

Department	International College of Liberal Arts		
Semester	Spring 2023	Year Offered (Odd/Even/Every Year)	Every Year
Course Number	PART/JPNA320		
Course Title	Film and Animation Studio		
Prerequisites	PART120 Introduction to Filmmaking		
Course Instructor	ASHMORE Darren	Year Available (Grade Level)	3
Subject Area	Interdisciplinary Arts: Performing Arts	Number of Credits	3
Class Style	Lecture	Class Methods	Face to face

(NOTE 1) Class Methods are subject to change

(NOTE 2) Depending on the class size and the capacity of the facility, we may not be able to accommodate all students who wish to register for the course"

Course Description	<p>This Lecture course is designed as a survey of important aspects of Japanese culture and society. Through lecture, discussion, debate, group work and presentation it explores the history and society of Japan. We shall examine significant examples of Japanese society, look at the national/global impact of Japanese industry and consider how the Japanese perspective on culture has come to affect the way the whole views this nation</p> <p>This is a flipped class seminar course, based around student project work in either film making or classical animation (as selected by students). It will grant a chance for students to flex their own creative muscles whilst, learning more about the industry and the techniques used in the business.</p> <p>CURRICULUM POLICY</p> <p>To achieve the diploma policy goals of Yamanashi Gakuin University, the Faculty of the International College of Liberal Arts (Department of International College of Liberal Arts) implements the following curriculum:</p> <p>Curriculum Approach</p> <p>Diploma Policy Goal 1 –To Value Knowledge: To achieve this diploma policy goal, iCLA offers English courses to students providing mastery of idea development and expression in both written and verbal forms. In addition, throughout the curriculum, iCLA offers interactive experiences through writing and presentation assignments.</p> <p>Diploma Policy Goal 3 –To Believe in Collaboration: To achieve this diploma policy goal, iCLA faculty place priority on utilizing active learning pedagogy to emphasize teamwork as an important lifelong skill. Students from different backgrounds are placed into projects, presentations, and case studies together, through which they must overcome self-interests for the benefit of the team.</p>
Class plan based on course evaluation from previous academic year	<p>This time, small group work will be the norm. Based on experiences in 2022, this was found to be an excellent way to extract skills from each class member.</p>
Course related to the instructor's practical experience (Summary of experience)	<p>Darren Jon Ashmore – Cultural Anthropologist – with research interests in Japanese society, performing arts, media, film and animation.</p>
Learning Goals	<p>Learning Outcomes</p> <ul style="list-style-type: none"> • Over the course of the program, student will: • To develop and express ideas effectively. • To become more reflective, curious, and open-minded. • Apply learned technical skills in a collaborative environment. • Possess Critical, Creative, Independent and technical skills. • Student Feedback • Note that the course is ever in a state of evolution, and feedback is essential for its continued growth.
iCLA Diploma Policy	DP1/DP3

iCLA Diploma Policy

(DP1) To Value Knowledge – Having high oral and written communication skills to be able to both comprehend and transfer knowledge

(DP2) To Be Able to Adapt to a Changing World – Having critical, creative, problem-solving, intercultural skills, global and independent mindset to adopt to a changing world

(DP3) To Believe in Collaboration – Having a disposition to work effectively and inclusively in teams

(DP4) To Act from a Sense of Personal and Social Responsibility – Having good ethical and moral values to make positive impacts in the world

Active Learning Methods	Practical Film and animation techniques.
Use of ICT in Class	<p>Presentation software: we will use presentation software to assist lectures, discussions and any student presentations.</p> <p>Student Devices. Whilst phones, tablets and PCs will generally not be allowed in class, as a mark of respect to others, there will be times in which class material will be supplemented in real time. This use will be directed as required.</p> <p>Polling software: Polling software will be used to gather feedback and opinions from students during lectures and discussions.</p> <p>Video conferencing: Video conferencing tools such as Zoom will be used to engage with off site guests</p>
Use of ICT outside Class	<p>As there are no online classes, use of ICT will be limited to any work done by students on a project site, with regard to their own research.</p> <p>A warning about the use of AI Bots and autotext. owing to the rapidly advancing nature of such bots there is some debate as to how they fit into education. Are they tools for the lazy? Are they a valuable tool for comprehension for students? The jury is out for now. That means, however so are they, in my classes (except when they are not).</p> <p>Points to note: 1: I will be banning the use of computers, tablets and phones in class during any testing or discussion sessions. For obvious reasons. See me for more.</p>
Expected study hours outside class	Five to Ten hours of group work – Filming and editing combined. As this is a project course, there is essentially no upper limit on work expectations.
Feedback Methods	<p>As this is a Seminar project course, feedback will be made available during and after each session. As the assessment for the course is ongoing, regular feedback is essential.</p> <p>Moreover, at any time a student may consult on the course during office hours, or by appointment. Seeking feedback is an expected part of the course progress. I will not enforce it, but I urge you not to waste an opportunity for guidance.</p> <p>A warning about the use of AI Bots and autotext. owing to the rapidly advancing nature of such bots there is some debate as to how they fit into education. Are they tools for the lazy? Are they a valuable tool for comprehension for students? The jury is out for now. That means, however so are they, in my classes (except when they are not).</p> <p>Points to note: 1: I will be banning the use of computers, tablets and phones in class during any testing or discussion sessions. For obvious reasons. See me for more.</p>

Grading Criteria		
Grading Methods	Grading Weights	Grading Content
Block Test One	10%	Project Panning
Mid Term Exam	25%	Project Stage 1
Block Test Two	10%	Project Stage 2
Final Project	55%	Project Presentation

Required Textbook(s)	To be Provided to the class
Other Reading Materials/URL	Further readings will be provided as required at the due time via the learning management system.
Plagiarism Policy	iCLA ACADEMIC DISHONESTY POLICY Acts of Academic Dishonesty: In accord with University policies and good practices in higher education, acts of academic dishonesty such as plagiarism, cheating, forgery (on a paper, examination, test, or other assignment) will result in the failure of the course at a minimum. An act of academic dishonesty during the final examination or assignment in lieu of the final examination will result in failure of all courses registered in the relevant academic term. Cases of academic dishonesty will be reported to the Dean of Academic Affairs for relevant action.
Other Additional Notes	NOTES Please keep in mind the following. 1: Attendance is compulsory. This is important in any class, but as this involves group work, this is ever more important. Under iCLA rules, after missing 30% of classes a student automatically fails the course. However, in this course, unexcused absences will be treated even more harshly if they are judged to be impacting on group work. ANIMATION STUDIO NOTE: As so much class time is devoted to material related to technology and camera use, I will be hosting a number of out of hours sessions to assist those who elect to undertake animation work. Course flow note: Syllabi are often fluid, and subject to change. This is ever more the case in a course like this. Whilst we shall endeavor to stay within the bounds of the class schedule laid out below, there is room for a little 'wiggle', should a subject require more time than accounted for in the plan.

(NOTE 3) Class schedule is subject to change

Class Schedule	
Class Number	Content
Class 1	Block 1 - Orientation course expectations. Film
Class 2	Block 1 - Orientation course expectations. Animation
Class 3	Block 2 - Project selection and subject types - Film
Class 4	Block 2 - Project selection and subject types - Animation
Class 5	Block 3 - History of Guerilla Film making. The rise of the video generation and the power in the hands of guerilla film makers.
Class 6	Block 3 - Guerilla Animation: technology. Examples of what can be done with just a phone and a block stand.

Class 7	Block 4 - Angles and taking a shot. Considering the strengths and weaknesses of the technology in the hands of film makers and animators.
Class 8	Block 4 - Angles and taking a shot. Considering the strengths and weaknesses of the technology in the hands of film makers and animators.
Class 9	Block 5 - Cinematography and Authenticity Striking at the idea that the spontaneous act of videography is somehow less valuable than the carefully crafted.
Class 10	Block 5 - Animation and Authenticity Looking at some of the best examples of simple modern fan animations and how effects are achieved.
Class 11	Block 6 - Editing and Authority Considering the sort of tools which are commonly available to guerilla film makers and animators.
Class 12	Block 6 - Editing and Authority Considering the sort of tools which are commonly available to guerilla film makers and animators
Class 13	Block 7 - Block Assessment 1
Class 14	Block 7 - Block Assessment 1
Class 15	Block 8 - Soundscapes What can be done with foley and after effects to enhance final projects.
Class 16	Block 8 - Soundscapes What can be done with foley and after effects to enhance final projects.
Class 17	Block 9 - Guest Speaker One
Class 18	Block 9 - Guest Speaker One
Class 19	Block 10 - The Editing Room Talking over the importance of the final edit in the process of film making.
Class 20	Block 10 - The Editing Room Talking over the importance of the final edit in the process of film making.
Class 21	Block 11 - Mid Term Assessment
Class 22	Block 11 - Mid Term Assessment

Class 23	Block 12 – Q/A Part One An opportunity for students to have technical questions addressed by faculty and class: sharing opinions and ideas between groups.
Class 24	Block 12 – Q/A Part Part Two An opportunity for students to have technical questions addressed by faculty and class: sharing opinions and ideas between groups.
Class 25	Block 13 – Block Assessment 2
Class 26	Block 13 – Block Assessment 2
Class 27	Group Screening 1 – Film 1
Class 28	Group Screening 2 – Film 2
Class 29	Group Screening 3 – Animation Projects
Class 30	Final Assessment – Class will assemble, give feedback from group screenings and provide final copies of media for grading NOTE: films will be viewed and commented upon by outside specialists, and their feedback can be made available after the semester, on request.