

	Programme 3									
Title of the Program	Animation Film Directing and Modern Technologies									
Level of higher education	Academic, basic									
Language of instruction	Georgian.									
Program volume with credits	240 ECTS.									
Duration of study	8 Semesters.									
Qualification to be awarded	Bachelor's in audiovisual directing									
Prerequisite for admission to the program	To enter the faculties of cinema and television, an applicant must successfully pass the creative competition and then successfully pass the compulsory subjects of the unified state examination: Georgian language and literature, one of the foreign languages. In order to participate in the grant competition it is necessary to pass one of the following (third) subjects: history/mathematics/fine and applied arts/literature.									
Objectives of the program	(a) The purpose of the program is fully consistent with the purpose and mission of Georgia Shota Rustaveli University of Theatre and Film - the development and exploration of the arts fields. The goal of the program is to prepare a qualified animated film director who will possess both industry/professional and general competencies. b) To prepare a specialist animation film director who will work in various segments of film and media production according to his/her creative skills. c) To prepare students with practical and theoretical knowledge of the fundamentals of animation film directing. To help understand the complex issues of the field; to give basic skills in applying theoretical knowledge in practice. To be able to form a director's/author's concept for the creation of artistic-creative production, animated film. d) The program is aimed at educating a domestic and foreign director focused on spatial film production, who will have professional skills, as well as basic theoretical and practical knowledge in the field of audiovisual and related fields, sciences, and will be ready for activity in the field of film/media production, creation of creative product.									
Evaluation system	Bachelor program Animation Film Directing and Modern Technologies assessment is multi-component, is carried out in accordance with the credit system and includes 100% (points) in accordance with the principle of ranking positive points and accumulating credits. Assessment criteria are related to the disciplines individual study results. The final grade is generally distributed according to the following scheme: <table border="1" data-bbox="437 1883 1353 2002"> <tbody> <tr> <td>I</td> <td>Attendance– Involvement</td> <td>Maximum 15 points</td> </tr> <tr> <td>II</td> <td>Creative activity/assignments</td> <td>Maximum 25 points</td> </tr> <tr> <td>III</td> <td>Midterm exam</td> <td>Maximum 20 points</td> </tr> </tbody> </table>	I	Attendance– Involvement	Maximum 15 points	II	Creative activity/assignments	Maximum 25 points	III	Midterm exam	Maximum 20 points
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II	Creative activity/assignments	Maximum 25 points								
III	Midterm exam	Maximum 20 points								

IV	Final exam	Maximum 40 points
V	Final exam	Maximum 100 points

The teacher is entitled to rank the semester points (60%) according to his/her own opinion based on the study course and specific teaching methodology as well as to write it in the syllabus of the relevant course.

Scheme of points distribution in the assessment system;

Positive evaluation:		
91-100	A	Excellent
81- 90	B	Very good
71-80	C	Good
61-70	D	Satisfactory
51-60	E	Sufficient
Negative evaluation:		
41-50	FX	"Couldn't pass," the student is allowed to retake the final exam in the given discipline once.
0-40	F	Failed", in order to receive credit, the student must first complete the course of the given discipline.

Learning outcomes and competencies

Program learning result 1

Defines the essence of audiovisual art, directing animated film, knows the basic principles of the field: which includes critical understanding of theories and methodologies, understanding the complex issues of the field; using the terminology of the field, discusses the specific attributes and characteristics of animated film and related art fields, the basics of the profession.

Program learning result 2

Analyzes paths and major trends in the history of audiovisual art and related fields, theoretical considerations. Creates a director's vision based on a literary source material and/or original script, assembles a working creative team (playwright, cameraman, animator, videographer, etc.), and coordinates and edits their work based on the author's concept. Using new technologies and traditional animation techniques, builds the audiovisual structure of the animated film.

Program learning result 3

With theoretical and practical knowledge in the field of audiovisual art, creates a project/work of research or practical nature in accordance with the given guidelines.

Program learning result 4

Independently conducts and evaluates his/her own learning process, identifies further learning needs; adheres to the principles of professional ethics, plans and implements the creative process in an unpredictable environment.

Areas of employment	Film art, film production - any genre of animated film, creative project, etc.; artistic institutions; creative studios and workshops; Audiovisual studios, film and television laboratories, television stations, advertising services, etc.
Program supervisor	Vladimir Sulakvelidze Associate Professor ladosulakvelidze@gmail.com
Contact Person	kinotvxarisxi@tafu.edu.ge
Learning course	<ol style="list-style-type: none"> 1. animation film directing 2. mastery of animation artist 3. Animation programs and technologies 4. Mastery of acting (I-II) 5. Film and TV Cinematographer 6. Computer (digital) editing; 7. Academic and Applied Music 8. Film painting (I-II) 9. Production, Production Management and Distribution 10. Periods of Film Production 11. History of Georgian Art 12. History of Art- 13. World Film History 14. History of Georgian Film 15. Media law, media ethics and self-regulation 16. History of world literature 17. Creative psychology, General psychology 18. Psychology 19. Academic Writing 20. General Informatics 21. Theory and brief history of aesthetics 22. Foreign language