

MODULE OUTLINE SOK60

1. GENERAL INFORMATION

SCHOOL	OF APPLIED ARTS AND SUSTAINABLE DESIGN		
PROGRAM COURSE	DESIGN OF VISUAL EFFECTS AND ANIMATION (SOK)		
LEVEL OF STUDY	POSTGRADUATE		
MODULE CODE	SOK60	SEMESTER OF STUDY	2nd
MODULE TITLE	PRODUCTION DEVELOPMENT FOR FUNDING		
INDEPENDENT TEACHING ACTIVITIES <i>in case credits are awarded for separate components/parts of the course, e.g. in lectures, laboratory exercises, etc. If credits are awarded for the entire course, give the weekly teaching hours and the total credits</i>		HOURS	CREDIS
Weekly teaching hours 21-23 hours x 13 weeks		280-300	10 ECTS
COURSE TYPE Compulsory, Optional, Optional mandatory	Compulsory		
PREREQUISITE MODULES:	None		
LANGUAGE OF INSTRUCTION AND EXAMS	Greek		
THE MODULE IS OFFERED TO ERASMUS STUDENTS	No		
MODULE WEBSITE (URL)	https://www.eap.gr/en/sxediasmos-optikwn-efte/sxediasmos-optikvn-efte-them/#SOK60 Each module has its own space in the Learning Management System of EAP (https://courses.eap.gr/login/index.php), with controlled access (use of code) for students and teaching staff.		

2. LEARNING OUTCOMES

Learning Outcomes <i>The course learning outcomes, specific knowledge, skills and competences of an appropriate (certain) level, which students will acquire upon successful completion of the course, are described in detail. It is necessary to consult:</i>
Upon successful completion of the module, students will be able to: <ul style="list-style-type: none"> • Organize, compose and present a production file for financing with international standards (pitching) • Write a complete proposal/design text based on visual effects moving image to submit it to funding programs of international and national agencies for the development of their audiovisual work • Commercialize the possibility of producing secondary products (merchandising) • Use the appropriate technique of a successful business model to promote their audiovisual project (franchising) • Use their marketing knowledge to achieve their artistic and business/commercial goals • follow revenue strategies for their project • Acquire critical thinking to apply more appropriate production management method • understand the cost of making a decision in terms of time, money, and quality of a project
General Competences

<p><i>Taking into consideration the general competences that students/graduates must acquire (as those are described in the Diploma Supplement and are mentioned below), at which of the following does the course attendance aim?</i></p>	
<p><i>Search for, analysis and synthesis of data and information by the use of appropriate technologies,</i></p>	<p><i>Project planning and management</i></p>
<p><i>Adapting to new situations</i></p>	<p><i>Respect for diversity and multiculturalism</i></p>
<p><i>Decision-making</i></p>	<p><i>Environmental awareness</i></p>
<p><i>Individual/Independent work</i></p>	<p><i>Social, professional and ethical responsibility and sensitivity to gender issues</i></p>
<p><i>Group/Team work</i></p>	<p><i>Critical thinking</i></p>
<p><i>Working in an international environment</i></p>	<p><i>Development of free, creative and inductive thinking</i></p>
<p><i>Working in an interdisciplinary environment (Other.....citizenship, spiritual freedom, social awareness, altruism etc.)</i></p>	
<ul style="list-style-type: none"> • Search for, analysis and synthesis of data and information by the use of appropriate technologies • Project planning and management • Environmental awareness • Adapting to new situations • Decision-making • Individual/Independent work • Critical thinking • Group/Team work • Working in an interdisciplinary environment 	

3. MODULE CONTENT

<p>This module will focus on Developing an Audiovisual Project for Pitching and in particular the method of integrating visual effects and animation into a project's production envelope. The course deals with the business plan of producing packages of audio-visual projects for financing (slate funding) with a focus on visual effects moving image. Topics such as marketing and entrepreneurship/management are presented. Ways of finding financial resources, promotion and distribution of audio-visual projects, as well as the commercial exploitation of elements through the film (merchandising) are studied. The course focuses on the financial viability and independence of an audiovisual project from the perspective of the integration of visual effects and animation into it. All stages of the production of an audio-visual project are studied in terms of the creative and the technical field. Particular attention is paid to methods and techniques of organizing and implementing a production incorporating visual effects.</p>

4. TEACHING METHODS--ASSESSMENT

<p>MODES OF DELIVERY</p> <p><i>Face-to-face, in-class lecturing, distance teaching and distance learning etc.</i></p>	<p>Distance education with three Group Counseling Meetings (OSS) during the academic semester, held on weekends.</p>
<p>USE OF INFORMATION AND COMMUNICATION TECHNOLOGY</p> <p><i>Use of ICT in teaching, Laboratory Education, Communication with students</i></p>	<p>We use :</p> <p>Remote meetings tools (cisco webex),</p> <p>Presentation software (e.g. power point),</p> <p>Additionally, the students use office automation tools, web browsers and e-reader for digital books.</p>

<p>MODULE DESIGN</p> <p><i>Description of teaching techniques, practices and methods: Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, Internship, Art Workshop, Interactive teaching, Educational visits, projects, Essay writing, Artistic creativity, etc</i></p> <p><i>The study hours for each learning activity as well as the hours of selfdirected study are given following the principles of the ECTS.</i></p>	<table border="1"> <thead> <tr> <th>Activity</th><th>Annual Workload</th></tr> </thead> <tbody> <tr> <td>3 OSS (x 4 hours)</td><td>12</td></tr> <tr> <td>2 tutorial exercises (2 x 3 hours)</td><td>6</td></tr> <tr> <td>1 semester assignment</td><td>12</td></tr> <tr> <td>Examination</td><td>3</td></tr> <tr> <td>Individual study (19-20,5 hours x 13 weeks)</td><td>247-267</td></tr> <tr> <td>Total module workload (hours)</td><td>280-300</td></tr> </tbody> </table>	Activity	Annual Workload	3 OSS (x 4 hours)	12	2 tutorial exercises (2 x 3 hours)	6	1 semester assignment	12	Examination	3	Individual study (19-20,5 hours x 13 weeks)	247-267	Total module workload (hours)	280-300
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<p>STUDENT PERFORMANCE EVALUATION/ASSESSMENT METHODS</p> <p><i>Detailed description of the evaluation procedures.</i></p> <p><i>Language of evaluation, assessment methods, formative or summative (conclusive), multiple choice tests, short- answer questions, open-ended questions, problem solving, written work, essay/report, oral exam, presentation, laboratory work, other.....etc.</i></p> <p><i>Specifically defined evaluation criteria are stated, as well as if and where they are accessible by the students</i></p>	<p>Completion of written assignments during the academic semester which constitute a 40 percent of each student's grade, if a pass is obtained in the final or repetitive examination. Final exam grades constitute a 60 percent of the students' final course grade. For further information go to the HOU Study Guide.</p>														

5. SUGGESTED BIBLIOGRAPHY

1. Σιάκας, Σ., Τριβέλλα, Λ. (2023). Τεχνικές και λογισμικά 3D computer animation ως τμήμα οπτικών εφέ στον κινηματογράφο. Φοιτητικές σημειώσεις για το ΜΠΣ ΣΟΚ, ΕΑΠ, Πάτρα.
2. Καρυάτη (Karyati) Έλλη (Elli). (2021). Επαυξημένη Πραγματικότητα στο πλαίσιο της Ψηφιακής Αφήγησης. Open Journal of Animation, Film and Interactive Media in Education and Culture [AFIMinEC], 2(1). <https://doi.org/10.12681/afiinmec.25496>
3. Μαργαρίτης Γ. (2020). Επαυξημένη πραγματικότητα και σχολικό έντυπο. Μία μελέτη περίπτωσης. Open Journal of Animation, Film and Interactive Media in Education and Culture [AFIMinEC], 1(1). <https://doi.org/10.12681/afimec.24404>
4. Αναγνωστοπούλου Α. (2020). Η χρήση της Επαυξημένης Πραγματικότητας (AR) σε εφαρμογές eLearning Μελέτη περίπτωσης: Ίδρυμα «Κωνσταντίνος Γ. Καραμανλής» (Ι.Κ.Κ.). Open Journal of Animation, Film and Interactive Media in Education and Culture [AFIMinEC], 1(1). <https://doi.org/10.12681/afimec.24406>
5. Σιάκας Θ. Σ. (2020). Τρισδιάστατος σχεδιασμός περιβάλλοντος - 3D Modeling για Animation. Εκδόσεις ΦΑΙΔΙΜΟΣ, σελ. 17-53, 249-259, 269-286. ISBN: 978-618-5062-36-1, 304 σελ.
6. Σιάκας Σπ., Τριβέλλα Λ., Εκπαιδευτικές σημειώσεις: Animation χαρακτήρας: από τη δημιουργία avatar με σκελετό, μέχρι την κίνησή του με motion capture, 85 σελ.
7. ROKOKO: The ultimate guide to mocap and animation in game development. Μετάφραση του ελεύθερου οδηγού μελέτης από Πέτρο Μορφόπουλο.