

COURSE DETAIL

GAME, ANIMATION AND MOTION DESIGN

Country

New Zealand

Host Institution

Victoria University of Wellington

Program(s)

Victoria University of Wellington

UCEAP Course Level

Lower Division

UCEAP Subject Area(s)

Film & Media Studies

UCEAP Course Number

12

UCEAP Course Suffix**UCEAP Official Title**

GAME, ANIMATION AND MOTION DESIGN

UCEAP Transcript Title

GAME ANIM & MOT DES

UCEAP Quarter Units

6.00

UCEAP Semester Units

4.00

Course Description

This course introduces the basic principles of game design, animation, and motion design. It covers fundamental game design concepts such as mechanics and loops, enabling participants to conceptualize and develop playable games. In addition to game design, the course introduces core motion principles, visual design for motion, storyboarding, sequential imagery, and graphic animation.

Language(s) of Instruction

English

Host Institution Course Number

DSDN102

Host Institution Course Title

GAME, ANIMATION AND MOTION DESIGN

Host Institution Course Details

<https://www.wgtn.ac.nz/courses/dsdn/102/2025?crn=34100>

Host Institution Campus

Te Aro

Host Institution Faculty

Design Innovation

Host Institution Degree

Host Institution Department

Course Last Reviewed

2025-2026

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