

- 1. Title of the module**
Introduction to Storyboarding
- 2. School or partner institution which will be responsible for management of the module**
Escape Studios, Pearson College London
- 3. The level of the module (Level 4, Level 5, Level 6 or Level 7)**
Level 7
- 4. The number of credits and the ECTS value which the module represents**
30 credits (15 ECTS)
- 5. Which term(s) the module is to be taught in (or other teaching pattern)**
Autumn or Spring
- 6. Prerequisite and co-requisite modules**
None
- 7. The programmes of study to which the module contributes**
MA Storyboarding & Previsualisation
- 8. The intended subject specific learning outcomes.**
On successfully completing the module students will be able to:
 - 8.1 demonstrate a systematic knowledge and understanding of the theory and concepts of storyboarding in a production environment, with special regard to new and emerging theories and technologies.
 - 8.2 critically evaluate and select production tools and techniques for the creation of storyboards.
 - 8.3 create storyboards, applying principles of storytelling in a visual narrative environment.
 - 8.4 apply an understanding of camera, continuity and editing to the storyboarding process.
 - 8.5 The history and conventions of visual storytelling.
- 9. The intended generic learning outcomes.**
On successfully completing the module students will be able to:
 - 9.1 manage time and resources to complete tasks to a given deadline
 - 9.2 communicate creative and technical information to a variety of audiences.
- 10. A synopsis of the curriculum**
 - The foundations and theories of writing, creativity and storyboarding
 - Different storyboarding techniques and their application
 - Cinematography, 3D layout and the use of cameras
 - Design and Character in storyboarding
 - The video production pipeline from concept to script to final output

11. Reading list (Indicative list, current at time of publication. Reading lists will be published annually)

- Williams, Richard, *The Animator's Survival Kit*, Faber & Faber
- *Making Shapely Fiction* by Jerome Stern <https://www.amazon.co.uk/Making-Shapely-Fiction-Jerome-Stern/dp/039332124X>
- *How to Write Animation* by Jeffrey Scott. https://www.amazon.ca/How-Write-Animation-Jeffrey-Scott/dp/1585674281/ref=sr_1_1?ie=UTF8&qid=1539949176&sr=8-1&keywords=animation+writing&dpID=51-HsFKCsEL&preST= SX198 BO1,204,203,200 QL40 &dpSrc=srch
- *Directing the Story* by Francis Glebas. . https://www.amazon.ca/Directing-Story-Professional-Storytelling-Storyboarding/dp/0240810767/ref=sr_1_1?ie=UTF8&qid=1539949300&sr=8-1&keywords=directing+the+story&dpID=51DCTLI7mGL&preST= SY264 BO1,204,203,200 QL40 &dpSrc=srch
- *Vision and Composition* by Hans Bacher. https://www.amazon.ca/Vision-Composition-Hans-P-Bacher/dp/1786272202/ref=sr_1_1?s=books&ie=UTF8&qid=1539949346&sr=1-1&keywords=hans+bacher&dpID=41jWtLXh8ML&preST= SX198 BO1,204,203,200 QL40 &dpSrc=srch
- *Framed Ink: Drawing and Composition for Visual Storytellers*, Marcos Mateu-Mestre, https://www.amazon.co.uk/Framed-Ink-Drawing-Composition-Storytellers/dp/1933492953/ref=sr_1_1?s=books&ie=UTF8&qid=1543845680&sr=1-1&keywords=Framed+Ink
- *The Visual Story: Creating the Visual Structure of Film, TV and Digital Media*, Bruce Block, https://www.amazon.co.uk/Visual-Story-Creating-Structure-Digital/dp/0240807790/ref=sr_1_1?s=books&ie=UTF8&qid=1543845860&sr=1-1&keywords=visual+story
- Escape Studios Animation Library: <http://lib-guides.pearsoncollegelondon.ac.uk>

12. Learning and teaching methods

Students undertake direct instruction from tutors with relevant industry experience in a studio environment to introduce theory and practice. Knowledge and understanding is explored through practical examples in the studio, using examples, demonstrations and analysing student work in the context of the underlying theories and supported by exercises and directed reading, an approach similar to 'action learning' [<https://www.heacademy.ac.uk/knowledge-hub/action-learning-0>]. Practice and practical work is supervised by tutors and supported by studio assistants. Additional materials and support is provided through the Virtual Learning Environment (VLE).

Tutor-led studio sessions: 135 hours

Studio assistant supported practice: 45 hours

Directed study: 120 hours

13. Assessment methods

13.1 Main assessment methods

Coursework 60%

This is a practical project involving the creation of storyboards. (LO 8.1, 8.2, 8.3, 8.4, 9.1)

Reflective Log (website or blog) (approx. 3000 words) 30% (LO 8.1, 8.2, 8.5, 9.1)

Individual Presentation (10-15 minutes) 10% (LO 8.1, 8.2, 8.3, 8.4, 9.2)

13.2 Reassessment methods

14. Map of module learning outcomes (sections 8 & 9) to learning and teaching methods (section 12) and methods of assessment (section 13)

| Module learning outcome | 8.1 | 8.2 | 8.3 | 8.4 | 8.5 | 9.1 | 9.2 |
|-------------------------------------|-----|-----|-----|-----|-----|-----|-----|
| Learning/ teaching method | | | | | | | |
| Tutor-led studio sessions | X | X | X | X | | | |
| Studio assistant supported practice | | X | X | X | | | |
| Directed Study | X | X | X | X | X | X | X |
| Assessment method | | | | | | | |
| Coursework | X | X | X | X | | X | |
| Reflective Log | X | X | | | X | X | |
| Presentation | X | X | | | | | X |

15. Inclusive module design

The Collaborative Partner recognises and has embedded the expectations of current disability equality legislation, and supports students with a declared disability or special educational need in its teaching. Within this module we will make reasonable adjustments wherever necessary, including additional or substitute materials, teaching modes or assessment methods for students who have declared and discussed their learning support needs. Arrangements for students with declared disabilities will be made on an individual basis, in consultation with the Collaborative Partner’s disability/dyslexia student support service, and specialist support will be provided where needed.

16. Campus(es) or centre(s) where module will be delivered

Escape Studios.

17. Internationalisation

Storyboarding is by its nature an international discipline, and learning resources, materials and directed learning will include resources, examples and case studies from across the world.

18. Partner College/Validated Institution

Escape Studios, Pearson College London

19. University School responsible for the programme

Engineering & Digital Arts

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Revision record – all revisions must be recorded in the grid and full details of the change retained in the appropriate committee records.

| Date approved | Major/minor revision | Start date of the delivery of revised version | Section revised | Impacts PLOs (Q6&7 cover sheet) |
|---------------|----------------------|---|-----------------|---------------------------------|
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