Course Specification

(Bachelor)

Course Title:	Acting Fundamentals for Animators
Course Code:	HCI4806
Program:	BSc in Human Computer Interaction
Department:	Software Engineering
College:	Computing
Institution:	Umm Al Qura University
Version:	1.0
Last Revision Date:	22/04/2025

Table of Contents

A. General information about the course:

1. Course Identification

1. Credit hours: (3)					
2. Course type					
A.	☐University	☐College	☒ Department	☐Track	☐Others
B.	☒ Required		☐Elective		
3. Level/year at which this course is offered: (3rd year/ 6th level) or (4th year/8th level)					
4. Course General Description:					
This course equips students with practical skills and techniques to apply acting principles to animation, enhancing their ability to create engaging, emotive, and believable characters. Through hands-on workshops and exposure to industry-standard tools like Autodesk Maya, Blender, Adobe Character Animator, Unity, and Unreal Engine, students will explore character development, body language, timing, and motion capture. The course emphasizes practical application, iterative learning, and storytelling, ensuring students develop strong foundational skills for professional animation and human-computer interaction (HCI). The course connects acting fundamentals to HCI by exploring how animated characters enhance user experiences in virtual environments, gaming interfaces, and digital storytelling. Special focus is given to integrating animation in game development environments to strengthen the link between acting techniques and interactive media.					
5. Pre-requirements for this course (if any)**:**					
None					
6. Co-requisites for this course (if any)**:**					
None					
7. Course Main Objective(s):					
1. Master core acting concepts, body language, and timing to create engaging, emotive, and believable animated characters. 2. Gain hands-on experience with tools like Autodesk Maya, Blender, and motion capture technology to develop professional animation skills. 3. Explore the role of animated characters in enhancing user experiences in gaming, virtual environments, and digital storytelling. **4.** Build teamwork and refine animation through iterative processes, storytelling, and integration into game development environments.					

2. Teaching mode (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1	Traditional classroom	60	100%
2	E-learning		
3	Hybrid • Traditional classroom • E-learning		
4	Distance learning		

3. Contact Hours (based on the academic semester)

No	Activity	Contact Hours
1.	Lectures	30
2.	Laboratory/Studio	30
3.	Field	
4.	Tutorial	
5.	Others (specify)	
Total		60

B. Course Learning Outcomes (CLOs), Teaching Strategies and Assessment Methods

Code	Course Learning Outcomes	Code of PLOs aligned with the program	Teaching Strategies	Assessment Methods
1.0	**Knowledge and understanding**			
1.1	Understand the basics of motion capture technologies and their role in enhancing character animation	k1	Lectures, discussions	Assignments, Group project, & Exams
2.0	**Skills**			
2.1	Create detailed character backstories to guide animation decisions.	s1	Lectures, discussions	Assignments, Group project, & Exams
2.2	Develop short, animated scenes that effectively communicate emotions and storytelling, including	s2	Lectures, discussions	Assignments, Group project, & Exams

Code	Course Learning Outcomes	Code of PLOs aligned with the program	Teaching Strategies	Assessment Methods
	their impact on HCI applications such as gaming interfaces and virtual avatars.			
2.3	Critique and refine animations using structured feedback.	s4	Lectures, discussions	Assignments, Group project, & Exams
2.4	Emphasize collaboration and teamwork in group animation projects.	s5	Lectures, discussions	Assignments, Group project, & Exams
3.0	**Values, autonomy, and responsibility**			

C. Course Content

No	List of Topics	Contact Hours
1.	Introduction to Acting for Animation and HCI	4
2.	Fundamentals of Body Language in Animation and User Interfaces	4
3.	Exploring Facial Expressions for Digital Characters	4
4.	Character Development for Games	4
5.	Improvisation and Spontaneity in HCI Contexts	4
6.	Timing and Rhythm in Game Design	4
7.	Introduction to Animation Tools and Frameworks	8
8.	Storytelling Through Acting in Games	4
9.	Conveying Emotion Through Movement in Interaction Design	4
10.	Collaboration and Scene Building for Animations	4
11.	Industry Case Studies and Analysis	4
12.	Integrating Motion Capture Technologies	4
13.	Building empathy through character animation in game scenarios	4
14.	Peer Critique and Feedback	4
Total		**60**

D. Students Assessment Activities

No	Assessment Activities *	Assessment timing (in week no)	Percentage of Total Assessment Score
1.	Assignments	3-14	10
2.	Project	3-14	30
3.	Midterm	7-8	20
4.	Final Exam	16-17	40

*Assessment Activities (i.e., Written test, oral test, oral presentation, group project, essay, etc.).

E. Learning Resources and Facilities

1. References and Learning Resources

Essential References	**J.Cooper, 2019 , Game Anim Video Game Animation Explained , A K Peters/CRC Press; 1st edition**
Supportive References	
Electronic Materials	
Other Learning Materials	

2. Required Facilities and equipment

Items	Resources
facilities (Classrooms, laboratories, exhibition rooms, simulation rooms, etc.)	Traditional Classroom
Technology equipment (projector, smart board, software)	Multimedia Projector
Other equipment (depending on the nature of the specialty)	

F. Assessment of Course Quality

Assessment Areas/Issues	Assessor	Assessment Methods
Effectiveness of teaching	Students	Direct: Survey at the end of the course
Effectiveness of Students assessment	Instructor and quality assurance committee	Indirect: Course Report
Quality of learning resources	Instructor and quality assurance committee	Direct: Survey at the end of the course
The extent to which CLOs have been achieved	Instructor and quality assurance committee	Indirect: Course Report

Assessment Areas/Issues	Assessor	Assessment Methods
Other		

Assessors (Students, Faculty, Program Leaders, Peer Reviewers, Others (specify)

Assessment Methods (Direct, Indirect)

G. Specification Approval

COUNCIL /COMMITTEE	SOFTWARE ENGINEERING DEPARTMENT COUNCIL
REFERENCE NO.	THE 17TH MEETING FOR THE ACADEMIC YEAR 1446H
DATE	22/04/2025