Dip/BA (Hons) Digital Arts (Specialization) : Animation / Multimedia / Digital Video Production (Full time)

1. **OBJECTIVES**

The programme is designed to provide opportunities to students to acquire skills, knowledge and competence in the fields of Animation, Multimedia and Video Production. It will equip them to embrace careers such as animators, video artists and multimedia designers.

2. **GENERAL ENTRY REQUIREMENTS**

In accordance with General Entry Requirements for admission for Undergraduate Degrees.

3. **PROGRAMME REQUIREMENT**

At least Grade C in Art & Design at 'A' Level or equivalent qualifications acceptable to the UoM/MGI.

4. **MINIMUM REQUIREMENTS FOR AWARD OF DIPLOMA/ DEGREE**

Diploma: 66 credits
Degree: 120 credits

Breakdown as follows:

	Core Modules	Projects	Electives	Total
Diploma:	60	6		66
Degree:	96	18	3	120

5. **PROGRAMME DURATION**

FULL-TIME

	Normal (Years)	Maximum (Years)
Diploma:	**2**	**3**
Degree:	**4**	**7**

6. **CREDITS PER SEMESTER**

Maximum 24 credits, Minimum 9 credits, subject to regulation 5.

1 Credit is equal to 30 hours practical or 15 hours of Lecture

Practical modules : 75 hours per semester which include :

15 x 1 hour lecture : 15 hours per semester

15 x 4 hours practical : 60 hours per semester

Theory modules :   45 hours per semester

15 x 3 hours lecture : 45 hours per semester

7. PROGRAMME ORGANISATION

The full programme is scheduled over a period of four years. The first two years consist of a general course that equips the students with the core skills and knowledge required for the course.

After completing modules as per requirements, the student will be allowed to proceed to level / year 3.

In the second part of the course the student can make an informed choice between Animation / Multimedia / Digital Video Production.

Successful completion of the remaining modules at levels/year 3 and 4, leads to the Degree in Digital Arts.

a) For Diploma/ Degree award, all modules must be cleared.

b) For a student to proceed to year/level III, he or she must obtain a minimum CPA of 45.

In case this criterion is not met, refer to (c) below.

c) Students who do not satisfy (b) but have achieved a minimum aggregate of 50% shall qualify for the award of a Diploma after completion of a project of 3 months' duration to the satisfaction of the Board of Examiners. The project will be equivalent to 6 credits in the final assessment.

d) If a student satisfies (b) but eventually wishes to discontinue studies before completion of Levels/Years 3 or 4, s/he may be awarded a Diploma under special circumstances subject to the completion of a project to the satisfaction of the Board of Examiners.

8. ASSESSMENT

(a) Each module carries 100 marks, out of which 30-50% will be from continuous assessment,   unless otherwise stated. Continuous assessment for all practical modules only would account for 50% of the overall % marks of the modules.

- Theory modules   :   30% Continuous Assessment
                                      70% Written Exams

- Practical modules :   50% Continuous Assessment
  Digital modules   :   50% Written Exams

- Practical modules :   40% Continuous Assessment
  Fine Arts modules :   60% Written Exams

(b)   A practical examination or a two-hour written examination per module will be set at the end of each semester, unless otherwise stated. Duration of practical examination will range from 6 hours to a maximum of 20 hours spread over a minimum of 5 days, depending on the nature of the module.

(c)   Continuous assessment will be based on practical and/or written assignments with at least one class test.

(d)   For a student to pass the module, he/she must obtain a minimum of 40% of total marks.

- When evaluation is 30% Continuous Assessment and 70% Examinations, student must obtain 30% in Continuous Assessment and 45% of examination marks

- When evaluation is 40% Continuous Assessment and 60% Examinations, student must obtain 30% in Continuous Assessment and 47% of examination marks

- When evaluation is 50% Continuous Assessment 50% Examinations, student must obtain 30% in Continuous Assessment and 50% of examination marks

(e)   Modules carry the weightings of 1, 3 or 5 depending on their status (Introductory, Intermediate or Advanced). Weighting for a particular module is indicated within parentheses in the module code.

(f)   Modules BDA 3000(5) and BDA 4000(5) will be assessed by screening of CD Rom/film and viva voce.

PROGRAMME STRUCTURE

Levels I & II

MODULE CODE	MODULE NAME	Hr/Wk L+P	Credits
BDA 1111(1)	DRAWING	1 + 4	3
BDA 1118(1)	INTRODUCTION TO ANIMATION	1 + 4	3
BDA 1116(1)	INTRODUCTION TO MULTIMEDIA	1 + 4	3
FINA1220(1)	COMPUTER GRAPHICS –Digital Design I	1 + 4	3
FINA1117(1)	HISTORY OF ART: Survey of Art up to 18TH century	3 + 0	3
BDA 1211(1)	COLOUR THEORY	1 + 4	3
BDA 1219(1)	INTRODUCTION TO AUDIO-VISUAL INDUSTRIES	1 + 4	3
BDA 1214(1)	MODELLING FOR 3D ANIMATION	1 + 4	3
FINA 2220(3)	COMPUTER GRAPHICS –Digital Design II	1 + 4	3
BDA 2211(1)	STORYBOARDING I	1 + 4	3
BDA 2120(3)	STOP MOTION ANIMATION	1 + 4	3
BDA 2119(3)	CAMERA OPERATION AND LIGHTING	1 + 4	3
BDA 2116(1)	WEB DESIGN I	1 + 4	3
BDA 2117(1)	HISTORY OF MEDIA	3 + 0	3
FINA 2120(1)	INTRODUCTION TO PHOTOGRAPHY	1 + 4	3
BDA 2221(1)	SOUND MANIPULATION	1 + 4	3
BDA 2219(3)	VIDEO EDITING	1 + 4	3
BDA 2218(3)	DIGITAL 2D ANIMATION	1 + 4	3
BDA 2216(3)	FLASH INTERACTIVITY I	1 + 4	3
MST 1221(1)	MAURITIAN STUDIES I – Overview of History	3 + 0	3
	Total		**60**
BDA 2000	PROJECT (In case of exit only)		**6**

Specialisation in   MULTIMEDIA

Levels III & IV

MODULE CODE	MODULE NAME	Hr/Wk L+P	Credits
BDA 3111 (5)	STORYBOARDING II	1 + 4	3
BDA 3116 (5)	MULTIMEDIA: Concept, Tools, Communication design and development	1 + 4	3
BDA 3117 (5)	MEDIA THEORY I	3 + 0	3
BDA 3211(5)	DRAWING: CARICATURE&CARTOON	1 + 4	3
BDA 3216(5)	WEB DESIGN & FLASH INTERACTIVITY II	2 + 8	6
BDA 3000(5)	PROJECT		9
BDA 4111(5)	STORYBOARDING III	1 + 4	3
BDA 4117(5)	MEDIA THEORY II	3 + 0	3
BDA 4120(5)	DIGITAL PHOTOGRAPHY	1 + 4	3
BDA 4216(5)	ADVANCED MULTIMEDIA DESIGN	1 + 4	3
BDA 4000(5)	PROJECT		9
BDA 4001 (5)	INTERNSHIP		6
	GEM		3
	Departmental electives		3
	TOTAL		**60**

Specialisation in   ANIMATION

Levels III & IV

MODULE CODE	MODULE NAME	Hr/Wk L+P	Credits
BDA 3111(5)	STORYBOARDING II	1 + 4	3
BDA 3118(5)	CHARACTER ANIMATION	1 + 4	3
BDA 3117(5)	MEDIA THEORY I	3 + 0	3
BDA 3218(5)	ANIMATION ADVANCED 3D MODELLING	2 + 8	6
BDA 3211(5)	DRAWING: CARICATURE & CARTOON	1 + 4	3
BDA 3000 (5)	PROJECT		9
BDA 4111(5)	STORYBOARDING III	1 + 4	3
BDA 4117(5)	MEDIA THEORY II	3 + 0	3
BDA 4118(5)	CHARACTER INTERACTION	1 + 4	3
BDA 4218(5)	COMPOSITING AND SFX (SPECIAL EFFECTS)	1 + 4	3
BDA 4000(5)	PROJECT		9
BDA 4001 (5)	INTERNSHIP		6
	GEM		3
	Departmental electives		3
	TOTAL		**60**

Specialization in Digital Video Production

Level III & IV

MODULE CODE	MODULE NAME	Hr/Wk L+P	Credits
BDA 3111(5)	STORYBOARDING II	1 + 4	3
BDA 3117(5)	MEDIA THEORY I	3 + 0	3
BDA 3016(5)	VIDEO-PREPRODUCTION : Concept and Tools	1 + 4	3
BDA 3000(5)	PROJECT (Digital Video Editing)		
BDA 3211(5)	DRAWING: CARICATURE & CARTOON	1 + 4	3
BDA 3021(5)	DIGITAL VIDEO	1 + 4	3
BDA 3000(5)	PROJECT (Digital Video Editing)		9
BDA 4111(5)	STORYBOARDING III	1 + 4	3
BDA 4117(5)	MEDIA THEORY II	3 + 0	3
BDA 4120(5)	DIGITAL PHOTOGRAPHY	1 + 4	3
BDA 4000(5)	PROJECT (Digital Video Editing)		
BDA 4218(5)	COMPOSITI NG AND SFX	1 + 4	3
BDA 4000(5)	PROJECT (Digital Video Editing)		9
BDA 4001 (5)	INTERNSHIP		6
	GEM		3
	Departmental Elective		3
	TOTAL		60

PROGRAMME PLAN
Levels I & II

Level I

Semester 1

MODULE CODE	MODULE NAME	Hr/Wk L+P	Credits
BDA 1111(1)	DRAWING	1 + 4	3
BDA 1118(1)	INTRODUCTION TO ANIMATION	1 + 4	3
BDA 1116(1)	INTRODUCTION TO MULTIMEDIA	1 + 4	3
FINA1220(1)	COMPUTER GRAPHICS –Digital Design I	1 + 4	3
FINA1117(1)	HISTORY OF ART: Survey of Art up to 18TH century	3 + 0	3

Semester II

MODULE CODE	MODULE NAME	Hr/Wk L+P	Credits
BDA 1211(1)	COLOUR THEORY	1 + 4	3
BDA 1219(1)	INTRODUCTION TO AUDIO-VISUAL INDUSTRIES	1 + 4	3
BDA 1214(1)	MODELLING FOR 3D ANIMATION	1 + 4	3
FINA 2220(3)	COMPUTER GRAPHICS –Digital Design II	1 + 4	3
BDA 2211(1)	STORYBOARDING I	1 + 4	3

Level II

Semester I

MODULE CODE	MODULE NAME	Hr/Wk L+P	Credits
BDA 2120(3)	STOP MOTION ANIMATION	1 + 4	3
BDA 2119(3)	CAMERA OPERATION AND LIGHTING	1 + 4	3
BDA 2116(1)	WEB DESIGN I	1 + 4	3
BDA 2117(1)	HISTORY OF MEDIA	3 + 0	3
FINA 2120(1)	INTRODUCTION TO PHOTOGRAPHY	1 + 4	3

Semester II

MODULE CODE	MODULE NAME	Hr/Wk L+P	Credits
BDA 2221(1)	SOUND MANIPULATION	1 + 4	3
BDA 2219(3)	VIDEO EDITING	1 + 4	3
BDA 2218(3)	DIGITAL 2D ANIMATION	1 + 4	3
BDA 2216(3)	FLASH INTERACTIVITY I	1 + 4	3
MST 1221(1)	MAURITIAN STUDIES I – Overview of History	3 + 0	3
BDA 2000	PROJECT (In case of exit)		6

Specialisation in MULTIMEDIA

Level III
Semester I

MODULE CODE	MODULE NAME	Hr/Wk L+P	Credits
BDA 3111(5)	STORYBOARDING II	1 + 4	3
BDA 3116(5)	MULTIMEDIA: Concept, Tools, Communication design and development	1 + 4	3
BDA 3117 (5)	MEDIA THEORY I	3 + 0	3
BDA 3000(5)	PROJECT (Multimedia)		
	GEM	3 + 0	3

Semester II

MODULE CODE	MODULE NAME	Hr/Wk L+P	Credits
BDA 3211(5)	DRAWING: CARICATURE & CARTOON	1 + 4	3
BDA 3216(5)	WEB DESIGN & FLASH INTERACTIVITY II	2 + 8	6
BDA 3000(5)	PROJECT(Multimedia)		9
	Departmental Elective		3

Level IV

Semester I

MODULE CODE	MODULE NAME	Hr/Wk L+P	Credits
BDA 4111(5)	STORYBOARDING III	1 + 4	3
BDA 4120(5)	DIGITAL PHOTOGRAPHY	1 + 4	3
BDA 4117(5)	MEDIA THEORY II	3 + 0	3
BDA 4000(5)	PROJECT (Multimedia)		

Semester II

MODULE CODE	MODULE NAME	Hr/Wk L+P	Credits
BDA 4216(5)	ADVANCED MULTIMEDIA DESIGN	1 + 4	3
BDA 4000(5)	PROJECT (Multimedia)		9
BDA 4001 (5)	INTERNSHIP		6

Specialisation in ANIMATION

Level III

Semester I

MODULE CODE	MODULE NAME	Hr/Wk L+P	Credits
BDA 3111(5)	STORYBOARDING II	1 + 4	3
BDA 3117(5)	MEDIA THEORY I	3 + 0	3
BDA 3118(5)	CHARACTER ANIMATION	1 + 4	3
BDA 3000(5)	PROJECT (Animation)		
	GEM	3 + 0	3

Semester II

MODULE CODE	MODULE NAME	Hr/Wk L+P	Credits
BDA 3211(5)	DRAWING: CARICATURE & CARTOON	1 + 4	3
BDA 3218(5)	ANIMATION ADVANCED 3D MODELLING	2 + 8	6
BDA 3000(5)	PROJECT(Animation)		9
	Departmental Elective		3

Level IV

Semester I

MODULE CODE	MODULE NAME	Hr/Wk L+P	Credits
BDA 4111(5)	STORYBOARDING III	1 + 4	3
BDA 4117(5)	MEDIA THEORY II	3 + 0	3
BDA 4118(5)	CHARACTER INTERACTION	1 + 4	3
BDA 4000(5)	PROJECT(Animation)		

Semester II

MODULE CODE	MODULE NAME	Hr/Wk L+P	Credits
BDA 4218(5)	COMPOSITI NG AND SFX	1 + 4	3
BDA 4000(5)	PROJECT (Animation)		9
BDA 4001 (5)	INTERNSHIP		6

Specialization in Digital Video Production

Level III

Semester I

MODULE CODE	MODULE NAME	Hr/Wk L+P	Credits
BDA 3111(5)	STORYBOARDING II	1 + 4	3
BDA 3117(5)	MEDIA THEORY I	3 + 0	3
BDA 3016(5)	VIDEO-PREPRODUCTION : Concept and Tools	1 + 4	3
BDA 3000(5)	PROJECT (Digital Video Production)		
	GEM	3 + 0	3

Semester II

MODULE CODE	MODULE NAME	Hr/Wk L+P	Credits
BDA 3211(5)	DRAWING: CARICATURE & CARTOON	1 + 4	3
BDA 3221(5)	DIGITAL VIDEO	2 + 8	6
BDA 3000(5)	PROJECT (Digital Video Production)		9
	Departmental Elective		3

Level IV

Semester I

MODULE CODE	MODULE NAME	Hr/Wk L+P	Credits
BDA 4111(5)	STORYBOARDING III	1 + 4	3
BDA 4117(5)	MEDIA THEORY II	3 + 0	3
BDA 4120(5)	DIGITAL PHOTOGRAPHY	1 + 4	3
BDA 4000(5)	PROJECT (Digital Video Production)		

Semester II

MODULE CODE	MODULE NAME	Hr/Wk L+P	Credits
BDA 4218(5)	COMPOSITI NG AND SFX	1 + 4	3
BDA 4000(5)	PROJECT (Digital Video Production)		9
BDA 4001 (5)	INTERNSHIP		6