



# Suan Sunandha International School of Art (SISA)

## Suan Sunandha Rajabhat University

## Thai Qualification Framework for Higher Education (TQF3) : Course Specification

Course Title	: DEC2301 2 D Animation 1
Credit	: 3 (2-2-5)
Semester	:2
Academic Yea	r: 2559
Curriculum	: Bachelor of Fine Arts in Creativity and Digital Media (International Program)
Lecturer	: Mr.Eakapotch Dhanasiri
	Suan Sunandha International School of Art (SISA)

## **Section 1. General Information**

- 1. Code and Course Title : DEC2301 2 D Animation 1
- 2. Credit : 3 (2-2-5)
- 3. Curriculum and Course Category:

This course offering, a part of the Bachelor of Fine Arts, Creativity and Digital Media Program, Suan Sunandha International School of Art, Suan Sunandha Rajabhat University is categorized as Creativity and Digital Media Free Elective Course.

- 4. Lecturer : Eakapotch Dhanasiri
  - E-mail: snseak@yahoo.com
- 5. Semester / Year Level of Students: Semester 2 / 2nd Year Students
- 6. Pre-Requisite (if any) : None
- 7. Co-Requisite (if any) : None
- 8. Learning Location : Suan Sunandha International School of Art (SISA),
  - , Suan Sunandha Rajabhat University
- 9. Late Date for Preparing and Revising this Course: -

# Section 2. Aims and Objectives

1. Objectives of Course

At the end of this course, the student will reach to cognitive domain, psychomotor domain, and affective domain in the following areas of performance : Skills with Making 2D Animation

2. Objectives of Developing/Revising Course -

### Section 3. Course Structure

### 1. Course Outline

Study of the terminology, the appropriate form for character design, and images for script writing and storyboarding. Understanding of the storyline presented in the preproduction process, the relationship between the basic concepts of creative writing and the design of the character and story writing.

2. Time Length per Semester (Lecture-Hours / Practice-Hours / Self Study-Hours)

Lecture	Practice	Self-Study	Addition
2 hours per week	2 hours per week	5 hours per week	upon student request

### 3. Time Length per Week for Individual Academic Consulting and Guidance

- 3.1 Lecturer will be available every Monday from 8:00 to 12.00 at Suan Sunandha International School of Art or an appointment can be made upon request.
- 3.2 Lecturer can also be reached via e-mail for any short consultations: snseak@yahoo.com

### Section 4. Developing Students' Learning Outcomes

Learning Standard/Outcomes	Learning Activities	Learning Assessment			
1. Ethics and Morals					
1.Honesty	1. Rules setting such as	1. Evaluation of on time class			
2.Integrity	attending the class on time	attendance			
3. Responsibility	and regularly	2. Evaluation of on time			
4.Punctuality	2. Group discussion	assigned tasks sending			
5.Tolerance	3. Group work	3. Evaluation of harmony in			
6.Confidence	4. Responsible for given tasks	students group working			
	and be honest in working				
	and examination				
	2. Knowledge				
1. Can apply knowledge in real	1. Explain and conclude ideas	1. Evaluation by behaviors,			
working time	through teaching	attention and class			
2. Dare to use creativity that's	documents and	participation			
profit for film production	presentation by programs	2. Evaluation by group working			
development	of Microsoft PowerPoint,	of film production and			
3. Understand in working	Microsoft Word and	discussion			
process rightly in standard	Internet	3. Evaluation by quiz, midterm			
4. Good attitude to profession	2. Single and group	examination and final			
and work based on	assignment and discussion	examination			

ſ	moralities and ethics of	3. Games for case studies
	mass communicators	understanding and
		conclusion
		4. Quiz in class

Learning Standard/Outcomes	Learning Activities	Learning Assessment		
3. Cognitive Skills				
<ol> <li>Can apply theoretical section and practical part to film production</li> <li>Can analyze situations in film production</li> </ol>	<ol> <li>Practice and ideas conclusion by program of Microsoft PowerPoint</li> <li>Assignment of group discussion and report</li> <li>Group analysis based on at present film principles</li> </ol>	<ol> <li>Evaluation by behaviors, attention and class participation</li> <li>Evaluation by group discussion</li> <li>Evaluation by class practice</li> <li>Evaluation by students' ideas conclusion, analysis including with in class evaluation</li> </ol>		
4.	Interpersonal Skills and Responsi			
<ol> <li>Relevant interpersonal skill and classmate</li> <li>Skill of creation and maintenance of interpersonal relationship with colleagues and gain and loss people</li> <li>Professional practice with self-responsibility and public responsibility based on moralities and ethics of mass communicators</li> <li>Being leader and follower while working development</li> </ol>	<ol> <li>Explain and conclude ideas through teaching documents and presentation by programs of Microsoft PowerPoint, Microsoft Word and Internet</li> <li>Group works assignment</li> <li>Group presentation</li> </ol>	<ol> <li>Evaluation by behaviors, attention and class participation</li> <li>Evaluation by group works</li> <li>Evaluation by in class practice</li> </ol>		
	lysis, Communication and Informa	ation Technology Skills		
<ol> <li>Effective communication skill which are listening, speaking, reading and writing skills</li> <li>Information technology and new media usage skills to support film production such as information searching via internet and</li> </ol>	<ol> <li>Communicative technology usage practice such as assignment sending via e- mail and creation of forum for ideas sharing</li> <li>In class discussion or playing of case studies games</li> <li>Report presentation skill by using proper forms, tools</li> </ol>	<ol> <li>Evaluation by behaviors, attention and class participation</li> <li>Evaluation by group discussion and presentation</li> </ol>		

### Section 5. Lesson Plan and Assessment

# 1. Lesson Plan

Week	Topic/Outline	Hours	Learning Activities	Lecturer
			and Medias	
			Computer lab,	
1	Introduction to The course	3	software and	Mr. Eakapotch Dhanasiri
			exercises.	
	Produce an animation, the		Computer lab,	
2	animation function.	3	software and	Mr. Eakapotch Dhanasiri
			exercises.	
	Higher Illustrator skills		Computer lab,	
3	evaluation and suggestions	3	software and	Mr. Eakapotch Dhanasiri
	for development.		exercises.	
	Higher Photoshop skills		Computer lab,	
4	evaluation and suggestions	3	software and	Mr. Eakapotch Dhanasiri
	for development		exercises.	
			Computer lab,	
5	Content skills evaluation and	3	software and	Mr. Eakapotch Dhanasiri
	suggestions for development.		exercises.	
			Computer lab,	
6	Audio for Animation	3	software and	Mr. Eakapotch Dhanasiri
			exercises.	
7		Mid	term Break Week	
8		Midter	m Examination Week	
			Computer lab,	
9	Six Frame Animation	3	software and	Mr. Eakapotch Dhanasiri
			exercises.	
	Harmony of Colour		Computer lab,	
10		3	software and	Mr. Eakapotch Dhanasiri
			exercises.	
			Computer lab,	
11	Sketch present 1	3	software and	Mr. Eakapotch Dhanasiri
		Ū.	exercises.	
			Computer lab,	
12	Sketch present 2	3	software and	Mr. Eakapotch Dhanasiri
		_	exercises.	
			Computer lab,	
13	Development of the	3	software and	Mr. Eakapotch Dhanasiri
	character		exercises.	
			Computer lab,	
14	Less than a minute animation	3	software and	Mr. Eakapotch Dhanasiri
<u> </u>		S	exercises.	
			Computer lab,	
15	Final Presentation	3	software and	Mr. Eakapotch Dhanasiri

16	Final Break Week			
17	Final Examination Week			
	Total Hours	39		

# 2. Learning Assessment Plan

Learning Outcomes	Assessment Activities	Time Schedule	Proportion of Assessment (%)
	1. Ethics and Mo	rals	
<ol> <li>Honesty</li> <li>Integrity</li> <li>Responsibility</li> <li>Punctuality</li> <li>Tolerance</li> <li>Confidence</li> </ol>	Behaviors and Class Practical Participation	Every Week	Class Attendance 10%

Learning Outcomes	Assessment Activities	Time Schedule	Proportion of Assessment (%)				
2. Knowledge							
<ol> <li>Can apply knowledge in real working time</li> <li>Dare to use creativity that's profit for film production development</li> <li>Understand in working process rightly in standard</li> <li>Good attitude to profession and work based on moralities and ethics of mass communicators</li> </ol>	Midterm and Final Examination Scores	Week 8 and 17	Midterm Examination 20% Final Examination 30%				
	3. Cognitive	Skills					
<ol> <li>Can apply theoretical section and practical part to film production</li> <li>Can analyze situations in film production</li> </ol>	Group Discussion and Analysis	Week 1, 2 and 11	Group Discussion 15%				
4.	Interpersonal Skills and F	Responsibilities					
<ol> <li>Relevant interpersonal skill and classmate</li> <li>Skill of creation and maintenance of interpersonal relationship with colleagues and gain</li> </ol>	Class Participation	Every Week	Class Participation 10%				

<ul> <li>and loss people</li> <li>Professional practice with self-responsibility and public responsibility based on moralities and ethics of mass communicators</li> <li>Being leader and follower while working development</li> <li>Numerical Ana</li> </ul>	lysis, Communication and	Information Technolo	ogy Skills
<ol> <li>Effective communication skill which are listening, speaking, reading and writing skills</li> <li>Information technology and new media usage skills to support film production such as information searching via internet and uploading produced film to youtube.com</li> </ol>	Group Presentation	Week 10 and 15	Group Presentation 15%

# Section 6. Learning and Teaching Resources

Major books and documents

### Important document and information

The Animation Process From 1938 - YouTube

The Man Who Planted Trees (L'homme qui plantait des arbres ) - YouTube

Making a Hand Drawn Animated 16mm film – YouTube

Filmmaking 101 - How to Record High Quality Audio - YouTube

# Suggested document and information

### Section 7. Course Evaluation and Improvement

### **Strategies for Course Evaluation by Students**

1.1 Explain to students to understand significance of subject development and students' roles in subject effectiveness evaluation as gain and loss people of program management
1.2 Support subject effectiveness evaluation by students before and after studying
1.3 Create opinion sharing atmosphere about subject effectiveness between lecturer and students while studying

### Strategies for Course Evaluation by Lecturer

2.1 Evaluation majorly based on students' participation such as students' behaviours and participation consideration

2.2 Evaluation by lecturer's point of view such as teaching potential according to set teaching plan evaluation and teaching atmosphere consideration

2.3 Evaluation by students' scores

2.4 Evaluation of teaching by faculty's academic section

### **Teaching Revision**

-

-

### Feedback for Achievement Standards

4.1 Students' outcomes, group works' quality and single assignment the whole semester harmony consideration

4.2Proper teaching management plan evaluation, teaching activities creation, giving assignments, evaluation and score assessment with subject description and program objectives

4.3 Cooperation with the next subject lecturer for previous subject evaluation

### Methodology and Planning for Course Review and Improvement

Section 8. Grading System

Score (%)	Grade	Meaning	Value
86-100	A	Exceptional	4.00
82-85	A-	Excellent	3.75
78-81	B+	Very Good	3.50
74-77	В	Good	3.00
70-73	В-	Fairly Good	2.75
66-69	C+	Satisfactory	2.50
62-65	С	Quite Satisfactory	2.00
58-61	C-	Low Satisfactory	1.75
54-57	D+	Poor	1.50
50-53	D	Very Poor	1.00
46-49	D-	Extremely Poor	0.75
0-45	F	Fail	0.00
-	W	Withdraw	-