Programme Validation Report
BA (Hons) 3D Animation
January 2023

Programme Validation Report for:

Principal Programme:

BA (Hons) 3D Animation

[Level 8, 240 ECTS]

Embedded Programme

BA 3D Animation

[Level 7, 180 ECTS]

Date of Panel: 27 January 2023
Date of Report: 10 February 2023

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Part 1 Introduction

1.1   Evaluators

Name	Role	Affiliation
Frances O'Connell	Chair	Vice President Student Education and Experience, TUS
Michael Kiely	Academic Expert	Audio, Video and Motion Graphics Lecturer, TUS / Limerick School of Art + Design
Mike O'Callaghan	Academic Expert	Lecturer in Animation, University of Ulster
Vanessa Robinson	Industry Expert	Creative Producer and Owner, Littlemoon Studios

1.2 Overall Recommendations

Provider Name	Dun Laoghaire Institute of Art, Design + Technology (IADT)
Date of Site Visit	Friday, 27 January 2023
Date of Report	08 February 2023

Principal Programme	Title	BA (Hons) 3D Animation
	Award	Bachelor of Arts
	Credit	240 ECTS
	Recommendation **Satisfactory OR** **Satisfactory subject** **to proposed** **conditions OR** **Not Satisfactory**	Satisfactory subject to proposed condition
Embedded Award	Title	BA 3D Animation
	Award	Bachelor of Arts
	Credit	180 ECTS
	Recommendation **Satisfactory OR** **Satisfactory subject** **to proposed** **conditions OR** **Not Satisfactory**	Satisfactory subject to proposed condition (as for Principal Programme)

1.3   Principal Programme: BA (Hons) 3D Animation

Names of Centres where the programmes are to be provided	Maximum Number of Learners (per centre)	Minimum Number of Learners
Dun Laoghaire Institute of Art, Design + Technology (IADT)	30	20

Enrolment Interval (normally 5 years)	**Date of First Intake**	September 2023
	Date of Last Intake	September 2028
Maximum number of annual intakes	1	
Maximum total number of learners per intake	30	
Programme duration	4 Years	
Target learner groups	This programme is for learners who want an advanced practice-based BA programme aimed at developing the appropriate skills to excel in 3D Animation.	
Approved countries of provision	Ireland	
Delivery mode – Full-time/Part-time	Full Time	
The teaching and learning modalities	Studio, classroom and lab-based learning with additional online supports. Practical studio demonstration, workshops, fieldwork, project work, international placement opportunities and independent learning.	
Brief synopsis of the programme (eg who is it for, what is it for, what is involved for learners, what it leads to)	The Bachelor of Arts in 3D Animation is a practical taught programme offered by the Institute of Art, Design & Technology (IADT), delivered over 4 Years. This programme aims to equip learners with the advanced creative, critical and technical knowledge, skills, and competencies required for work in a variety of different roles in the field of 3D Animation. Students will get the opportunity to develop a range of practical and critical skills necessary to the production and industry pipelines and emerging modes of practice within 3D and Digital Animation production. Full time teaching staff and tutors will directly supervise and mentor students through each stage of this programme. Core teaching will be positively enhanced through a programme of visiting industry-based lecturers and experienced professionals, who will supplement and complement the teaching delivered by academic staff tutors. The programme provides a creative and intellectually stimulating environment for the creation of new work and the development of advanced skills and synergies.	

	Professional pathways leading from the BA (Hons) 3D Animation programme exist in the animation, film, web, and screen industries as well as in the broader media and culture research and academic sectors.
	Graduate employment opportunities include, but are not limited to, the following areas: the animation industry; VFX, television; online content providers; broadcast media; advertisement agencies; production facilities; motion graphics; company in-house production facilities; state and civil society bodies; and any group involved in the creation and distribution of audio-visual communication and dissemination media content.

Summary of specifications for teaching staff	**WTE[1]**	**Qualifications and Experience**
	3	Qualified to at least MA level with/or a minimum of 5 years specialist Animation experience and related fields including advanced research supervision experience at Level 8.
	3	Qualified to at least Bachelor of Arts (Hons) in Animation or a cognate discipline relevant the discipline or a person with at least 5 years practical experience of the Animation industries in a professional capacity.
	2	Tutor Demonstrator - Experienced graduate with animation studio and or professional experience

Summary of specifications for the ratio of learners to teaching staff	**Staff to Learner Ratio**	**Learning Activity Type**
	1:40	Lectures
	1:8	Seminars/workshops/Demonstrations
	1:1	Major Studio project supervision
	1:20	Animation Studio Practices & Drawing

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[1] WTE is the whole-time equivalent number. The number 1 indicates a full-time person fully dedicated to the programme or a number of people whose time combined equals a full time person.

1.4   Embedded Programme – BA 3D Animation

Names of Centres where the programmes are to be provided	Maximum Number of Learners (per centre)	Minimum Number of Learners
Dun Laoghaire Institute of Art, Design + Technology (IADT)	30	20

Enrolment Interval (normally 5 years)	**Date of First Intake**	2023
	Date of Last Intake	2028
Maximum number of annual intakes	1	
Maximum total number of learners per intake	30	
Programme duration (months from start to completion)	3 Years	
Target learner groups	This exit award is for learners who have achieved the relevant MIPLOS relevant to a practice-based BA programme aimed at developing the appropriate skills in 3D Animation.	
Approved countries of provision	Ireland	
Delivery mode – Full-time/Part-time	Full Time	
The teaching and learning modalities	Studio, classroom and lab-based learning with additional online supports. Practical studio demonstration, workshops, fieldwork, project work, international placement opportunities and independent learning.	
Brief synopsis of the programme (e.g. who is it for, what is it for, what is involved for learners, what it leads to)	The Bachelor of Arts in 3D Animation is a practical taught programme offered by the Institute of Art, Design & Technology (IADT), delivered over 3 Years. The level 7 exit award will bring learners to a developed level in their creative, critical and technical knowledge, skills, and competencies required for work in a variety of different roles in the field of 3D Animation. Students will get the opportunity to develop a range of practical and critical skills necessary to the production and industry pipelines and emerging modes of practice within 3D and Digital Animation production. Professional pathways leading from the BA 3D Animation programme will exist in the animation, film, web, and screen industries as well as in the broader media and culture research and	

	academic sectors but at a lower level compared to the honours degree. Professional pathways leading from the BA 3D Animation programme will exist in the animation, film, web, and screen industries as well as in the broader media and culture research and academic sectors but at a lower level compared to the honours degree.	
Summary of specifications for teaching staff	**WTE[2]**	**Qualifications and Experience**
	3	Qualified to at least MA level with/or a minimum of 5 years specialist Animation experience and related fields including advanced research supervision experience at Level 8.
	3	Qualified to at least Bachelor of Arts (Hons) in Animation or a cognate discipline relevant the discipline or a person with at least 5 years practical experience of the Animation industries in a professional capacity.
	2	Tutor Demonstrator - Experienced graduate with animation studio and or professional experience
Summary of specifications for the ratio of learners to teaching staff	**Staff to Learner Ratio**	**Learning Activity Type**
	1:40	Lectures
	1:8	Seminars/workshops/Demonstrations
	1:1	Major Studio project supervision
	1:20	Animation Studio Practices & Drawing

1.5   Programmes being replaced

Programme being replaced (applicable to applications for revalidation)		
Code	**Title**	**Late Enrolment Date**
N/A	N/A	

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[2] WTE is the whole-time equivalent number. The number 1 indicates a full-time person fully dedicated to the programme or a number of people whose time combined equals a full time person.

Part 2 Evaluation against the Validation Criteria

2.1   Criterion 1

The provider is eligible to apply for validation of the programme	
Satisfactory (Yes, No, Partially)	**Comment**
Yes	The Programme Validation Panel was held on Campus in IADT, in the Board Room, Roisin Hogan House, on Friday, 27 January 2023. This was the first fully in-person Validation Panel meeting since before the Pandemic. During the day, the Panel met with the President of IADT, The Vice President for Academic Affairs + Registrar, the Head of the Faculty of Film, Art and Creative Technologies, and members of the Programme Team. The Panel members were issued with the proposed Programme Document in advance of the meeting. Following a review of the documents provided and presentations and discussions with IADT Management and Programme Team members, the Panel were satisfied that IADT meets the prerequisites of the Qualifications and Quality Assurance (Education and Training) Act, 2012, and is eligible to apply for validation of the **BA (Hons) 3D Animation**, (and embedded award **BA 3D Animation**). The Panel were satisfied to recommend this programme for validation with one condition and a number of recommendations.

2.2   Criterion 2

The programme objectives and outcomes are clear and consistent with the award sought	
Satisfactory (Yes, No, Partially)	**Comment**
Yes	Having considered and discussed the objectives and outcomes of the programmes with the programme team, the Programme Validation Panel were satisfied that the aims and objectives are clearly defined in the programme proposal document, and this programme is consistent with the Bachelor of Arts award sought.

2.3   Criterion 3

The programme concept, implementation strategy, and its interpretation of QQI awards standards are well informed and soundly based (considering social, cultural, educational, professional and employment objectives)	
Satisfactory (Yes, No, Partially)	**Comment**
Yes	The Programme Validation Panel were satisfied the criteria around the concept, implementation and interpretation of QQI standards were met by the programmes.

2.4   Criterion 4

The programme's access, transfer and progression arrangements are satisfactory	
Satisfactory (Yes, No, Partially)	**Comment**
Yes	The Programme Validation Panel discussed progression opportunities with the programme team and overall were satisfied that the programme's access, transfer and progression arrangements are satisfactory. The following two recommendations were made under this criterion: **Recommendation 1: Access Transfer and Progression** • Clearly identify that advanced access to the programme is based on the applicant coming from a cognate discipline area. • Clearly identify the progression opportunities for students. • Consider the implications of this programme in the context of graduate progression opportunities, for example, to the MA in 3D Animation. The Panel also suggested that the information on graduate profiles is made clearer in the programme document. **Recommendation 2: Graduate Profile** • The graduate profile should be clearly identified in the programme document in terms of specialism, industry and employment opportunities.

2.5   Criterion 5

The programme's written curriculum is well structured and fit-for-purpose	
Satisfactory (Yes, No, Partially)	**Comment**
Yes	The Programme Validation Panel thoroughly reviewed the programmes written curriculum, and discussed different aspects with the programme team. Overall, the members of the Panel were satisfied that the written curriculum is well structured and fit-for-purpose. The programme team were commended on the focus of the modules and the Panel noted the outline is to a very high standard. A number of recommendations were made relating to the curriculum framework, learning outcomes and work placement. **Recommendation 3: Curriculum Framework** • The elapsed time between modules should be reviewed to ensure that the student is sufficiently immersed in the module content and can progress to the proceeding modules. • Clearly identify the scaffolding of knowledge, competence and skills development inter-modules within stages and between stages, specifically in year 1 and 2 of the programme. **Recommendation 4: Learning Outcomes** Consider reviewing the language used in the learning outcomes descriptions for all modules. Learning outcomes should specify the essential learning for a module. (i) Word(s) that qualify the context, standard, and range of the performance required as evidence that the learning was achieved. (ii) A verb that indicates what the learner is expected to be able to do at the end of the period of learning, keeping in mind the NFQ level of the programme/module (iii) Word(s) that will indicate on what, or with what, the learner is acting. **Recommendation 5: Work Placement** • Clearly outline the nature of the work placement type formats that are designed for the workplacement module and that will support the fulfilment of the work placement credits (20 ECTS) and associated learning outcomes.

2.6   Criterion 6

There are sufficient qualified and capable programme staff available to implement the programme as planned	
Satisfactory (Yes, No, Partially)	**Comment**
Yes	The Programme Validation Panel considered the information provided in the Programme Document and CVs of the staff. The Programme team confirmed that there will be hiring to build the team in consequent years in line with the Institute's overall plans. The Programme Validation Panel was satisfied that there are currently sufficient staff resources for the programme to commence but expressed it is essential to ensure that the people resources (in terms of 3D Skill Level) are assigned to the programme as identified in Section 7 of the Programme Document. **This has been incorporated in the condition specified in Section 3.3 of this report.**

2.7   Criterion 7

There are sufficient physical resources to implement the programme as planned	
Satisfactory (Yes, No, Partially)	**Comment**
Yes	In addition to the information about physical resources outlined in the programme document, the Panel were given a tour of the campus and advised of the developments of the new Digital Media building, which has recently commenced. They were impressed and satisfied that there are currently sufficient physical resources for the programme to commence but noted it is essential to ensure that physical resources are assigned to the programme as identified in Section 7 of the Programme Document. **This has been incorporated in the condition specified in Section 3.3 of this report**.

2.8   Criterion 8

The learning environment is consistent with the needs of the programme's learners	
Satisfactory (Yes, No, Partially)	**Comment**
Yes	The Programme Validation Panel were impressed with the campus following a comprehensive campus tour of the facilities that would support the learning on the programme, and the support services provided to students and agreed the learning environment is consistent with the needs of the programme's learners.

2.9   Criterion 9

There are sound teaching and learning strategies	
Satisfactory (Yes, No, Partially)	**Comment**
Yes	The Programme Validation Panel was satisfied that the Institute and Faculty Teaching and Learning strategies were of the required calibre to deliver the programme content.

2.10   Criterion 10

There are sound assessment strategies	
Satisfactory (Yes, No, Partially)	**Comment**
Yes	The Programme Validation Panel considered the assessment strategies as outlined in the programme documentation and discussed with the programme team and were satisfied overall. **Recommendation 6: Assessment Strategies** • The number of assessments per module to be reviewed to ensure that there is no overloading on the student and that the learning outcomes can be demonstrated discreetly and sufficiently by the assessment method chosen, eliminating the duplicate assessing of the same learning outcomes by multiple assessments methods in the module.

2.11   Criterion 11

Learners enrolled on the programme are well informed, guided and cared for	
Satisfactory (Yes, No, Partially)	**Comment**
Yes	The various aspects available and planned for the programme to ensure learners are well informed, guided and cared for were discussed and considered by the Panel, and they were satisfied with the mechanisms in place. In addition to the embedded Level 7 award included in the programme document, the Programme Validation Panel suggested the programme team consider including a level 6 award, providing further options for enrolled students. **Recommendation 7: Embedded Award** Consider the inclusion of a Level 6 Higher Certificate Exit Award

2.12   Criterion 12

The programme is well managed	
Satisfactory (Yes, No, Partially)	**Comment**
Yes	Following the review of the programme documentation and discussions with the Management and Programme Team, the Programme Validation Panel were satisfied that the programme will be well managed.

Part 3 Overall Recommendation

3.1   Principal Programme

Select One	
	Satisfactory (meaning that it recommends that IADT can be satisfied in the context of Unit 2.3 of [Core Policies and Criteria for the Validation of Programmes of Education and Training)](#)
X	**Satisfactory, subject to proposed special conditions** (specified with timescale for compliance for each condition); these may include proposed pre-validation conditions, i.e. proposed (minor) things to be done to a programme that almost fully meets the validation criteria
	Not satisfactory

3.1.1   Reasons for the Overall Recommendation
The Panel were satisfied with the programme document and information provided to recommend the BA (Hons) 3D Animation for Validation, subject to one condition.

3.2   Embedded Programme

Select One	
	Satisfactory (as above)
X	**Satisfactory, subject to proposed special conditions** (as above)
	Not satisfactory

3.2.1   Reasons for the Overall Recommendation

As for Principal Programme, under the twelve criteria.

3.3   Summary of Recommended Special Conditions of Validation
The Programme Validation Panel recognise that there are sufficient resources available for the first and second year roll out of this programme but specified that it is essential that the people resources (in terms of 3D skill level), and physical resources, in terms of volume, required to deliver this programme are fulfilled as outlined in the programme document.

3.4 Summary of Recommendations to the Provider

1. **Recommendation 1: Access Transfer and Progression**
   - Clearly identify that advanced access to the programme is based on the applicant coming from a cognate discipline area.
   - Clearly identify the progression opportunities for students.
   - Consider the implications of this programme in the context of graduate progression opportunities, for example, to the MA in 3D Animation.

2. **Recommendation 2: Graduate Profile**
   - The graduate profile should be clearly identified in the programme document in terms of the specialisms, industry and employment opportunities.

3. **Recommendation 3: Curriculum Framework**
   - The elapsed time between modules should be reviewed to ensure that the student is sufficiently immersed in the module content and can progress to the proceeding modules.
   - Clearly identify the scaffolding of knowledge, competence and skills development inter-modules within stages and between stages, specifically in year 1 and 2 of the programme.

4. **Recommendation 4: Learning Outcomes**
   - Consider reviewing the language used in the learning outcomes descriptions for all modules. Learning outcomes should specify the essential learning for a module.

5. **Recommendation 5: Work Placement**
   - Clearly outline the nature of the work placement type formats that are designed for the workplacement module and that will support the fulfilment of the work placement credits (20 ECTS) and associated learning outcomes.

6. **Recommendation 6: Assessment Strategies**
   - The number of assessments per module to be reviewed to ensure that there is no overloading on the student and that the learning outcomes can be demonstrated discreetly and sufficiently by the assessment method chosen, eliminating the duplicate assessing of the same learning outcomes by multiple assessments methods in the module.

7. **Recommendation 7: Embedded Award**
   - Consider the inclusion of a Level 6 Higher Certificate Award
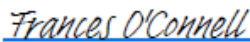
3.5. Summary of Commendations to the Provider

The members of the Panel were pleased with the level of detail in the programme documentation and they enjoyed interacting with members of the management and programme team. The following commendations were made by the Programme Validation Panel.

1. The Programme Validation Panel commended the programme team on a very thorough, considered, and passionate demonstration of the need for the programme as outlined in the programme document.
2. It was noted that the focus of the modules and their outline is to a very high standard.

3. The Programme Validation Panel consider the BA (hons) 3D Animation will be a programme of study that will address the actual need in the marketplace, including evolution and advancements within the industry.

3.6   Signature of Chairperson

This report has been agreed by the evaluation panel and is signed on their behalf by the Chairperson.

Panel Chairperson Name	Frances O'Connell
Panel Chairperson Signature	*Frances O'Connell* Frances O'Connell (Mar 13, 2023 14:52 GMT)
Date	Mar 13, 2023

3.7   Disclaimer

The Report of the External Review Panel contains no assurances, warranties or representations express or implied, regarding the aforesaid issues, or any other issues outside the Terms of Reference.

While IADT has endeavoured to ensure that the information contained in the report is correct, complete and up-to-date, any reliance placed on such information is strictly at the reader's own risk, and in no event will IADT be liable for any loss or damage (including without limitation, indirect or consequential loss or damage) arising from, or in connection with, the use of the information contained in the Report of the External Evaluation Panel.

Programme Validation Report – Faculty Response

Programme Validation - BA 3D Animation
Faculty Response – April 2023

Programme Team's Response to the Panel Report

Date of Report February 10th 2023

The programme team thanks the panel for the report and the validation of the programme, and the commendation about the quality of the documents and the overall support given to the programme. The programme team also gained from the interaction with members panel and their expertise.

The programme document has been revised and submitted and the team's response to the recommendations is below.

Recommendations	Response from the programme team
1. Recommendation 1: Access Transfer and Progression - Clearly identify that advanced access to the programme is based on the applicant coming from a cognate discipline area. - Clearly identify the progression opportunities for students. - Consider the implications of this programme in the context of graduate progression opportunities, for example, to the MA in 3D Animation.	Section 4.2.10 has been changed to include a clear reference to advanced entry needing to come from a cognate discipline area. Section 4.4 has similarly been updated with details of progression opportunities for post graduate studies. Progression opportunities are being further developed through the Creative futures academy and the development of a more general MA Animation.
Recommendation 2: Graduate Profile The graduate profile should be clearly identified in the programme document in terms of the specialisms, industry and employment opportunities.	An additional section has been added to section 1.3 that addresses this recommendation.
Recommendation 3: Curriculum Framework • The elapsed time between modules should be reviewed to ensure that the student is sufficiently immersed in the module content and can progress to the proceeding modules.	The module schedule will be kept under constant review and there is scope for programme chairs to adjust as the programme is being rolled out to ensure that students have the time to achieve the necessary learning.

• Clearly identify the scaffolding of knowledge, competence and skills development inter-modules within stages and between stages, specifically in year 1 and 2 of the programme.	The assessment strategy for each module – in particular the 8 main technical modules across the first 2 years which provide the bedrock of their core competencies – are scaffolded though specific project work that builds towards a collaborative project at the end of year two. This is to ensure learners gain the skills, competencies and confidence they need to move onto more complex work and to identify the specific area of specialism on which they choose to focus.
Recommendation 4: Learning Outcomes • Consider reviewing the language used in the learning outcomes descriptions for all modules. Learning outcomes should specify the essential learning for a module.	Learning Outcomes have been reviewed and changed in several year 1 and one year 2 module across various technical modules in particular.
Recommendation 5: Work Placement • Clearly outline the nature of the work placement type formats that are designed for the work placement module and that will support the fulfilment of the work placement credits (20 ECTS) and associated learning outcomes.	A work placement handbook is being developed at present and will be given to all students outlining in full the nature of the module and the options it contains.
Recommendation 6: Assessment Strategies • The number of assessments per module to be reviewed to ensure that there is no overloading on the student and that the learning outcomes can be demonstrated discreetly and sufficiently by the assessment method chosen, eliminating the duplicate assessing of the same learning outcomes by multiple assessments methods in the module.	A full review of assessment strategies has been undertaken with it being kept under constant review as part of the roll out of the new programme.
Recommendation 7: Embedded Award • Consider the inclusion of a Level 6 Higher Certificate Award	The Faculty will consider the inclusion of a Level 6 Higher Certificate award. However, the full implications of this for other degree programmes and indeed our FE partners will require some additional consultation before full implementation.

Special Condition	
The Programme Validation Panel recognise that there are sufficient resources available for the first and second year roll out of this programme but specified that it is essential that the people resources (in terms of 3D skill level), and physical resources, in terms of volume, required to deliver this programme are fulfilled as outlined in the programme document.	The President and executive have given every assurance that the programme will be resourced adequately and in line with the programme needs. The resource plan outlined in the document has been agreed at the IADT executive and will see incremental growth in relevant staff year on year as the programme recruits new students. The new Digital Media building is under construction and will have dedicated studio spaces for years 3 and 4. The refit has begun on the year 1 and 2 spaces. Recruitment for new staff is underway and will build over time as outlined in the resource plan and agreed at the executive.

Rónán Ó Muirthile
Head of Faculty Film Art and Creative Technologies

Damien Byrne
Programme Chair BA 3D Animation