

Name John McQuillan

Position Lecturer
Computer Animation Arts

Contact details John McQuillan
Lecturer: Computer Animation Arts
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Qualifications

1992-1996 BSc (hons) Biotechnology (Univ. of Paisley)
1996-1997 MSc Biological Computation (Univ. of York)

Academic Experience

2000 - current Lecturer in multimedia, web development and animation
2002 - 2017 Programme leader BSc. (Hons) Computer Animation
2006 Panel member in consultation process for SQA in drafting of HNC/HND in 3D
Computer Animation
2009 Panel member in validation of MSc Computer Animation,
Glasgow Caledonian University
2013-14 Panel member on the drafting committee for the UWS programme leader role
specification
2002 - 2009 Learning and Teaching committee member
2009 - 2019 Subject Development group panel member
2019 - current Computing Divisional Board member

Teaching and programme development:

My initial teaching experience was in the areas of multimedia, web development and animation. As well as coordinating modules in these areas I also coordinated the master's project for the MSc. Multimedia Communications.

I became programme leader of the Joint Honours Computer Animation programmes (originally joint with Digital Art and Multimedia) in 2002. I was responsible for initial setup of the degree, industry contact and recruitment. Over the first three years of the programme, it evolved from direct third year entry to a full four-year degree. I developed a single honours version of the programme to replace the joint offerings.

I was involved in, and often sole developer and teacher of, all of the practical animation and

modelling modules being offered in the early stages of the course. In 2003 I adopted a video-based approach to the development of all teaching material. This was partly a response to disparity in the experience of students taking modules on campuses outside of the main campus in Paisley. The use of video for teaching quickly became the norm for all practical modules in the programme.

I handed over programme leadership in 2017 and have been concentrating on module and programme development since then. From the beginning of the programme, based on both consultation with industry partners and personal experience, I have built teamworking into many of the practical modules. The teamworking components build in intensity over the four years, with students gaining experience of team leadership and documentation, as well as other practical team roles. This is an area of the current Animation Arts programme that I continue to lead in.

I have also, over the last 10 years, been developing animated and still image based teaching materials for aspects of the forensic science programme at UWS.

Previous employment

1980-1991 HM Forces (Army), Corps of Royal Electrical and Mechanical Engineers

Research Interests

PhD research into the use of the WWW in science and engineering education (1997-1999).

Animation, data visualisation, teaching (particularly in relation to the teaching of Animation).

Development of 2D/3D teaching materials for forensic science students.