ACADEMIC PROGRAM

FINAL DEGREE PROJECT

B.F.A. IN ANIMATION

MODALITY: ON CAMPUS

ACADEMIC YEAR: 2023-2024

Name of the course:	Final Degree Project	
Degree :	Animation	
Location:	Centro Universitario de Tecnología y Arte Digital	
Area:	Trabajo Final de Grado	
Year:	4º	
Teaching period:	Anual	
Type:	OB	
ECTS credits:	6	
Teaching modality:	On campus	
Language:	English	
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SUBJECT DESCRIPTION

Area description

The Final Degree Project is the subject where the student demonstrates his or her maturity in the integration of the knowledge acquired, as well as the capacity for reflection to rationalize the artistic, technical and narrative decisions that are typical of his or her degree when facing a project, whether it is a creative or research project. The student will elaborate and present, defending it before a University Tribunal, an original academic work, in which the student must integrate the knowledge acquired during his training. The student may opt for an academic research work or link their work to an artistic production within the scope of the Degree, the latter being individual or collective, although in this case the memory that accompanies the artistic work must be, in any case, individual.

Subject description

The Final Degree Project is the subject where the undergraduate student demonstrates his maturity for the integration of the acquired knowledge, as well as the capacity of reflection to rationalize the artistic, technical and narrative decisions that are typical of his degree when facing a project, whether it is a creative or research project. This subject is essential to consolidate the skills acquired during the degree as well as to acquire the necessary methodology for graduate studies and doctoral thesis. Every animator must know the research and investigation methodologies necessary to master the tools and means of image creation, recognizing in

particular the problems associated with the technical needs and technological background that are at the basis of any innovation.

COMPETENCIES AND LEARNING OUTCOMES

Competencies
BASIC AND GENERAL

CG1 - Critically understand the interrelationships between the different arts and their currents of thought throughout history and the evolution of aesthetic, historical and cultural values.

CG2 - Know the vocabulary and concepts inherent to the digital art field.

CG10 - To express ideas and data graphically and in writing, in a structured, orderly and understandable way.

CB1 - That the students have demonstrated to possess and understand knowledge in an area of study that starts from the base of general secondary education, and is usually found at a level that, although it is supported by advanced textbooks, also includes some aspects that involve knowledge from the forefront of their field of study.

CB2 - That students know how to apply their knowledge to their work or vocation in a professional manner and possess the competencies that are usually demonstrated through the development and defense of arguments and problem solving within their field of study.

CB3 - That students have the ability to gather and interpret relevant data (usually within their area of study) to make judgments that include a reflection on relevant social, scientific or ethical issues.

CB4 - Students should be able to convey information, ideas, problems and solutions to both specialized and non-specialized audiences.

CB5 - That students have developed those learning skills necessary to undertake further studies with a high degree of autonomy.

TRANSVERSALS

There are no data

SPECIFIC

CE15 - Identify and differentiate the styles and periods in the history of cinema and animation.

Learning outcomes
At the end of the degree, the graduate will be able to:

- Analyze artistic works from an aesthetic and cultural point of view, taking into account aesthetic principles and cultural context.

- Interpret artistic works according to their currents of thought and historical context.

- Interpret the visual and compositional language of a digital artwork.

- Apply the fundamentals of visual language to the digital environment.

- Transmit complex information graphically through text and image for the creation of dossiers, pitches and other documents about an animation project.

- Organize information for the effective presentation of ideas in an academic paper.

- Recognize the different cultural, technological, economic and geographical factors that can influence an audiovisual production.

- Evaluate the stylistic differences generated throughout the history of different animation techniques for use in a contemporary production.

- Experiment with the visual styles of other historical periods to generate new aesthetics or adapt them to the specific needs of a production.

- Develop an analytical and discursive sense in relation to other audiovisual works.

- Identify the intentionality and context of an audiovisual work.

CONTENTS

Its elaboration requires using the knowledge acquired during the degree as well as its presentation and defense before a University Court. The student can choose to develop an academic research work or to link his work to an artistic production of the scope of the Degree, which might be individual or collective, although in this case the dissertation that accompanies the artistic work must be individual.

The students will carry out the bachelor¿s degree final project under the supervision of a Professor of the Degree that will act as their academic tutor.

SUBJECT SYLLABUS

Procedural information on the subject: application forms, preliminary project, compulsory deliverables, reference documents, specific TFG regulations, timetable of the course, etc.

Template and formal aspects for writing the TFG.

Methodology for collecting information, academic citation, research ethics, anti-plagiarism protocol, etc.

Development and tutoring of the Final Degree Project

TRAINING ACTIVITIES AND TEACHING METHODOLOGIES

TRAINING ACTIVITIES

LEARNING ACTIVITIES	Total hours	Hours of presence
Theoretical / Expository classes	10	10
Tutorials	8	4
Evaluation Activities	2	2
Preparation and defense of the TFG	130	13
TOTAL	150	29

Teaching methodologies

Expository method or master class

Case method

Problem-based learning

Inquiry-based learning

Flipped classroom or inverted classroom methodology

Gamification

TEMPORAL DEVELOPMENT

The Final Degree Project is an annual subject that will take place, in ordinary session, from September to April, and in extraordinary session, from September to July.

During this period, there will be several key moments:

-General tutorial by Degrees (September). Academic Coordination will inform students of the TFG regulations, calendar, tutor functions, calls, acts of defence and formal characteristics of the work, assessment criteria, etc.

-Tutor assignment process (September-October). The University will assign TFG tutors to undergraduate students, after gathering information on the specialities and lines of teaching and research of the lecturers, and the thematic interests of the students.

-First tutorials and compulsory deliveries. Students will meet with their assigned tutors to start the work and prepare the compulsory deliveries from October until the work is completed. The first compulsory delivery will be the Preliminary Project, which must be signed by the tutor. The second delivery will take place in February and will include the Objectives and Theoretical or Conceptual Framework, together with the Bibliography used.

-Defence in the ordinary call for papers (April). Students who wish to present their TFG in the ordinary call, must do so before their tutors, who will apply the evaluation rubric communicated to the students and will award a numerical grade. Those TFGs that obtain 5 or more marks will be APTOS for the defence. Only those TFGs that are APTOS will be able to go on to the defence before a panel of judges.

-Extraordinary call (July). Students NOT APTED or NOT PRESENTED in the ordinary call will pass to the extraordinary call. In this call there will be as many tutorials as necessary so that students can resubmit their work to their tutors. The procedure will be the same as in the ordinary exam.

-Students who are NOT APPROVED or NOT SUBMITTED in the extraordinary exam (except those who have already passed in the ordinary exam), will pass to the following year with the TFG pending.

EVALUATION SYSTEM

ASSESSMENT SYSTEM	MINIMUM SCORE RESPECT TO THE FINAL ASSESSMENT (%)	MAXIMUM SCORE RESPECT TO THE FINAL ASSESSMENT (%)
Evaluation of the TFG report	40	40
Public defense of the TFG before the examining board	50	50
TFG tutor's report	10	10

GRADING CRITERIA

ASSESSMENT SYSTEM	ORDINARY EVALUATION	EXTRAORDINARY EVALUATION
Evaluation of the TFG report	40	40
Public defense of the TFG before the examining board	50	50
TFG tutor's report	10	10

General comments on the evaluations/assessments

The University will draw up assessment rubrics for the use of the tutor and the examining board. According to these rubrics, at all times, both the tutor and the examining board will evaluate different aspects of the student and the work:

1.Attendance at tutorials and attitude towards the questions asked by the examining board.

Spelling and syntactic correctness of the written work. 3.

Adequate presentation and the minimum and maximum length required in the Regulations for written work.

4.Quality of the figures, correctness of their reference and citation.

5.Percentage of copying below the allowed percentage.

6.Correct use of the citation, the software used and the AI tools permitted in each phase of the work.

7.Topic chosen and the way in which it was developed.

8.Relevance of the theoretical or practical work carried out.

9.Adequate bibliography in number and relevance and how to reference it.

10.Conclusions and future prospects.

LIST OF REFERENCES (BOOKS, PUBLICATIONS, WEBSITES):

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REQUIRED MATERIALS, SOFTWARE AND TOOLS

Type of classroom

-

Materials:

-

Software:

-