

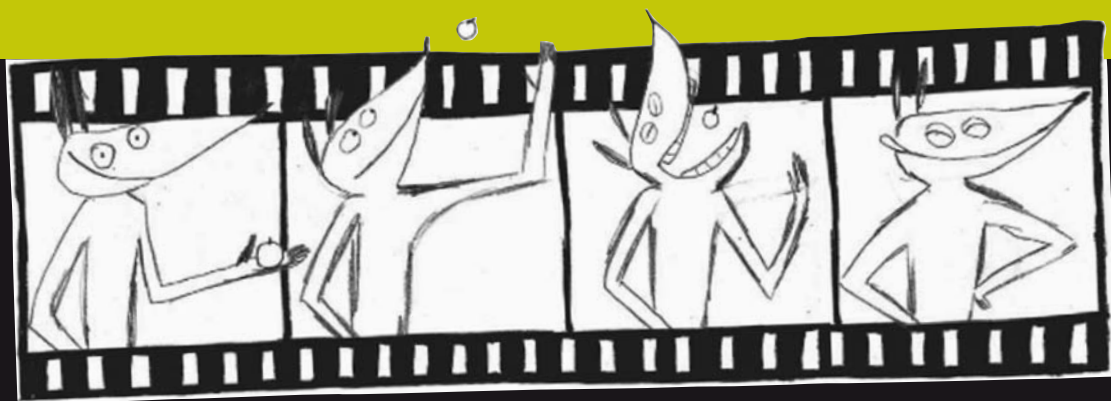
Animation as a learning tool

International semester in
animation as a method of learning

Spring Semester

Study period: 1st of February – 31st of May 2009 30 ECTS

Location: Viborg (Denmark)



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VIA 
UNIVERSITY COLLEGE

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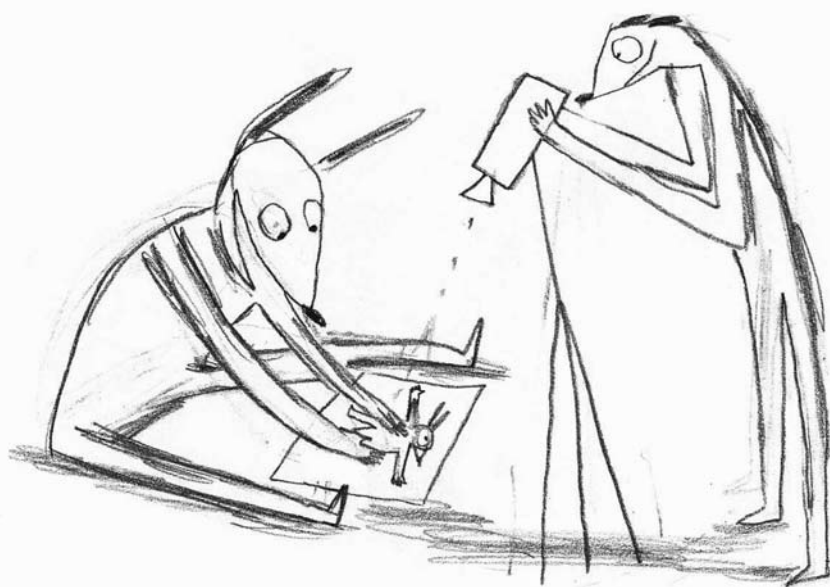
Childhood has changed rapidly over the past few years – and the methods that we use as teachers and educators of children and young people should reflect these changes.

Children learn best and most when they enjoy what they are doing. Using animation as a tool to encourage and develop children's learning is not only fun but effective! By using animation children develop skills and competencies in:

- Visual communication
- Cognition, emotional and ethic aspects
- Observation and sensitive aspects
- Concentration
- Problem-solving and innovative aspects

The module is an integrated part of the bachelor degree programme in Education and Social Studies.

The language of instruction is English.



Aims of the module

- To explore the possibilities of animation as a method of learning to develop children and young people's skills and competencies
- To acquire skills in using ICT/multimedia in pedagogical learning
- To develop an understanding for aesthetic, alternative and inclusive learning methods and didactics
- To learn to work in groups and develop personal and professional skills in cooperation
- To acquire basic animation skills and learn the processes behind an animated film
- To obtain experience in the pedagogical uses of animation through fieldwork – observations, interviews, data collection and analysis
- To widen the theoretical knowledge of alternative educational and learning approaches and to understand these approaches in comparison with more traditional approaches



In this module, animation is being used in the sense of bringing character to life.

The module is designed for students who wish to study in Denmark and use animation as a pedagogical tool in their professional work with children and youngsters.

The module will include the following learning aspects

Theme 1.

Introduction

- Theatre Sport
- Pixilation
- A broad introduction to a guide in how to animate
- Short film productions
- “Getting to know each other” and field trip

Theme 2.

Narrativity

- Art history
- Picture composition
- Character design
- Storyboarding
- Story-telling
- Narrative technique
- Constructivist perception

Theme 3.

Learning theory

- Overview of Theory of Science
- Language and concept formation
- Children’s development

Theme 4.

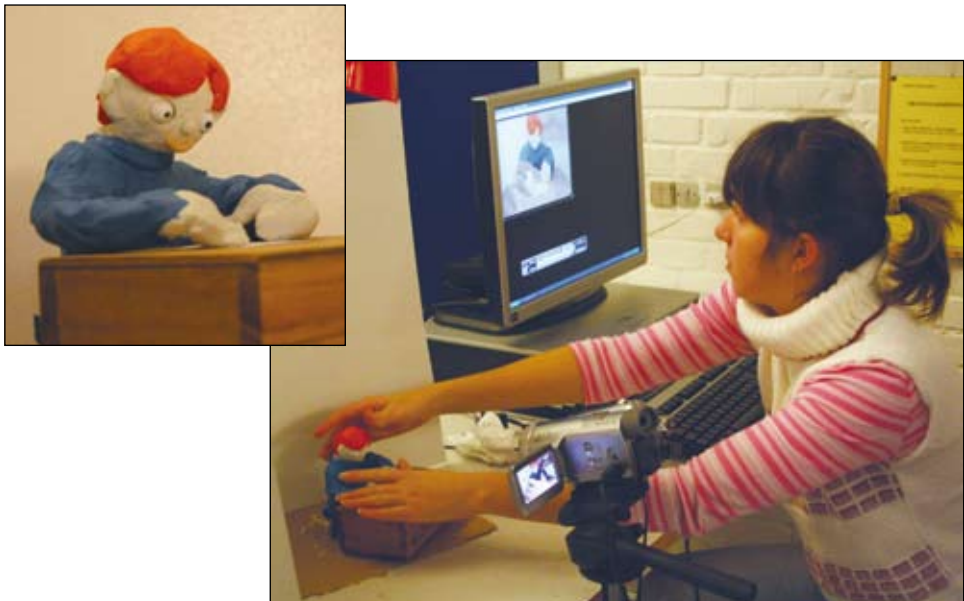
Didactic considerations

- Applied didactics
- Didactic theory
- Drawing: Life modelling and drawing for animation

Theme 5.

Film analysis and production

- Analysis of film
- Knowledge of genres
- Comparative media analysis
- Introduction to various animation techniques
- Software and technical set-up





Theme 6.

Aesthetic learning

- Aesthetics and learning
- Creative processes
- Drama and drama theory

Theme 7.

Alternative methods of learning and intercultural meetings

- Cultural challenges in a learning situation
- Visiting schools
- Presentations of intercultural meetings
- Student presentation of culture, learning and learning traditions
- Options with animation in a learning situation

Theme 8.

Preparation of field work

- Planning of field work, didactical considerations, review of relevant theories etc.
- Field work

Theme 9.

Evaluation

- Evaluation of practical training and the chosen didactic and animation techniques etc.
- The children's films and evaluation

Theme 10.

Preparation of final report and final Film production

- Advise of productions
- Production of final film

Theme 11.

Work independently in own institution with written assignment based on the final film production and curriculum

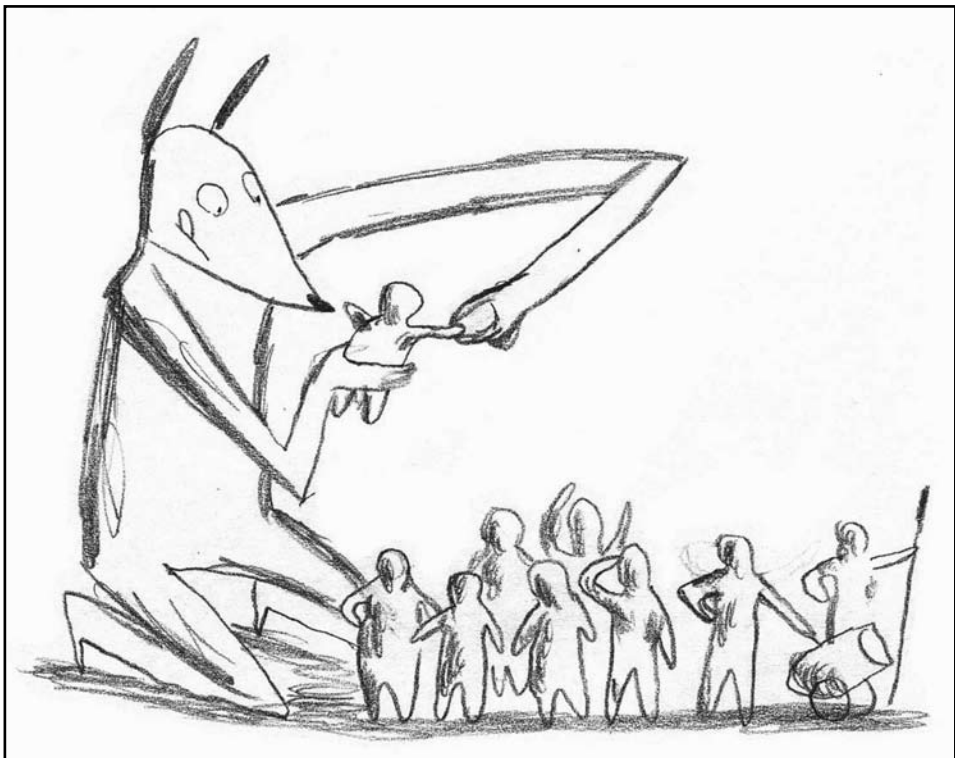
The module will be a mixture of lectures and self studies such as exercises related to the lectures.

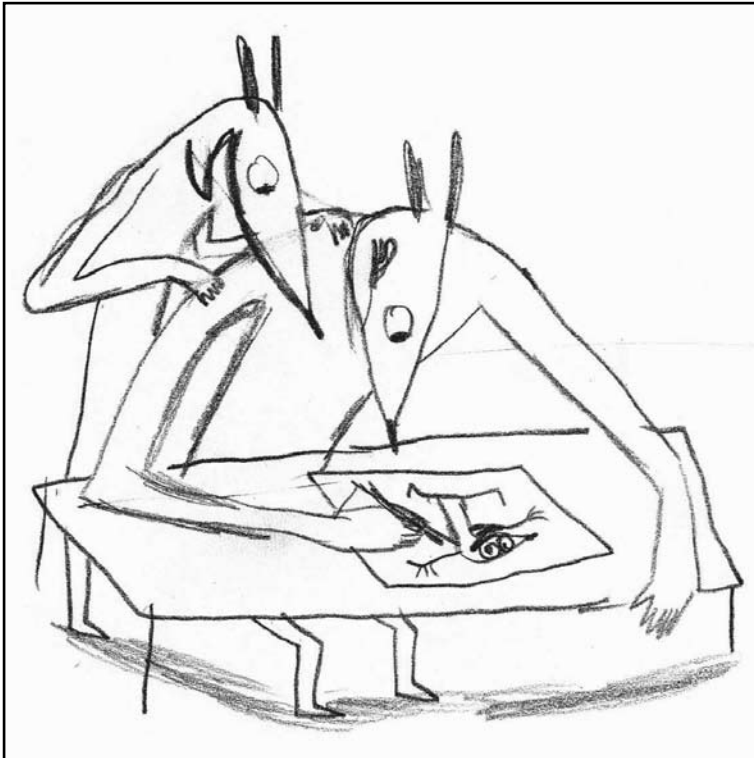
Learning outcomes

Students will have acquired:

- Awareness of language development through aesthetic learning processes and how these relate to other learning processes
- Knowledge of how to produce a storyboard, create characters and background in film and, various animation techniques
- Understanding of the processes related to animation and how these stimulate children's motor functions
- Knowledge of how to use metaphors, symbols and contrasts in animation and how these stimulate children's development and learning
- Understanding of how to apply theories in a teaching and learning situation
- Educational tools to use in inclusive teaching and in the teaching of children with special needs
- Skills in using computer animation techniques in their future work with children as a method of developing their language competencies
- Ability to work collaboratively in group-based activities

The module content is balanced between theoretical studies and practical activities, so students will experience not only the WHY of learning, but also the HOW.





Assessment

The student's are assessed through the submission of a written report that illustrates their theoretical reflections and understandings of the pedagogical possibilities of offering children the opportunity to produce animated cartoons and a short animation film.

All students who complete the module will receive a Diploma and a detailed Transcript of Records with specification of the 30 ECTS.



Application, fees and housing

There are no tuition fees for Erasmus bilateral partners of VIA University College. For students coming from institutions without a bilateral partner agreement with VIA University College the tuition fee is 3.200 euro.

Deadline for application is 17th of November 2008.

VIA University College assists in finding affordable accommodation. The student application and housing reservation form is available on-line at:

www.viauc.dk/tool

or from the international department e-mail:

viborg.international@viauc.dk

Academic Questions



If you have academic questions please contact Module director, Børge Pugholm: bpu@viauc.dk



More information on our beautiful city Viborg is available online at: www.viborg.dk