

Unit Assignment

MA Animation – Unit 3: Collaborative Unit (PU002622)

Assignment Information

Assignment Title: Collaborative Unit	Assignment Type: Holistic	Weighting: 100% weighted
Submission Deadline: By 3:00pm (15:00) GMT on Wednesday 15th March 2023 Adjusted Assessment Deadline*: Adjusted Assessment: Additional time is not offered for this assignment. If you need to discuss other adjustments, please contact the Disability Service on disability@arts.ac.uk or 020 7514 6156	Submission Method: Pitch - PDF Electronic submission via Moodle 200MB	Anonymous Marking: No: It is not possible for this assignment to be marked anonymously; however, it will be internally moderated in line with UAL policy to maintain rigour and fairness in assessment.
Feedback by: 19th April 2023 All feedback is indicative until formally confirmed at an Exam Board. You will be informed of your results and when these will be published by email and Moodle.	How you will receive feedback: Via Moodle and the Assessment Feedback tool.	Submission Queries: If you have any difficulties submitting your assignment, contact: mida@arts.ac.uk

*The Adjusted Assessment deadline is for students with Individual Support Agreements (ISAs). See Assessment Guidance at the end of this document for further information.

Your Assignment

This unit is designed to enable you to identify, form and develop collaborative working relationships with a range of potential partners. These could be: postgraduate student colleagues at the college or university level; postgraduate students at other Higher Education Institutions; external parties (e.g. companies, cultural organisations, community-based groups, NGOs, charities etc.)

The nature of the collaboration will involve working on an idea whose outcomes are agreed by your tutors and will take the form of group work that can happen within the college or digitally / remotely. The unit's focus is student-driven collaboration, with projects being developed to meet the specific requirements of student groups within and across disciplinary boundaries.

Creating collaborative project teams in a cross-disciplinary environment working with other students and /or external partners you will discover new way of working in animation

- Developing Collaborative Project Proposal & Project Plans (agreed by tutors)
- Conceptualisation, Collaborative Research and Project Realisation
- Critical Analysis and the application of theoretical knowledge to a proposed brief, issue or scenario to generate new insights and analysis
- Presentation & Communication of the Project to peers & partners with self-reflection on interdisciplinary working

Project Briefs

We will explore diverse collaborative methodologies and the current industry methodology; through a range of workshops, lectures, seminars, and offsite activities where you will collaborate on short projects with students from other disciplines. You will also be encouraged to seek further external collaborators (composers, writers, sound designers, editors, illustrators, coders, researchers, scientists, doctors, philosophers, etc.)

You will then be expected to form a final group with LCC students from other disciplines and/or external collaborators to create a demo pitch for a project. The aim is to expand your knowledge independently and through various debates and critiques or generate collective knowledge together.

You will create a 5-minute group visual presentation of your portfolio for formative feedback before the Moodle submission. You will highlight your positionality, personal intentions and motives through a visual manifesto in which you creatively present your ideas about animation practice and theory in the current aesthetic/stylistic approaches or/and Climate and/or Social justice (from both scientific and/or social perspectives).

Assignment information

The Portfolio should explore diverse animation approaches developed through the collective knowledge generated by collaborators, the project plan, more extensive research and relevant and appropriate references.

Areas to include in the [portfolio](#) are:

- Research animation practice and theory through the lenses of Aesthetic/Stylistic/Conceptual Artistic Movements or/and Climate and/or Social Justice (scientific and/or social perspectives)
- Reflections on working as a critical maker-practitioner in the animation field-: why and how you do animation and how we apply research into our practice
- Writing and Visualizing research as part of your critical practice
- A Conclusion of research development undergone through collaboration
- The importance of collaboration in your project
- Optional Climate and Social Justice options for your practice

The presentation for your research to be delivered as a visual [Portfolio](#) in [PowerPoint](#) (pdf) containing an animated demo of a project in any of the following formats:

- Production pitch
- A video essays
- An animated demo of a project
- An event with an open debate
- An exhibition plans
- A screening plans
- A workshop plans
- Or any other format you think could be relevant and/or valuable to present your ideas

We suggest using no more than 5 pages plus a video no longer than 90 seconds. Increased content, length and pages for your assignment will not equate to increased grades in your assessment.

The feasibility of the project must be agreed upon with the tutor. Group projects and collaboration with external collaborators or organizations are encouraged.

Assessment: A portfolio documenting the work produced for developed projects (this will be delivered as a designed PDF for the project with a description as well as any relevant original creative artefacts).

Learning Outcomes

This assignment will be assessed against the four UAL assessment criteria: **Enquiry, Knowledge, Process, and Realisation**.
See: arts.ac.uk/assessment

On completion of this unit you will be able to:	How the learning outcomes are to be evidenced in this assignment
Demonstrate initiative and personal responsibility in researching collaborative opportunities and developing them at a professional level through networking, negotiation, research, and planning skills. (Process)	Demonstrate that you have successfully -Collaborated with a collaborator of another discipline from your own (not only an animator) and seek further collaborators (composers, writer, sound designers, editors, illustrator, coders, researchers, scientist, doctors, philosophers, etc) -Managed collaboration efficiently resolving disagreement and make successful compromises in your portfolio exploring "The importance of collaboration in your project"
Critically engage in an agreed collaborative learning project that will demonstrate advanced research, application of theoretical approaches to proposed issues / scenarios and a comprehensive analysis of them. (Enquiry, Knowledge)	- Research & understand types, genres, styles, formats of animation akin to make valuable comparisons. -Understand the importance of the animation field in the current approaches: aesthetic/stylistic or/and Climate and/or Social Justice -Understand and devise a simplified animation technique for collaboration in your portfolio exploring a Conclusion of research development undergone through collaboration
Demonstrate both independent and collaborative working required for personal and professional development through planning, negotiation, project management. (Process)	-Respect the deadlines and present all the work in time and in an efficient manner. - Learn how to distribute your time across different projects, the collaborators, and the school demands in your portfolio exploring a Conclusion of research development undergone through collaboration
Demonstrate the learning gained from multi-disciplinary collaboration through a high-level critical self-reflection that contributes to personal and professional development. (Process, Realisation)	-Reflected on your collaboration through stating the roles and how it impacted your project in your portfolio exploring a Conclusion of research development undergone through collaboration

Costs associated with this Unit & its assessment

Work presented for assessment will be evaluated against unit learning outcomes using UAL's Assessment criteria. Increased expenditure on materials to realize your assignment will not equate to increased grades in your assessment.

The college provides a broad range of resources to support your studies and to produce work for assessment. However, the additional costs you might incur whilst studying this unit, depending on personal choice, could include:

- Materials and associated research, production & finishing costs.
- Hiring of additional equipment, venues, and other resources; • Printing, framing, installation, binding of work.
- Travel and fees associated with trips & visits or location working

You can discuss your choices and costs with your unit leader prior to starting your work.

Assessment Guidance

- The **UAL Assessment** webpage has detailed explanations of the five UAL Assessment Criteria and the University's assessment policies: arts.ac.uk/assessment
- The **LCC Student Guide to Assessment** provides a step-by-step guide to the assessment process at LCC. The guide is in the Moodle site for your course: moodle.arts.ac.uk
- Guides for online submissions are available in the Moodle site for your course: moodle.arts.ac.uk
- Guides to Adjusted Assessment can be found on the Disability Service site: [Disability Service](#)