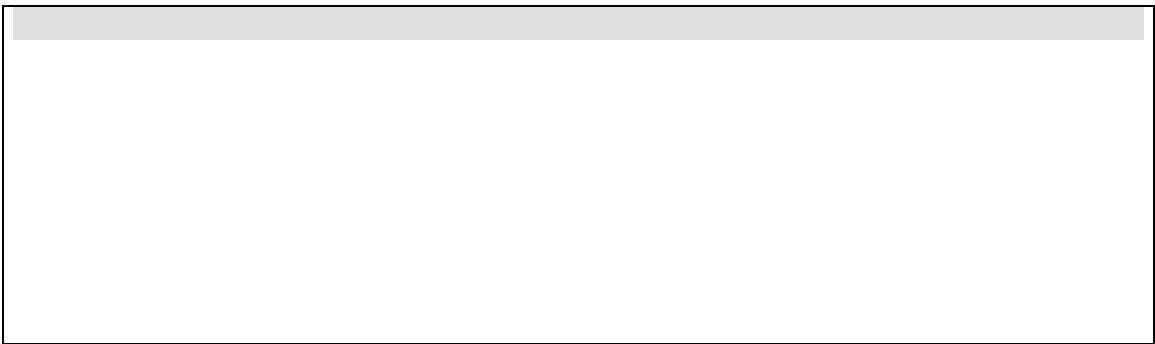
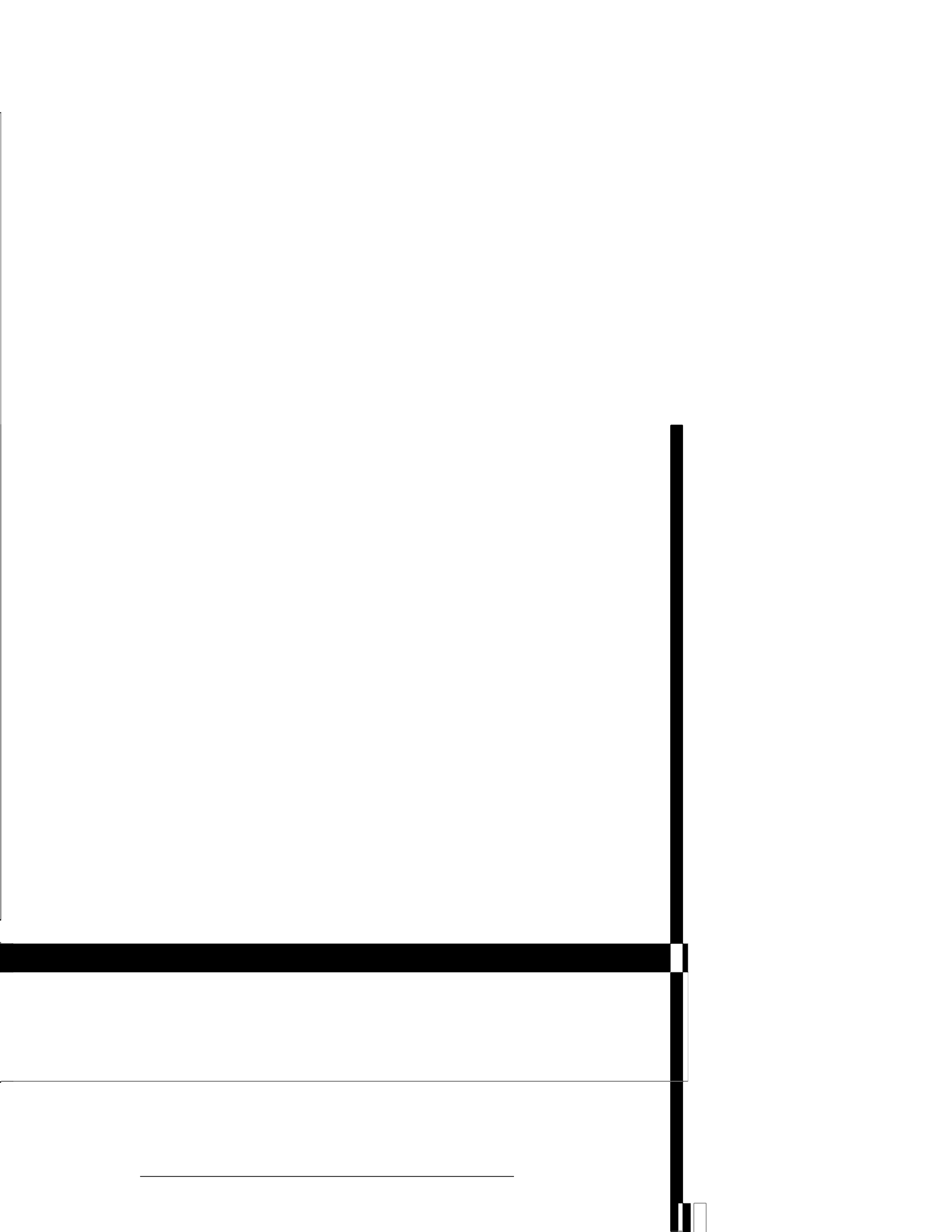
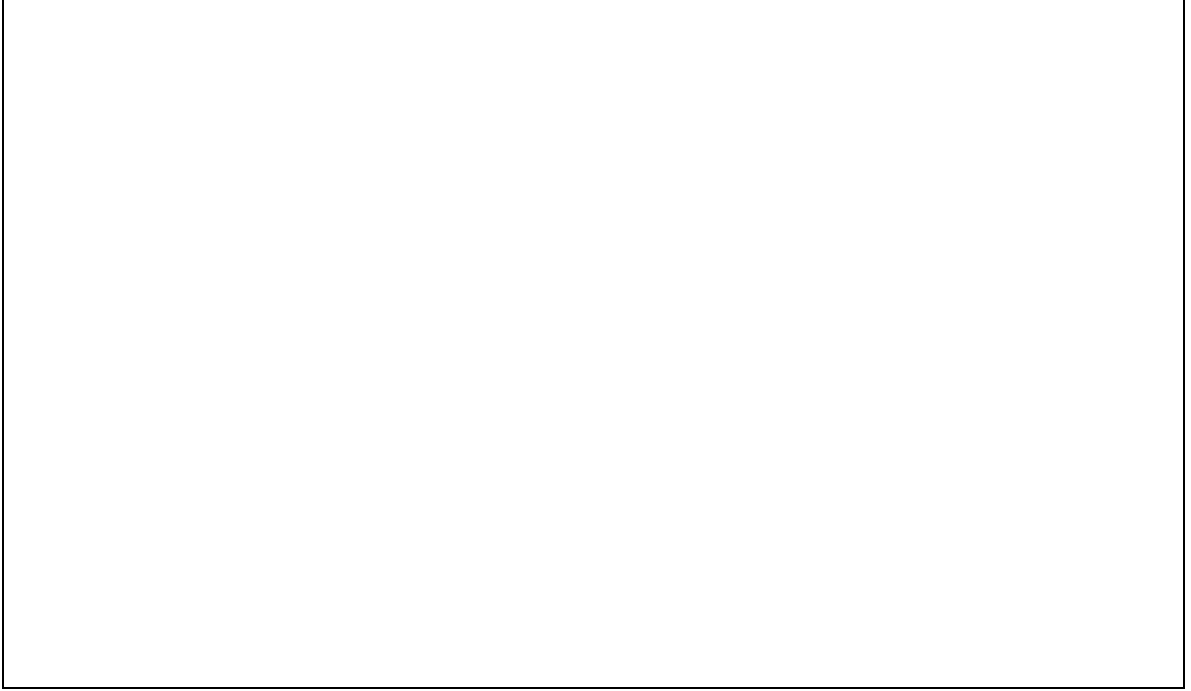


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## 12. 1 Overall structure of the programme

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YEAR FIVE (Level 6)

ANI3002 Professional Practice and Industry Interfacing (30 Credits) Term 1 & 2	ANI3003 Critical and Contextual Research Project (30 Credits) Term 1
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YEAR SIX (Level 6)

ANI3001 Specialist Animation Exposition (60 Credits) Term 1 & 2
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Exit Award: BA (Hons) Animation

Level 6		
COMPULSORY	OPTIONAL *	PROGRESSION REQUIREMENTS
Students must take all of the following: ANI3001 (60 credits) ANI3002 (30 credits) ANI3003 (30 credits)		Successful completion of all compulsory modules

\*Please refer to your programme page on the website re availability of option modules

12.3 Non-compensatable modules	
Module level	Module code
4	ANI1001, ANI1002, ANI1003, ANI1004
5	ANI2001, ANI2002, ANI2003, ANI2004
6	ANI3001, ANI3002, ANI3003

13. Information about assessment regulations
<p>This programme will run in line with general University Regulations:</p> <p>See module narratives for additional information</p>

14. Placement opportunities, requirements and support (if applicable)
<p>In Years 2 and 3 of the programme considerable emphasis is placed on professionalism and employability. Students will receive guidance and support in undertaking professional/employer engagement. The Professional Practice and Development project in Year 2 assists students in identifying and contacting industry professionals, which can lead to summer internships between Level 5 and 6. Guidance in CV and portfolio preparation and interview technique is offered with support from MDXWorks. Short work experience opportunities offered by outside animation companies and the National Film and Television School are matched to suitable students where possible by programme staff.</p>



## 15. Future careers / progression

The programme supports graduates' future career development through the attainment of professional practice and academic research skills, attendance at professional lectures and presentations, the opportunity to work on 'live' briefs and enter animation competitions, animation festivals, work experience, the production of a website, showreel and professional portfolio and participation in the graduate degree show.

BA Animation is an outstanding programme with BAFTA award-winning staff who are animation directors and scholars in their own rights. BA Animation at Middlesex has very strong links with industry, including Aardman Animation, Tiger Aspect and Lupus Films, with a high percentage of graduates in work six months after graduating. Many of our graduates go on to do freelance work, which depends heavily on positive word of mouth recommendations. The programme has a reputation for the high calibre of its graduates (e.g., two recent BA Animation graduates received nominations for a Best British Short Animation BAFTA in 2021 and 2022), with London-based studios like Lupus Film making BA Animation at Middlesex their first port of call when seeking animators for productions. Students have also gone on to study Animation at MA level at the RCA, UAL, NFTS, with a few pursuing practice-based PhDs in Animation. Our graduates have had their student films screened at international festivals and events like the Annie Awards USA, San Diego Comic-Con, the Los Angeles International Children's Film Festival, Nature & Culture International Poetry Film Festival in Denmark, Piccolo Festival d'Animazione, Ortometraggi and Sguardi Film Festivals in Italy, Animasyros International Animation Festival in Greece, M9 /TT1]TJ ET Q q 90.8 183.05 442.18 517.42 re W\* n BT 0 g /TT1 1



18. Relevant QAA subject benchmark(s)



