Module Code	Module Name	Prerequisite/ Co-requisite (if any)	Credits	Results
Semester 7				
ANI3010	Animation Internship	Level 3	3	
ENT3001	Entrepreneurship	NONE	3	
See Electives Listings	SCIT Elective		3 or 4	
ANI4002	Animation Production	ANI2003 & ANI3002	3	
	University Elective		3	
Semester 8				
ANI4001	Animation Capstone Project	RES3024	3	
See Electives Listings	Animation Elective		3 or 4	
CIT4036	Professional Development Seminar	Level 4	1	
See Electives Listings	Management Elective		3 or 4	

CODE	MODULE TITLE	CODE	MODULE TITLE
SCIT ELECTIVES			
CMP1026	Computer Networks I	CIT3020*	Digital Video Effects
CIT2011*	Web Programming	CIT3028*	Digital Graphics
CIT3025*****	IS Innovation and Emerging Technologies	CIT4032*	IS Planning & Management
CIT3021*	Foundations of Information Systems	CIT3023*	Introduction to Human Computer Interface
MANAGEMENT ELECTIVES			
MKT2001*	Fundamentals of marketing	MAN3001	Organization & Management
LAW2001*	Business Law	ACC1001	Accounts
MKT3010*	Service Marketing	MKT4015*	Music Marketing
ANIMATION ELECTIVES			
ANI3005*	Advanced Figure Drawing	ANI3007*	Storytelling for Animation II
ANI3006*	Animation History II	ANI3008*	Scriptwriting II
ANI3011	Sequential Narrative	ANI3009*	Animation Actors

Note on Electives: All Electives with an asterisk (*****) has prerequisite/s

University of Technology, Jamaica
Module Selection Guide

School of Computing & Information Technology

BSc. in Animation Development and Production (Starting AY 2023/24)

Student's Name: …………………………………………………………

Student's Id #: ....

Start Date: …………………………………………………………...

Name - Academic Advisor/PL/PD: …………………………………….

N. B. To be awarded the Bachelor of Science degree in Animation Production and Development, students must complete **121 -126 credits**, including electives.

Check the student portal to identify your academic advisor.
Remember your Academic Advisor is here to support you in making your academic decisions.

Module Code	Module Name	Prerequisite /Co- requisite (if any)	Credits	Results
Semester 1				
ANI1008	Principles of Animation	NONE	3	
ANI1002	Animation Tools I	NONE	3	
ANI1003	Animation History I	NONE	3	
ANI2006	Introduction to Figure Analysis	NONE	3	
ANI1009	Dimensional Drawing	NONE	3	
Semester 2				
ANI1004	Life Drawing and Practices	ANI2006	3	
ANI1006	Animation Tools II	ANI1002	3	
ANI2002	Critical Structures (Storyboard Concepts)	NONE	3	
CAT1001	Writing Workshop I	NONE	3	
MAT1047	College Math 1B	NONE	4	
CSP1001	Community Service Project	NONE	1	
Semester 3				
ANI2001	Dynamic Anatomy I	ANI1004 & ANI1006	3	
ANI2009	Introduction to Character Design and Development	ANI2006	3	
ANI2003	Digital Media and Sound Effects	ANI1006	3	
ANI2004	Storytelling for Animation I	CAT1001	3	
COM2015	Business Communication for Professionals	CAT1001	3	

Module Code	Module Name	Prerequisite /Co- requisite (if any)	Credits	Results
Semester 4				
ANI2005	Dynamic Anatomy II	ANI2001	4	
PSY1002	Introduction to Psychology	NONE	3	
INT1001	Information Technology	NONE	3	
ANI2007	Scriptwriting I	ANI2004	4	
ANI2008	2D Frame Development	ANI1006 & ANI2001	3	
Semester 5				
ANI3012	3D Modeling	ANI1007, ANI1009 OR ANI3003	4	
See Electives Listings	Animation Elective		3 or 4	
CIT4024	IT Project Management	INT1001	3	
ENS3001	Environmental Studies OR	NONE	3	
HEA3004	Fitness & Wellness OR	NONE	3	
SCT2001	Science and Technology	NONE	2	
HUM3010	Professional, Ethics and Legal Implications of Computing Systems	CAT1001, COM1020 OR COM1024	3	
Semester 6				
ANI3002	Animation Business Operations	CIT4024	3	
ANI3013	3D Animation	ANI3012	4	
ANI3004	Presentation Skills Theory	ANI2007	3	
RES3024	Computing Research Methods	CAT1001	3	
See Electives Listings	SCIT Elective		3 or 4	