. Validated by Edexcel Foundation
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HND Module Table (+ top-up to BSc/BDes)

The vast majority of students who study for an HND with us will do so in preparation for “topping-up” their Diploma to an Honours degree. Therefore, the modules for the HND are depicted as part of the integrated HND + Degree route:

Level One	Level 1 top up	Level Two	Level Three
PDD1020 Intro to Visualisation (SFX)	MWD1000 Digital Media	SFX2020 – Cinematography and Compositing	PDD3003 Advanced Visualisation Techniques
PDD1006 Visual Studies 1	GAD1005 Games Evaluation	SFX2007 – History of Visual Effects (10)	SFX3002 Multi Year Project
SFX1000 First Year Project		SFX2001 Video Effects Production	PDD3011 Final Year project [40]
SFX 1001 Visualisation 2		SFX2010 CG motion and Dynamics (Core for BSc not for BDes)	For the BDes route SFX3001 Special Effects Modelmaking 2
SFX1010 – Visual Content Creation for SFX		SFX2000 Special Effects Modelmaking 1 (Core for BDes not for BSc)	SFX3003 ‘Bigature’ model making
SFX1011 Creative Skills for the Effects Industries		An Option from the following	For the BSc route MWD3003 Business Issues of Digital Media
		LCT2505 Sound for Multimedia and Games (Optional Core for BSc Pathway)	SFX3010 – CG Dynamics and Motion 2
		SFX2006 Pyrotechnics and Flame (10) SFX2005 Make up for Special FX (10) SFX2004 Animatronics (10)	

All modules are 20 credits, except where denoted in [square brackets]. Students will study GAD1005 Games Evaluation and MWD1000 Digital Media in addition to the standard degree diet of modules.