Course Detail Description

Institution name	Suan Sunandha Rajabhat University
Department	Suan Sunandha International School of Art

Category I : General Information

1. **Course ID and Name** DEC2206 Animation Editing
2. **Credit** 3 credits (2-2-5)
3. **Curriculum and Course type** Bachelor of Fine Arts in Creative and Digital Media – Major Requirement
4. **Responsible Lecturer** Aj. Laks Techwanchai
5. **Semester / Academic year** Second Semester Academic year 2557 – Sophomore year
6. **Pre-requisite (if any)** N/A
7. **Co-requisites (if any)** N/A
8. **Location** Suan Sunandha International School of Art
9. **Latest Revision** First time

Category 2 : Objective and Learning outcome

1. Objective This course is to gain ability in editing animation process from start to finish. Each steps of animation can be modified and students should be able to modify or edit throughout the process. Students should also be able to gain the following:- 1.1 To gain more knowledge in animation process 1.2 To develop broader understanding of how each process works 1.3 To understand the theory and method behind each editing process
2. Course Improvement Objective To improve the course following the new and ever changing advance technology in Computer graphic.

Category 3 : Operational

1. Course Description Concepts and principles of television camera and video technology used to record and analyze the mechanical control system of the machine tape; video disc measuring tools and measurement techniques. Image sequence using Adobe premiere.		
2. Hour per semester		

Lecture	Additional	Practice-Fieldtrip-Internship
60 hours	Up to students and holidays	60 hours

3. Individual Advising Hour
     Through Online Medium such as Facebook, Line or eMail.

Category 4 : Learning Outcomes

1. Moral and Ethic

Moral and Ethic that need to develop

    1.1   Realize in moral and ethical issue in animation
    1.2   Discipline Punctual and Responsible for corporate and social

Teaching Methods

- Lecture and give some example of unethical behavior related to violation of copyright software and encourage/support using Open Source Software or Freeware
- Group discussion
- Role-play

Evaluation Methods

- Attendance and punctual handing in assignments
- Correct citation and reference in paperwork
- Appropriately choose program in solving problems
- Evaluate case study and report

2. Knowledge

Knowledge gain

2.1　　Understand each theory that related to the animation editing

2.2　　Be able to analyze, understand and explain animation process problems including apply skill and knowledge in solving problems

2.3　　Analyze, modify and redesign animation process

Teaching Methods

Lecture, Learning-by-doing, Project-based Learning, Problem-based Learning, Group discussion, Research

Evaluation Methods

- Project work, Oral Examination

- Present information from research

- Analyze problem using knowledge gain in research

3. Wisdom

Wisdom Development

3.1 System thinking

3.2 Apply knowledge and skill in problem solving appropriately

Teaching Methods

Project-based Learning and Problem-based Learning

Evaluation Methods

Project Oral Presentation and Project/Problem Report

4. Interpersonal and Responsibility

Interpersonal and Responsibility Development

4.1 Continuity in professional learning

Teaching Methods

- Problem solving in professional case study

- Group and individual study

Evaluation Methods

- Peer review and evaluation

- Behavior Observation

5.　　Mathematical Analysis, Communication and Technology

Mathematical Analysis, Communication and Technology Development

5.1 Using appropriate software in solving particular problem

Teaching Methods

- Group and individual assignments in solving particular problem in animation editing process

Evaluation Methods

- Present the idea of problem solving method

- Collaborate in problem solving process

<div align="center">**Category 5 : Lesson Plan and Evaluation**</div>

1. Lesson Plan

Week	Topic/Detail	Hour	Activities/Media
1 1/5/2015	Introduction to the course and rules	4	Lecture/Group Discussion
2 1/12/2015	Story-Storyboard Creation	4	Group work assignment
3 1/19/2015	Story Editing	4	Learning-by-doing
4 1/26/2015	Camera Moving/Angle	4	Problem-based Learning
5 2/2/2015	Character Creation and Editing	4	Learning-by-doing
6 2/9/2015	Storyboard Editing	4	Learning-by-doing
7 2/16/2015	Animation Creation	4	Learning-by-doing, Group work assignment
8 2/23/2015	Animation Character Editing	4	Problem-based Learning
9 3/2/2015	Color and Light Editing	4	Problem-based Learning
10 3/9/2015	Post-Production : Sound and Effect - Basic	4	Learning-by-doing, Group work assignment
11 3/16/2015	Sound and Simple Effect Editing	4	Problem-based Learning
12 3/23/2015	Trailer Cutting	4	Learning-by-doing, Group work assignment
13 3/30/2015	Editing Project I	4	Project-based Learning
14 4/6/2015	Editing Project II	4	Project-based Learning
15 4/13/2015	Songkran Holiday		
16 4/20/2015	Project Presentation : Trailer, Final Movie/Animation	4	Project Presentation
17 5/6-8/2015	Final Examination		
	Total	60	

2. Learning Evaluation

Activity	Outcome*	Evaluation Method	Week	Proportion
1	1.1, 1.2, 2.1-2.3, 3.1	Learning-by-doing	3,5,6,7,10,12	20%
2	1.1, 1.2, 2.1-2.3, 3.1, 3.2, 4.1, 5.1	Project-based Learning, Problem-based Learning	4,8,9,11, 13,14,16	30% 20%
3	1.1, 1.2, 2.1-2.3, 3.1, 3.2, 4.1, 5.1	Group work assignment, Group discussion	2,7,10,12, 1	20% 10%

Category 6 : Learning Resources

1.Main Resources   Online Resources
2.Significant Resources   e-Library and Online Resource from any website
3.Recommended Resources   N/A

Category 7 : Course Evaluation and Improvement

1. Student Evaluation Strategy   Student evaluates the course throughout the learning period. The evaluation of the course will be done by students via university evaluation system. Internal audit of the course will be conducted using group discussion between student and Instructor and student observation.
2. Teaching Evaluation Strategy   Observation of student behavior toward activities in class will be used to collect the feedback from students and group/individual discussion with student toward the course direction. Online medium will also be used to collect feedback from students.
3. Teaching Improvement   Bring the feedback from the second item to improve the teaching method/strategy in the next course.

4. Student Learning Outcome Revision
    - Examine the result from student's work and feedback both oral and written feedback
    - Listening to how students present their idea and theory use in their work

5. Revise and Review Course Result
- Continuously improve teaching method based on student feedback and students' result
- Establish Action research in the subject