

UNISA Animation project with New Hope School



Animation culture develops creativity, planning strategies and boosts the confidence of individuals to work with new technologies. One of the aims of this project is to solve problems while having fun and thereby embrace learning and self-expression. The perspective that process rather than end-product is pivotal in art, is the basis of this project.

In July and August 2014 animation workshops were held at New Hope School with the cool kids of Grade 9. UNISA Art students and Visual Arts lecturer Gwen Miller worked in collaboration with art teacher Hilde Kleyn to develop this project. The UNISA students whose new media knowledge continues to support the project are Fiwa Maphutha, Karabo Aphane, Antoinette Odendaal, Trudy-Rae Wilson, Siphesihle Mtungwa and Sane Mahlangu.

Students need opportunities to engage with community projects in order to learn to identify possible contributions they can make to the world and develop creative solutions for such needs. Both students and learners need to develop confidence to prepare them for social contexts and the project provided a platform, which is extended in the public participation in the #SmArtists exhibition at UNISA Art Gallery where both groups have opportunity to share their understanding with a broader public.

Whilst we acknowledge that all youngsters need creative development, youth with disabilities have less opportunities to engage with art, due to limited subject choices and therefore this need is amplified. By introducing animation to the school pupils, students demonstrate various stop-frame animation techniques and encourage learners to make their own short motion clips. The participants choose their own props, characters and storylines with the understanding that they must experiment without fear of failure. "There is no failure, only feedback" to quote creativity coach Libby Slater.

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