

Programme specification

Award title: Character and Creature Animation (Part Time, Online, Semester A Intake)

Title of programme:	Character and Creature Animation (Part Time, Online, Semester A Intake)
Programme code:	CTWCCAM
Awarding institution/body:	University of Hertfordshire
Teaching institution:	University of Hertfordshire
School:	School of Creative Arts
University/partner campuses:	University of Hertfordshire, Online
Programme accredited by:	Not Applicable (Pending)
Final qualification:	Master of Arts (MA) [Level 7 Postgraduate Taught, 180 credits]
Final award title (qualification and subject):	MA Character and Creature Animation
UCAS code:	N/A
FHEQ level of award:	7 PGT
Language of delivery:	English
This programme specification is relevant to:	2026-27
Students entering at:	Semester A - September
Related programmes:	Character and Creature Animation (Part Time, Online, Semester C Intake) MA Character and Creature Animation (Part Time, Online, Semester B Intake) MA
Mode of study:	Part Time
Typical duration:	2 Years
Version:	2.0
Version date:	21 Jul 2026
Version description	2.0
Validation status:	Validated

What is a programme specification?

A programme specification is a collection of key information about a programme of study (or course). It identifies the aims and learning outcomes of the programme, lists the modules that make up each stage (or year) of the programme, and the teaching, learning and assessment methods used by teaching staff. It also describes the structure of the programme, its progression requirements and any programme-specific regulations. This information is therefore useful to potential students to help them choose the right programme of study, to current students on the programme, and to staff teaching and administering the programme.

This programme specification (PS) is designed for prospective students, enrolled students, academic staff and potential employers. It provides a concise summary of the main features of the programme and the intended learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if he/she takes full advantage of the learning opportunities that are provided. More detailed information on the teaching, learning and assessment methods, learning outcomes and content for each module can be found in Definitive Module Documents (DMDs) and Module Guides.

Changes to your course or modules

Although it is never something we do lightly, we may in certain circumstances, make changes to the advertised content or structure or methods of delivery of your course or individual modules after you have accepted your offer, which may in certain cases include discontinuing a module. We cannot cover here every possible example of when we might decide to do so, but in normal circumstances it would only be for one or more of the following reasons:

- to reflect changes to the theory in an area of research or practices around the subject or its delivery
- to improve a course or a module (for example, to take account of feedback from students)
- to safeguard academic standards
- to comply with the requirements of an external professional, commissioning or accrediting body (for example, a requirement that certain course content be added, changed or removed or that a particular module is discontinued or included)
- to comply with legal, regulatory or governmental requirements
- to safeguard the health, safety and wellbeing of our students and staff
- where insufficient students have chosen an optional module making it unviable (*and where we have indicated in this Programme Specification that this might be a possibility*)
- where the University has found it difficult, for reasons beyond its control, to appoint a member of staff with appropriate expertise to ensure that an optional module can proceed where the change results from other circumstances outside our reasonable control

If we decide to make a change (other than one which is minor or insignificant) before you have registered on the course for the first time, we will inform you as soon as reasonably practicable so that you can decide whether or not you still wish to study with us. If as a consequence you decide not to study with us, we will refund any tuition fees and/or deposit that you have paid in advance in respect of the course in question. For further details regarding our refund policy please see our ***Fees and Finance Policy***.

If we decide to make a change (other than one which is minor or insignificant) after you have registered, we will similarly inform you as soon as reasonably practicable, and we will also use every reasonable effort to minimise any adverse effect it may have on you. If in spite of our efforts

the change is likely to have a serious adverse effect on you (for example, by prejudicing your future choice of career), we will try to find you a suitable alternative course or module with us or (if you prefer) we will try to suggest a suitable alternative course with another education provider. If you change course or module in these circumstances (or simply withdraw from your course), any entitlement you may have to a refund in tuition fees you have already paid will be determined in accordance with our **Fees and Finance Policy**.

In the case of a material change to a course or module, we will also in appropriate circumstances consult with student representatives with a view to identifying options for, and minimising any adverse effect on, affected students.

Some optional modules may have capacity issues and therefore we may not be able to guarantee you a place on your first choice.

More information about how we will try protect you against changes to your modules or programmes can be found in our **Student Protection Plan** at <https://www.herts.ac.uk/study/your-offer-package>

Additional important points

The MA Character and Creature Animation provides flexible learning opportunities equipping students for professional careers in the fast-developing world of 3D animation for Visual Effects, Games and Film and Television.

The programme will also provide the critical, reflective and conceptual knowledge and understanding that underpins Animation studies at master's level.

The course uses innovative teaching and learning methods in a fully online, asynchronous environment, while maintaining the rigour of traditional master's study

Students will require a good internet connection (suitable for video conferencing) and a computer powerful enough to run the standard software used in professional animation (Maya, Blender). We recommend that students have dual monitors.

Students are expected to have an average of 20 hours a week available for study, however these can be arranged to suit your own circumstances.

The programme has three entry points throughout the year and supports a flexible study pattern.

Admissions information

The normal entry requirements for the programme are:

The programme is subject to the University's Principles, Policies and Regulations for the Admission of Students to Undergraduate and Taught Postgraduate Programmes (in UPR SA03), along with associated procedures. These will take account of University policy and guidelines for assessing accredited prior certificated learning (APCL) and accredited prior experiential learning (APEL).

For current entry tariff point requirements, please refer to the relevant page for the Course on the University website or on the online prospectus.

Qualification type	Subjects	Grades
Recognition Prior to Learning		The School will consider non-standard applicants who can demonstrate that they have relevant work experience over a period of 3 years via a Curriculum Vitae and/or LinkedIn profile. A substantial personal statement (approx. 300-500 words) or video presentation about why you want to study this programme, what you hope to gain from the course of study and where you see your career development. A reference

letter from a current or previous manager or HR department or person in a position of authority is required as supporting evidence. An exemption from the Proof of English Language Proficiency (POE) may be offered to students who meet one of the following criteria. Completed at least 3 years of an accredited high school, including English as an exam subject from one of these countries (Australia, Antigua and Barbuda, The Bahamas, Barbados, Belize, Canada, Dominica, Grenada, Guyana, Ireland, Jamaica, New Zealand, Saint Kitts and Nevis, Saint Lucia, Saint Vincent and the Grenadines, Trinidad and Tobago, United Kingdom, United States of America) Completed an official English Language taught International Baccalaureate (IB) Diploma. Completed an IB diploma in a different language if they obtained a grade of 5 or higher for one of the English courses. Completed a higher educational or professional qualification in English Working in an English-speaking environment and demonstrably working in English A passing Duolingo test <https://englishtest.duolingo.com/applicants>

English Language Proficiency

For International students whose first language is not English, IELTS score of 6.0 (with no less than 5.5 in any band), or equivalent.

Bachelors Degree

A Bachelor's degree at a level equivalent to a UK second class Honours degree. Applicants must also submit a portfolio of creative work showing appropriate skills in the intended area of study to be considered for these courses.

Equivalent qualifications will be considered on an individual basis, such as the Access to HE Certificate or approved equivalent.

If you would like this information in an alternative format, please contact us via

<https://ask.herts.ac.uk/contact-us>

If you wish to receive a copy of the External Examiner's Report for the programme, please email a request to ago@herts.ac.uk

Additional admissions information

Interview/audition required:	No
Portfolio required:	Yes
DBS check required:	No
Occupational health check required:	No
GTC check required:	No

The academic year

The University's academic year is made up of 3 Semesters. For most undergraduate students the academic year is split into two Semesters (A & B). Each of these is made up of teaching weeks followed by exams (the re-sit period falls within Semester C). For further information please follow the link below

[Term and semester dates | Study | Uni of Herts](#)

Expected workload

In the UK, a full-time student is expected to spend 1200 hours on their studies each year. Please find below an estimate of how your time will be spent on this course during each year of study.

Year	Lectures, seminars, tutorials	Independent study	Placement
Year 1	0%	100%	0%
Year 2	0%	100%	0%

Method of assessment

Year	Test	Written exam	Coursework	Practical
Year 1	0%	0%	100%	0%
Year 2	0%	0%	100%	0%

Additional expenses

Please see below a list of expected materials you will need for your studies. You will be given detailed lists when the course starts.

Title	Description	Value type	Cost (£)
Equipment - Optional	1280 x 720 minimum. We recommend that students have dual monitors.	Exact	£90
Specialist Software - Mandatory	Autodesk Maya Free student licence available	Exact	£0
Equipment - Mandatory	Drawing Tablet (Wacom or similar) – Ideally A4 or larger	Exact	£300
Equipment - Optional	Art/Drawing Materials	Exact	£60

*Costs vary subject to supplier.

** This is an indicative cost – how much you use and need to replace these supplies will depend on your own style of working and process.

Programme specification detail

A: Programme rationale

The MA Character and Creature Animation provides flexible learning for a diverse national and international body of students who want to develop advanced 3D animation skills. It will provide innovative teaching and learning methods in a digital online environment, while maintaining the rigour of traditional master's study. Graduates will be equipped for professional careers in the fast-developing world of animation for Visual Effects, Games and Film and Television. The UK has a world leading role in these areas. The creative industries are heavily globalised and many countries require MA level for work permits making this qualification an essential for many aspiring professionals.

The programme will also provide the advanced critical, reflective and conceptual knowledge and understanding that underpins Animation studies at master's level both culturally and contextually within society. The course supports the development of a creative approach backed by a sound understanding of theoretical concerns. The programme is suitable for graduates who have a background in animation or who come from similar disciplines as well as those who have suitable work experience. The programme will have three entry points throughout the year and a flexible study pattern for modules.

B: Educational aims of the programme

Diversity and Inclusion

Our programmes are purposefully designed to enable all students to engage meaningfully with the curriculum by being accessible and representative. We will support students to shape their learning experience, removing barriers and enabling them to succeed. The curriculum explicitly includes multiple and representative perspectives, valuing collective identities and individual diversity. Learning, teaching and assessment activities help students to understand how they can enhance outcomes both for themselves and for others. All students belong to a learning community, and during their studies we really want to hear their voices, encourage them to listen to others, and express themselves.

The programme has been devised in accordance with the University's graduate attributes of programmes of study as set out in UPR TL03.

https://www.herts.ac.uk/__data/assets/pdf_file/0018/235143/TL03-Learning-Teaching-Policy-GradAttributes-v07.0.pdf

Additionally this programme aims to:

Develop the student's knowledge and understanding of animation in preparation for an animation career in the games, visual effects or television creative industries

Develop a systematic understanding of character and creature-based 3D digital animation workflows, and advanced techniques, and a critical awareness of development and production processes required within the relevant animation industries

Develop advanced conceptual, critical and contextual understandings that enables the student to evaluate critically their own work, current practice and advanced scholarship in the academic field of animation

C: Intended learning outcomes

The programme provides opportunities for students to develop and demonstrate knowledge and understanding, skills and other attributes in the following areas. The programme outcomes are referenced the Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies (2014) and relate to the typical student. Additionally, the SEEC Credit Level Descriptors for Further and Higher Education (2021) have been used as a guiding framework for curriculum design.

Programme outcomes

Learning outcomes are split into four different types.

Intellectual skills

On successful completion of this programme, a student will be able to:

- IS1 Analyse and problem solve in unpredictable and complex contexts applying advanced creative and specialist techniques in 3D animation.
- IS2 Conceptualise, enquire, and reflect on current theories, debates, and contexts of animation.
- IS3 Develop and critically evaluate your work with informed reference to theory and practice at or near the forefront of 3D Animation.
- IS4 Evaluate and synthesise advanced principles to create new and innovative work.

Knowledge and understanding

On successful completion of this programme a student will have knowledge and understanding of:

- KU1 Demonstrate a systematic knowledge and understanding of specialist approaches, processes, and techniques of 3D Animation.
- KU2 Demonstrate a systematic knowledge and understanding of enquiry, methods, and theories in 3D animation and its interrelationship with other relevant disciplines.
- KU3 Demonstrate a systematic knowledge and understanding of the debates, histories, and issues at the forefront of creative and professional practices in 3D animation.
- KU4 Demonstrate a systematic knowledge and understanding of ethical and professional values of 3D animation in its aesthetics, institutions as well as its social and cultural frameworks.

Practical skills

On successful completion a student will be able to:

- PS1 Develop imaginative, authentic, and playful visual languages to address strategic issues and creative professional opportunities.
- PS2 Use advanced techniques and processes of 3D animation to entertain, educate and/or enable an audience's emotional response.
- PS3 Produce ambitious and original creative work, designing, managing, and developing advanced projects.
- PS4 Show critical awareness of current practices, structures, audiences and registers of communication in 3D Animation.

Transferable skills

On successful completion of this programme, a student will be able to:

- TS1 Show a reflective and reflexive response to all aspects of learning and professional development.

- TS2 Communicate complex ideas to a range of audiences in visual, written and oral form using appropriate academic and professional conventions.
- TS3 Act autonomously and take responsibility for initiation of creative work, project management and organisation.
- TS4 Apply ethics and codes of conduct to strategic decision making, interpersonal relations, and advocate appropriate solutions in complex and unpredictable contexts.

Graduate Attributes

Graduate Attributes are delivered in the constituent modules. It provides (i) an aid to academic staff in understanding how individual modules contribute to the development of the Graduate Attributes (ii) a checklist for quality control purposes and (iii) a means to help students monitor their own personal and professional development as the programme progresses.

- GA1 Professionally Focused
- GA2 Globally Minded
- GA3 Sustainability Driven
- GA4 Digitally capable and confident
- GA5 Inclusive and collaborative
- GA6 Evidence based and ethical

D: Teaching methods

Knowledge and Understanding (KU):

Acquisition of knowledge and understanding is through video online content, video tutorials, independent learning, individual and group feedback and online face to face seminars and discussion.

Throughout, the learner is encouraged to undertake independent study both to supplement and consolidate what is being taught/learned and to broaden their individual knowledge and understanding of the subject.

Intellectual Skills (IS):

Intellectual skills are developed through video online content, video tutorials, independent learning, individual and group feedback and online face to face seminars and discussion. ck and online face to face seminars.

Throughout, the learner is encouraged to develop intellectual skills further by independent study.

Practical Skills (PS):

Practical skills are developed through video online content, video tutorials, independent learning, individual and group feedback and online face to face seminars and discussion.

video online content, video tutorials, individual and group feedback and online face to face seminars.

Transferable Skills (TS):

Transferable skills are developed through video online content, video tutorials, independent

learning, individual and group feedback and online face to face seminars and discussion.

Throughout, the learner is encouraged to develop transferable skills by maintaining a record of evidence and completing a personal development plan.

E: Assessment strategy

The programme complies with the University's academic regulations (in particular, UPR AS11, UPR AS12/UPR AS13 and UPR AS14) with the exception of those listed below, which have been approved by the University:

<https://www.herts.ac.uk/about-us/our-leadership-strategy-and-plans/our-governance-and-leadership/university-policies-and-regulations-uprs>

Assessment Strategy for:

Knowledge and Understanding (KU):

Knowledge and understanding are assessed through course work, online seminars, reflective blogging, recorded presentations, essay format and written assignments.

Intellectual Skills (IS):

Intellectual skills are assessed through course work, online seminars, reflective blogging, recorded presentations, essay format and written assignments.

Practical Skills (PS):

Practical skills are assessed through course work, online seminars, reflective blogging, recorded presentations, essay format and written assignments.

Transferable Skills (TS):

Transferable skills are assessed through course work, online seminars, reflective blogging, recorded presentations, essay format and written assignments.

F: Programme specific assessment regulations

None

G: Professional accreditation requirements

Not Applicable

H: Management of programme and support for student learning

Management

The programme is managed and administered through:

A Dean of School who has overall responsibility for all programmes in the School

An Associate Dean Education and Student Success (ADESS) who has overall responsibility for academic quality, assurance and enhancement with and on behalf of the Dean of School.

A Head of Department with an overview of the programme.

A Programme Leader who is responsible for the day-to-day management of the programme

A Tutor for each of the modules.

Module Leaders, who are responsible for the delivery of a module and module-level academic support;

Student representatives who liaise with the Programme Leader and Module Leaders;

A designated administrative team to deal with day-to-day administration associated with the programme and its modules;

A Programme Academic Experience Group (PAEG) with responsibility for programme development, administration and student issues, the membership of which includes the head of department, programme leader, all teaching staff, student representatives, and the Information Hertfordshire Manager.

A Student Success team to administer student satisfaction surveys and collect qualitative feedback.

Support

Students are supported by:

A Head of Department to oversee and advise on programme related issues.

Programme Leader to provide regular guidance and feedback in relation to the course.

Personal tutors to provide academic and pastoral support.

The Creative Arts online student handbook.

Student representatives on the programme committee.

A versatile on-line interactive intranet and learning environment.

Guided student-centred learning on Canvas module sites.

Access to extensive digital collections of information resources..

Office of the Dean of Students, incorporating Counselling

University Disability Advisors.

An Equal Opportunities Officer.

The Careers, Employment and Enterprise service for all current students and graduates.

Hertfordshire Student's Union

Programme structures, features, levels, modules, and credits

Programme structure

Year 1 Semester A, September, represented as A (09) Semester B, January, represented as B (01) Semester C, May, represented as C (05) The student must take a maximum of 90 credits from the modules in Year 1. Maximum credits: 90					
Semester	Module Code	Module Title	Credits	Level	Core/optional
A (09)	7WCT2010	Locomotion and Mechanics for Animation	30	7	Core
B (01)	7WCT2008	Animal & Creature Animation	30	7	Core
C (05)	7WCT2009	Character Performance	30	7	Core

ABC	7WCT2013	Introduction to Animation Skills	0	7	Core
Year 2 Semester A, September, represented as A (09) Semester BC, January, represented as BC (01) The student must take a maximum of 90 credits from the modules in Year 2. Maximum credits: 90					
Semester	Module Code	Module Title	Credits	Level	Core/optional
A (09)	7WCT2011	The Animation Industry: Preparing for a Career	30	7	Core
BC (01)	7WCT2012	Graduation Portfolio	60	7	Core

Final and interim awards available

Final award	Award title	Minimum requirements	Available at the end of level
MA	Character and Creature Animation	See UPR AS11, section 13: http://sitem.herts.ac.uk/secreg/upr/AS11.htm 180 credits, to include at least 150 credits @ Level 7 (with no more than 15 credits below Level 6) The title 'Master of Arts' is generally used in art and design, the arts and humanities, social sciences and in other areas of study where a more specialised title is not appropriate.	7 PGT
Interim award	Award title	Minimum requirements	Available at the end of level
PGCert	Character and Creature Animation	See UPR AS11, section 13: http://sitem.herts.ac.uk/secreg/upr/AS11.htm 60 credits, to include at least 45 credits @ Level 7	7 PGT
PGDip	Character and Creature Animation	See UPR AS11, section 13: http://sitem.herts.ac.uk/secreg/upr/AS11.htm 120 credits, to include at least 90 credits @ Level 7 (with no more than 15 credits below Level 6)	7 PGT

Other sources of information

In addition to this Programme Specification, the University publishes guidance to registered students on the programme and its constituent modules:

- A dedicated programme site on the University's Virtual Learning Environment (Canvas);
- A Definitive Module Document (DMD) for each constituent module;

The [Ask Herts](#) website provides information on a wide range of resources and services available at the University of Hertfordshire including academic support, accommodation, fees, funding, visas, wellbeing services and student societies.

As a condition of registration, all students of the University of Hertfordshire are required to comply with the University's rules, regulations and procedures. These are published in a series of documents called 'University Policies and Regulations' (UPRs). The University requires that all students consult these documents which are available on-line, on the UPR web site, at: <http://www.herts.ac.uk/secreg/upr/>. In particular, [UPR SA07](#) 'Regulations and Advice for Students' Particular Attention - Index' provides information on the UPRs that contain the academic regulations of particular relevance for undergraduate and taught postgraduate students.

In accordance with section 4(5) of the Higher Education and Research Act 2017 (HERA), the UK Office for Students (OfS) has registered the University of Hertfordshire in the register of English higher education providers. The Register can be viewed at:

<https://www.officeforstudents.org.uk/advice-and-guidance/the-register/the-ofs-register/>.

Furthermore, the OfS has judged that the University of Hertfordshire delivers consistently very high-quality teaching, learning and outcomes for its students. Consequently, the University received a Silver award in the 2023 Teaching Excellence Framework (TEF) exercise. This award was made in October 2023 and is valid for up to 4 years. The TEF panel's report and conclusions can be accessed [via this link](#).

J: Development of intended programme learning outcomes in the constituent modules

These maps identify where the programme learning outcomes are assessed in the constituent modules. It provides (i) an aid to academic staff in understanding how individual modules contribute to the programme aims (ii) a checklist for quality control purposes and (iii) a means to help students monitor their own learning, personal and professional development as the programme progresses.

X = Delivered and Assessed

Module Code	IS 1	IS 2	IS 3	IS 4	IS	KU 1	KU 2	KU 3	KU 4	PS 1	PS 2	PS 3	PS 4	TS 1	TS 2	TS 3	TS 4
7WCT2008	X	X			X	X	X	X	X				X	X			
7WCT2009	X		X		X				X				X	X	X		
7WCT2010	X		X		X	X	X	X		X			X	X			
7WCT2011		X		X	X	X	X	X	X	X			X	X	X	X	X
7WCT2012			X	X	X	X	X	X	X	X			X	X		X	X

Key to module codes

Module code	Level	Title
7WCT2008	7	Animal & Creature Animation
7WCT2009	7	Character Performance
7WCT2010	7	Locomotion and Mechanics for Animation
7WCT2011	7	The Animation Industry: Preparing for a Career
7WCT2012	7	Graduation Portfolio
7WCT2013	7	Introduction to Animation Skills

Key to programme learning outcomes for Intellectual Skills

IS1	Analyse and problem solve in unpredictable and complex contexts applying advanced creative and specialist techniques in 3D animation.
IS2	Conceptualise, enquire, and reflect on current theories, debates, and contexts of animation.
IS3	Develop and critically evaluate your work with informed reference to theory and practice at or near the forefront of 3D Animation.
IS4	Evaluate and synthesise advanced principles to create new and innovative work.

Key to programme learning outcomes for Knowledge and Understanding

KU1	Demonstrate a systematic knowledge and understanding of specialist approaches, processes, and techniques of 3D Animation.
KU2	Demonstrate a systematic knowledge and understanding of enquiry, methods, and theories in 3D animation and its interrelationship with other relevant disciplines.
KU3	Demonstrate a systematic knowledge and understanding of the debates, histories, and issues at the forefront of creative and professional practices in 3D animation.
KU4	Demonstrate a systematic knowledge and understanding of ethical and professional values of 3D animation in its aesthetics, institutions as well as its social and cultural frameworks.

Key to programme learning outcomes for Practical Skills

PS1	Develop imaginative, authentic, and playful visual languages to address strategic issues and creative professional opportunities.
PS2	Use advanced techniques and processes of 3D animation to entertain, educate and/or enable an audience's emotional response.
PS3	Produce ambitious and original creative work, designing, managing, and developing advanced projects.
PS4	Show critical awareness of current practices, structures, audiences and registers of communication in 3D Animation.

Key to programme learning outcomes for Transferrable Skills

TS1	Show a reflective and reflexive response to all aspects of learning and professional development.
TS2	Communicate complex ideas to a range of audiences in visual, written and oral form using appropriate academic and professional conventions.
TS3	Act autonomously and take responsibility for initiation of creative work, project management and organisation.
TS4	Apply ethics and codes of conduct to strategic decision making, interpersonal relations, and advocate appropriate solutions in complex and unpredictable contexts.

Development of Graduate Attributes in the constituent modules

This map identifies where the Graduate Attributes are delivered in the constituent modules. It provides (i) an aid to academic staff in understanding how individual modules contribute to the development of the Graduate Attributes (ii) a checklist for quality control purposes and (iii) a means to help students monitor their own personal and professional development as the programme progresses. [Note that there is no requirement for the Graduate Attributes to be assessed through these modules]

D = Delivered

Module Title	Module Code	Level	Professionally Focused	Globally Minded	Sustainability Driven	Digitally Capable & Confident	Inclusive and Collaborative	Evidenced-based and Ethical
Animal & Creature Animation	7WCT2008	7 PGT		D	D	D		D
Character Performance	7WCT2009	7 PGT		D	D	D		D
Locomotion and Mechanics for Animation	7WCT2010	7 PGT		D	D	D		D
The Animation Industry: Preparing for a Career	7WCT2011	7 PGT	D	D	D	D	D	D
Graduation Portfolio	7WCT2012	7 PGT	D	D	D	D	D	D