APPROVED

Bachelor of Film and Animation
Faculty of EDICT (Engineering,Design and ICT)

Programme Title (Arabic)	البكالوريوس في صناعة الأفلام والرسوم المتحركة

Acronym / Abbreviation *	BFA

Nature	Unendorsed Qualification

Programme Code	BFA8800	Programme Duration	4 Year/Cycle	Programme Level	Level 8

Programme Credits	480	Award Category	Bachelors		

Effective From	2021/2022 Sem 2

Owner	School of Creative Media

Professional Body						
Professional Body	*Recognition Status*	*Effective From*	*Interim Date*	*Professional Bodies*	*Contact Person*	*Evidence*
Employability Skills	Yes	05/12/2021				

Target Groups *
High School Graduates
People in Employment
Unemployed
Targeted Industry Groups

Qualification Completion Requirements Criteria	Awarded where candidates have met all of the requirements below: • Successful completion of, or exemption from, all courses listed in Schedule A . and • Achieve the Bahrain Polytechnic General Qualification Requirements as documented in Programme Approval Policy A-AB-001 and Naming and Awarding Qualifications Policy A-AB-004. and • Completion of courses to accumulate a minimum of 480 credits from any Bahrain Polytechnic Qualification

Programme Overview *	The Bachelor of Film and Animation is a multi-disciplinary undergraduate degree offered to participants interested in furthering their education in the fields of filmmaking, sound, animation and time-based media. This degree is designed to introduce and further specialize the learners' in-depth understanding, knowledge, and skills in film and animation, and to extend their abilities to apply their competence in practice. This programme is suitable for students interested in digital content creation, including a variety of styles of filmmaking, audio production, and animation. Working on real-world projects in teams, students learn all aspects of digital production then specialise in film, sound or animation. Students can include courses from the Web Media and Visual Design programmes in their Film and Animation degree, as well as a range of optional elective courses. Combining the art of time-based media design with the technology of filmmaking and animation, students gain first hand experience in professional film production in both simulated and real work environments. The programme's flexible structure allows students to develop their skills in any aspect of film or animation production. Courses are tailored to careers that students wish to pursue related to the film and animation industry.
Entry and Selection *	Along with the general degree entry requirements, applicants must show competence in English and Mathematics. These specific requirements may be met by: • Successful completion of: • AP4203 English 2 and • AP4101 Mathematics 2 (General) or • Passing English and Mathematics Entry tests at the required level or equivalent.
Selection and Criteria and Process *	If there are more eligible applicants than available places then priority will be given to applicants who have achieved the selection criteria: **Selection Criteria:** • Successful completion of the Foundation programme at Bahrain Polytechnic. • Results from programme entry tests. • Prepared for and committed to academic study, based on academic track record. **Selection Process:** • Students who have met entry requirements through the Bahrain Polytechnic Foundation programme will be given first priority.

	• Priority for all other applicants will be on the basis of entry test results and selection criteria.
Major Selection Criteria *	N/A
Accreditation / External Approval Requirements *	To be placed on the NQF Framework
Attendance Requirements *	Institutional attendance requirements are described in the policy Student Attendance A-AB-006. There are no programme specific attendance requirements; however, certain courses will require students to organise and implement production shoots outside of scheduled class times.
Qualification Overview *	The Bachelor of Film and Animation is a multi-disciplinary undergraduate degree offered to participants interested in furthering their education in the fields of filmmaking, sound, animation and time-based media. This degree is designed to introduce and further specialize the learners' in-depth understanding, knowledge, and skills in film and animation, and to extend their abilities to apply their competence in practice. This programme is suitable for students interested in digital content creation, including a variety of styles of filmmaking, audio production, and animation. Working on real-world projects in teams, students learn all aspects of digital production then specialise in film, sound or animation. Students can include courses from the Web Media and Visual Design programmes in their Film and Animation degree. Combining the art of time-based media design with the technology of filmmaking and animation, students gain first-hand experience in professional film production in both simulated and real work environments. In the first year of the programme students study a range of core subjects related to each area of focus: English, Audio & Video Production, Recording Principles, Mixing Techniques, and Stop Motion Animation. This enables students to focus on areas of specialisation in years 3 and 4 through their elective choices. In the second year students further develop technical skills and study the history and business side of the film and animation industry, as well as screenwriting and storyboarding, audio & video post-production techniques, and 3D modelling and animation. In the third and fourth years students specialize in film, sound, or animation, and have opportunities to work on industry and community projects to prepare them for entry into the industry. Students also take courses in Advanced Editing, VFX, media psychology, live event design, motion graphics, documentary filmmaking, directing, character animation, and media management. The Bachelor of Film and Animation degree will also prepare students to conduct projects outside of Bahrain, in the wider GCC region and global film and animation markets, and to cultivate and maintain strong links with commercial industries.
Qualification Aim *	The programme aims to: • Provide "hands on", highly interactive learning experiences, taking into account relevant industry issues of today, as well as issues that will fuel and inspire the fields of filmmaking, sound design, and animation in the future.

	• Provide an environment which encourages students to achieve excellence within their discipline areas and to develop their cultural and aesthetic sensitivities, leading them to an understanding of human factors essential to the effective communication of ideas.
Graduate Pathways and Destination *	Depending on the focus of study, this programme prepares students with advanced skills in at least 3 of the following areas: • Digital animation • Audio recording • Video production • Mixing techniques • Stop Motion animation • Screenwriting • Visual Effects (VFX) • Audio post-production • Directing • Producing • Cinematography • 3D Modeling & Animation • Motion Graphics • Live Event streaming • Character Animation for Video Games • Media Management There is a shortage of skilled film and animation specialists in Bahrain and the GCC. This degree is a preparation for a variety of careers including: • Video producer • Filmmaker • Cinematographer • Media Manager • Content Creator • Social Media Manager • Sound Designer • Audio Engineer • Director • Producer • 3D Animator • Motion Graphics Artist • Game Designer • Character Designer and Animator

	Graduates will be sought-after employees in any company or sector of the economy that uses film, video, sound or animation as part of their business operations, e.g. media, advertising, design, marketing, travel, banking, government or universities. Many filmmakers and animators choose to become independent contractors or freelancers, working in several different sectors. Qualified graduates can also start their own companies.
Other Information *	**Employability Skills Generic Definitions:** **Communication:** Communicate in ways that contribute to productive and harmonious relationships across employees and customers. **Team Work:** Work effectively independently and in collaboration with others. **Problem Solving:** Think critically and respond appropriately to changing needs within a growing and diversifying economy. **Initiative and Enterprise:** Apply resourcefulness, innovation and strategic thinking to a range of workplace situations. **Planning and Organisation:** Plan and manage their working lives. **Self Management:** Demonstrate self discipline and adaptability, and be able to plan and achieve personal and professional goals. **Learning:** Understand the need for and engage with continuous learning throughout the lifespan. **Technology:** Utilize information technology effectively and ethically in their personal and professional lives.

Programme Learning Outcomes
On successful completion of this programme the learner will be able to :

Description
Demonstrate critical knowledge of the aesthetic, strategic, and technological aspects of time-based digital media content and products
Demonstrate knowledge of local, regional and global issues associated with time-based media and communication
Master written, oral and visual skills relevant to time-based media in English
Use time-based digital media technologies and strategies in appropriate professional contexts
Think critically, be innovative and engage in dialogue on issues relevant to contemporary film and animation industries
Recognise the legal, ethical, social, and professional issues involved in time-based media activities and critically reflect upon one's own practice
Practice as a creative media professional using 21st century skills and formulate career goals based on relevant interests

Semester Schedules

Year 1 / Semester 1

Core

Course Code	Title
WM6006	**Audio & Video 1**

WM6002	**Internet & Multimedia Technology 1**

EL5005	**Reading and Writing English for EDICT**

FA6001	**Recording Principles**

Year 1 / Semester 2

Core

Course Code	Title
WM6011	**Digital Animation**

FA6002	**Mixing Techniques**

EL5006	**Speaking and Listening English for EDICT**

WM6013	**Stop Motion Production**

Year 2 / Semester 1

Core

Course Code	Title
FA7004	**Applied History of Cinematic Arts**

FA6004	**Audio Post-Production**

EL6001	**English for EDICT 3**

FA6003	**Screenwriting**

Year 2 / Semester 2

Core	
Course Code	**Title**
WM7002	**3D Modeling and Animation 1**

EL6002	**English for EDICT 4**

FA7001	**Visual Storytelling (old version)**

Elective	
Course Code	**Title**
ELE1	**Electives 1**

Year 3 / Semester 1

Core	
Course Code	**Title**
FA7006	**Documentary Filmmaking**

FA8002	**Motion Graphics**

FA7007	**Music Production**

Elective	
Course Code	**Title**
ELE1	**Electives 1**

Year 3 / Semester 2

Core	
Course Code	**Title**
FA8000	**3D Animation 2**

FA7008	**Cinematography**

FA8005	**Live Event Design**

NR	**National Requirements**

Optional	
Course Code	**Title**
NR-Arabic	**National Requirements- Arabic**

Year 4 / Semester 1

Core	
Course Code	**Title**
FA8004	**Character Animation**

FA8006	**Directing & Producing**

FA7010	**Film & Animation Final Year Project 01**

Year 4 / Semester 2

Core	
Course Code	**Title**
FA8009	**Cooperative Learning Project (BFA)**

FA8007	**Media Psychology**

Elective	
Course Code	**Title**
ELE2	**Electives 2**