

MEDIA STUDENTS

Coleg Gwent



What was their journey through the Foot in the Door project?

- Coleg Gwent have previously worked with Foot in the Door and utilised the opportunity to work with a new company that could bring fresh experiences and opportunities to students, Aardman Animation.
- Having the chance to physically visit the premises and see first-hand what their course could lead to helped to inspire students in a way that learning in the classroom cannot.
- Level 2 Media Students worked on a 2-day project with Aardman, including a day at the Aardman studios and a workshop day at the Coleg Gwent campus.
- The students from Coleg Gwent's Newport Campus got to tour the studios, learning about who the company are, what they do and the jobs that are available within the industry.
- They had workshops on storyboarding best practice and then came up with some of their own ideas.
- This was followed up on the second day by a practical stop motion project, utilising storyboard ideas that they had developed from the previous day.
- Students were able to create small characters and use a stop motion app to create a short animation using their mobiles.
- Aardman Animation later visited the Newport campus to engage with Level 1 learners, helping them to create characters, creating names and personas and ultimately creating plasticine models which featured in a short stop motion animation.

Why was this experience different?

- Having the chance to physically visit the premises and see first-hand what their course could lead to helped to inspire students in a way that learning in the classroom cannot.
- Having the input of industry experts also helped to boost their confidence and pass on practical skills which will be relevant to future workplaces.

What impact has the project had on the students?

- After having their education interrupted over the past few years by Covid, this project provided students with a massive lift and injection of enthusiasm.
- The project also helped to enthuse other media students who were keen to be involved, prompting collaborative work between different course groups and study levels.
- It also helped to create a new employer relationship for the college with Aardman Animation, one that will hopefully continue to develop and benefit many more students over coming years.

What have the students achieved from their engagement on the project?

- Students who took part in the project gained a sense of achievement from creating their own stop motion animations.
- Some of the students are very shy and unsure of themselves and being involved in a project like this really brought them out of their shell and boosted their confidence.
- You could tell how much they were enjoying themselves throughout the sessions and the skills that they have learnt will feed into the animation unit they are studying as part of their course.

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