

ADMISSION REQUIREMENTS

The minimum University entrance qualifications are:

- Kenya Certificate of Secondary Education (KCSE) grade of C+
- Five credits in any five subjects at KCE or EACE or
- Five (5) upper level passes at the O level and/or A-Level passes of C for GCE or
- Kenya National Examinations Council (KNEC) Diploma or its equivalent;

CAREER OPTIONS

- Animation for film and television
- Gaming
- Mobile devices animation
- Gaming animation.
- Screenwriting

CONTACTS

P.O. Box 14634-00800
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Tel: +254-730 116 733/729/703/300/522/218/503/247/000
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Bachelor of Arts in Animation

Accredited in Kenya & the United States of America by the Commission for University Education (CUE) and WASC Senior College and University Commission respectively.

PROGRAM DESCRIPTION

The Bachelor of Arts in Animation program is targeted at students with a passion for visual arts, drawing and storytelling. The main aim is to encourage the student to innovate, experiment, imagine, with the goal of creating animation work that stands out in the global industry. The program's curriculum incorporates a theoretical, multi-cultural and critical approach to the development and research of digital art forms, as well as creation of original content for TV, film, advertising and other media.



PROGRAM LEARNING OUTCOMES

1. Describe the history and development of animation
2. Script animation stories for different media genres and platforms
3. Pitch ideas and sell stories to clients operating on different multimedia platforms
4. Apply professional management skill in animation projects.
5. Develop characters capable of acting and speaking using 2D and 3D software.
6. Use a variety of software packages for animation
7. Appropriately apply technical and aesthetical applications of visual and sound effects in animation



DEGREE REQUIREMENTS

123 UNITS

GENERAL EDUCATION

39 UNITS

SIGNATURE COURSES

12 UNITS

STRATEGIES FOR UNIVERSITY SUCCESS

3 UNITS

SUS 1010 Strategies for University Success

RESEARCH METHODS

3 UNITS

GRM 2000 Introduction to Research Methods

COMMUNITY SERVICE OR COMMUNITY PROJECT

3 UNITS

CMS 3700 Community Service

THE SENIOR EXPERIENCE

3 UNITS

SEN 4800 Integrated Senior Seminar

LANGUAGE STUDIES

12 UNITS

ENGLISH

6 UNITS

ENG 1106 Composition I

ENG 2206 Composition II

FOREIGN LANGUAGE

6 UNITS

Students must have credit for a foreign language or must take up a two-course foreign language sequence of one language. USIU-Africa offers courses in Arabic, Chinese, French, Japanese, Spanish, and Swahili.

Foreign Language I

Foreign Language II

DISCIPLINARY GENERAL EDUCATION ELECTIVES

15 UNITS

MTH 1109 College Algebra

3 UNITS

IST 1010 Introduction to Information Systems

3 UNITS

SCHOOL-BASED GENERAL EDUCATION ELECTIVES

9 UNITS

Students are required to pick 3 electives from the other schools (At least one of the courses should be an upper level course).

SCHOOL OF HUMANITIES AND SOCIAL SCIENCES -

LOWER LEVEL ELECTIVES

COM 1500 Intercultural Communication

GNS 2000 Introduction to Gender Studies

CHANDARIA SCHOOL OF BUSINESS -

LOWER LEVEL ELECTIVES

BUS 1010 Introduction to Business Organizations

ECO 1010 Principles of Microeconomics

ENT 1010 Introduction to Entrepreneurship

HRT 1010 Introduction to Hospitality & Tourism

SCHOOL OF HUMANITIES AND SOCIAL SCIENCES -

UPPER LEVEL ELECTIVES

GEO 3000 Geography and the Environment

IRL 3015 Introduction to Peace & Conflict Studies

LIT 4785 African Authors Seminar

PHL 3310 Ethics and Value Theory

PSY 3135 Psychology of Communication

CHANDARIA SCHOOL OF BUSINESS ELECTIVES -

UPPER LEVEL ELECTIVES

MGT 3010 Overview of Management Practice

MKT 3010 Principles of Marketing

MAJOR

84 UNITS

LOWER DIVISION CORE COURSES

45 UNITS

ANM 1010 History of Film Animation

ANM 1020 Fundamentals of Animation

ANM 1030 Introduction to Drawing

ANM 1040 Character Design

ANM 1050 Cinema and Television Equipment Workshop

ANM 1060 Illustration and Environment Design

ANM 1070 The Art of the Storyboard and Animatic Design

ANM 2010 Fundamentals of Scripting for Animation

ANM 2020 Introduction to 2D and 3D Animation

ANM 2040 Acting for Animators

ANM 2050 Camera Language and Cinematography

ANM 2060 Storyboarding and the Script

ANM 2070 Theoretical Perspectives in Film and Animation

ANM 2080 Composition and Sound Design for Animation

ANM 2090 Theories of Popular Media and Art

UPPER DIVISION CORE COURSES

39 UNITS

ANM 3000 Fundamentals of Compositing

ANM 3020 Digital Effects for Film and Television

ANM 3040 3D Modeling & Design Methods

ANM 3060 Advanced 2D Computer Animation

ANM 3080 Aesthetics of the African Story

ANM 4000 Law & Ethics in the Animation Business

ANM 4010 Character Rigging

ANM 4020 3D Environment and Effects

ANM 4030 Advanced 3D Animation

ANM 4040 The Business of Animation Content

ANM 4050 Advanced Scripting for Animation and Production

ANM 4060 Senior Project and Portfolio Development

ANM 4070 Internship

