Program intended learning outcomes for the Department of Animation and Multimedia / Faculty of Architecture and Design and its Link to the Curriculum Articles Academic Year 2018/2019

لدى اتمام الطالب متطلبات التخرج في تخصص التحريك والوسائط المتعددة يتوقع أن يكون قادرا على:

(Knowledge and Understanding)	
(1)K	Describe basic concepts of program's general knowledge.
(2)K	Illustrate the basic principles of animation and multimedia.
(3)K	Describe scientific methods in thinking and story writing.
(4)K	Know the history of Art, Design, Animation and Multimedia.
(Intellectual Skills)	
(1)I	Analyze professional situations and solve problems in relevant professional contexts.
(2)I	Employ logical and emotional thinking to draw appropriate and reasoned conclusions.
(3)I	Analyze community facts and circumstances and develop appropriate artistic ideas for them.
(4)I	Compare between various methods of animation and multimedia.
(General and Transferable Skills)	
(1)T	Respect different cultures in implementing professional work.
(2)T	Act as an effective member in the production team of animation and multimedia films.
(3)T	Take social responsibilities and accountabilities.
(4)T	Manage production of animation and multimedia projects successfully (time management and adherence to timetable)
(5)T	Self-study and benefit from feedback to improve performance.
(Professional and Practical Skills)	
(1)P	Apply specialized multimedia and animation knowledge when carrying out professional works.
(2)P	Apply specialized multimedia and animation skills when carrying out professional works, such as: Drawing, Design and Animation.
(3) P	Use basic modern tools to produce animation films starting from film idea and ending with production.
(4)P	Draw 2D and 3D Cartoon characters.
(5)P	Use modern programs to produce animation films with advanced skills.