2 Dimensional Digital Design and Animation

<table>
<tr><td colspan="7">Course Title: 2 Dimensional Digital Design and Animation</td></tr>
<tr><td colspan="2">Course Code:
CIE60053</td><td>Student Workload:
8.50 Hours/ Weeks</td><td>Credits:
3 Credits (4.50 ECTS)</td><td>Semester:
5th Semester</td><td>Frequency:
Odd Semester</td><td>Duration:
16 Weeks/ Semester (Lecture: 14 weeks; Midterm assessment: 1 week; Final assessment: 1 week)</td></tr>
<tr><td>1</td><td colspan="2">Types of Courses:
Content Knowledge Course</td><td colspan="2">Contact Hours:
Lecturing: 2.50 Hours/ Week; Practical Work: 0.00 Hours/ Week</td><td colspan="2">Independent Study:
Self-study: 3.00 Hours/ Week; Structured Assignment: 3.00 Hours/ Week</td><td>Class Size:
40 Students</td></tr>
<tr><td>2</td><td colspan="6">Prerequisites for Participation (If Applicable):
-</td></tr>
<tr><td>3</td><td colspan="6">Learning Outcomes:
1. M1: Understand the basic concepts of two-dimensional (2D) animation so that they can create 2D animations that are right for their needs, especially the need for content and interactive learning media (ILO-4) (0,1); (ILO-6) (0,35); (ILO-8) (0,35)
2. M2: Able to create two-dimensional (2D) animation using the latest software technology (ILO-10) (0,1); (ILO-12) (0,1)</td></tr>
<tr><td>4</td><td colspan="6">Subject aims/Content:
At the end of the course, students are expected:
1. L1: Mastering and able to apply the basic principles of animation in 2D animation works (M1)
2. L2: Understanding various types and categories of animation so that they can develop the right animation concept as needed (M1)
3. L3: Able to creatively compose animated scripts and stories (M1)
4. L4: Able to design animated characters with the help of the latest technology (M2)
5. L5: Able to create two-dimensional (2D) animation by utilizing the latest technology (M2)</td></tr>
<tr><td>5</td><td colspan="6">Teaching Methods:
Lecturing, Group Discussion, Case-Based Learning, Project-Based Learning</td></tr>
<tr><td>6</td><td colspan="6">Assessment Methods:
Essay, performance test, case assessment, project assessment</td></tr>
<tr><td>7</td><td colspan="6">This Course is Used in The Following Study Programme/s as Well:
-</td></tr>
<tr><td>8</td><td colspan="6">Responsibility for Course:
Hanifah Muslimah Az-Zahra, S.Sn., M.Ds.
Tri Afirianto, S.T., M.T.</td></tr>
<tr><td>9</td><td colspan="6">Other Information:
Bibliography:
1. Williams, R. (2012). The Animator’s Survival Kit: A Manual of Methods, Principles and Formulas for Classical, Computer, Games, Stop Motion and Internet Animators. Farrar, Straus and Giroux
2. Soenyoto, P. (2017). Animasi 2D. Elex Media Komputindo
3. Purnomo, W. & Andreas, W. (2013). Animasi 2D untuk SMK/MAK Kelas XI: Jilid 1. Kementerian Pendidikan & Kebudayaan
4. Siswati & Salim, M.A. (2013). Animasi 2D untuk SMK/MAK Kelas XI: Jilid 2. Kementerian Pendidikan & Kebudayaan</td></tr>
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