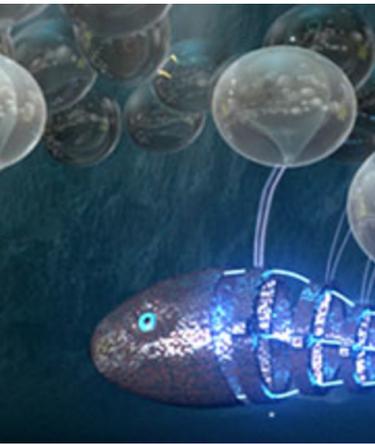


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BA (Hons) Animation, Direct Entry - UCAS Code CA10 (1 Year)

Take a step closer to your career in film animation and games design

London is a world-hub for CGI, animation and special effects and you'll be close to the action here in east London.

This BA (Hons) in Animation is delivered at Barking & Dagenham College in partnership with the University of East London (UEL).



Benefit from UEL's resources too

As well as all the design studios and industry-standard software at Barking & Dagenham College, you will benefit from access to UEL's state-of-the-art libraries and learning resource centres.

Scroll down this page and you'll find all the information you need to ensure that this course is one of your top UCAS choices if you are applying for 2018 entry.

This one-year top-up will give you a full degree

This BA (Hons) Animation programme is offered as a third year top-up if you have successfully achieved [the Foundation Degree in Animation](#), and now wish to further progress your academic and practical skills on self-directed projects at degree level.



[Download a PDF of the BA \(Hons\) in Animation programme specification.](#)

What will I learn?

The programme is designed to build on the vocational platform offered by the FdA in Animation at Barking & Dagenham College, and provides opportunities to develop academic pathways in the subject area, including research and dissertation, experimental approaches to practice, project realization and exhibition, and reflective development of professional practice.

There are 4 modules of study, one of which offer a specific Games Design study option:

- Experimental Approaches to Animation (15 credits)
- Experimental Approaches to Games Design (option to above) (15 credits)
- New Horizons in Animation (15 credits)
- Research Project and Dissertation (30 credits)
- Final Major Project and Exhibition (60 credits)

How will I be taught?

Care has been taken in designing the modules to ensure suitable emphasis is placed on academic research, creative innovation and diversity, self-determined objectives and critical reflection. The approach to teaching is learner centred, and emphasis is placed on one-to-one tutorial support and programmes of project supervision. Where appropriate, specific content will be delivered through lectures, seminars, practical workshops and demonstrations, guest speakers from industry and study visits.

How will I be assessed?

Assessment will vary across the 4 modules that make up the programme; you will be required to present work for assessment in the form of major moving image projects, portfolios of written, interactive, and practical creative work, reports and dissertations. There are no formal exams.

The overall grade for the award is independent of any assessment on previous awards and is calculated as the weighted average mark across the 4 modules.

What qualifications do I need to qualify for this course?

You must have an FdA in Animation, or an equivalent in this or a closely related subject.

Internal progression from our FdA Animation course is not automatic; you need to apply through UCAS and attend an interview. We will review your: academic writing, self-directed study, creative innovation and lateral thinking.

External applicants need to attend an interview and present a portfolio demonstrating creative and technical abilities.

What can I do after this course?

Successful completion of programme BA (Hons) Animation leads to the award of Bachelor of Arts by UEL.

Completion of the BA (Hons) could enable you to progress into a postgraduate programme at another institution, or directly into employment in one of the following industries:

- Animated Films
- CGI, Special Effects and Digital Post-production
- Advertising and Marketing
- Computer Games Design
- Moving Image Art

Apply online

Visit

<https://www.barkingdagenhamcollege.ac.uk/en/all-courses.cfm/page/0000009744>



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