



Module Specification

Process and Practice

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Contents

Module Specification	1
Part 1: Information	2
Part 2: Description	2
Part 3: Teaching and learning methods	3
Part 4: Assessment.....	4
Part 5: Contributes towards	6

Part 1: Information

Module title: Process and Practice

Module code: UADAWB-30-2

Level: Level 5

For implementation from: 2023-24

UWE credit rating: 30

ECTS credit rating: 15

Faculty: Faculty of Arts Creative Industries & Education

Department: ACE Dept of Art & Design

Partner institutions: None

Delivery locations: Bower Ashton Campus

Field: Design

Module type: Module

Pre-requisites: None

Excluded combinations: None

Co-requisites: None

Continuing professional development: No

Professional, statutory or regulatory body requirements: None

Part 2: Description

Overview: Not applicable

Features: Not applicable

Educational aims: See Learning Outcomes

Outline syllabus: Students are required to produce a body of work in response to a given theme. Students are encouraged to investigate and extend their knowledge of,

a wide range of print, production and prototyping processes in relation to their creative practice. In addition, they are invited to observe and reflect on the way such practical processes affect and inform their visual language and creative methodologies. Students are expected to embrace the challenge of producing a 'multiple' in either 2D or 3D formats, thereby considering the inherent problems associated in the reproduction of an artefact in various forms and contexts.

The emphasis of the module is on encouraging students to understand their own practice through processes and technical skills. In essence, 'learning through making' by investigating each process's inherent methodologies and related material choices. Students are expected to identify and select processes that are empathetic or supportive of their visual language and concepts.

These choices inform work undertaken in the practical components throughout the course and may act as reference material for future project work.

Part 3: Teaching and learning methods

Teaching and learning methods: Teaching is delivered in the form of demonstrations and workshops alongside regular tutorials and critiques throughout the module. A menu of workshops is provided, offering new techniques to the students and building on previous (level 1) workshops to a more advanced level. Learning is through hands on experiences supplemented by independent study and experimentation recorded through sketchbooks, proofs and prototypes. Students record their explorations, thereby supporting the further development of practical work to inform their future practice.

Module Learning outcomes: On successful completion of this module students will achieve the following learning outcomes.

A1 Demonstrate a development in cognate skills and disciplines relevant to visual communication

A2 Demonstrate the process of preparation and reproduction of an image or artefact from concept to production

B1 Source, navigate, select, retrieve, manipulate and manage information from a variety of sources in the pre-production of artwork

B2 Analyse the relationship between form and context in the preparation of artwork for production

C1 Demonstrate the conversion of a body of work into a format for production

C2 Demonstrate production skills through exploration of a range of technologies

D1 Perform tasks with an awareness of tools and materials and their potential hazards

D2 Identify key elements of a problem and select methods/techniques/processes appropriate to the task

Hours to be allocated: 300

Contact hours:

Independent study/self-guided study = 228 hours

Face-to-face learning = 72 hours

Total = 300

Reading list: The reading list for this module can be accessed at [readinglists.uwe.ac.uk](https://uwe.rl.talis.com/modules/uadawb-30-2.html) via the following link <https://uwe.rl.talis.com/modules/uadawb-30-2.html>

Part 4: Assessment

Assessment strategy: Assessment strategies within the programme that this module contributes to reflect the Faculty of Art, Creative Industries and Education's philosophy which considers assessment to be part of the learning process.

Formative and summative assessments are designed to provide the opportunity for students to understand and reflect upon their achievements, and to support the monitoring of progress by tutors and students. Assessment methods used are varied, are relevant in demonstrating achievement to both academic and industry

stakeholders, and form a coherent programme of assessment which is designed to offer students the maximum opportunity to demonstrate the skills, knowledge and experience that they have gained through the course of study, as well as to support ongoing and continuous improvement in their individual creative practice and development as practitioner-researchers.

The principle of 'learning through making' is core to learning strategies in the Department of Creative Industries – these learning activities are then expanded into and through an exploration of contemporary practice in relevant and related subject areas.

At assessment, therefore, students are expected to present evidence of work which demonstrates engagement with the minimum number of learning hours for the module (contact and independent study hours).

Forms of assessment used as part of the overall programme include:

Presentation and participation in studio-critique

Poster presentation

Group and individual visual presentations

Group and individual verbal presentations

Written Assignments – forms of writing relevant to the creative industries, including academic/essay and industry focused/report writing

Group critiques

Peer and self-assessment

Evaluative and reflective outcomes, including visual, verbal and written

Formative and summative assessment activities that involve students participating in the evaluation of presented work (their own and others') take place throughout the programme. Participation in and attendance at these sessions forms part of the assessed content of the module as a result of this.

Feedback (verbal and/or in writing) at regular points throughout the module provides students with a clear understanding of their progress and advice about how this can be improved.

Assessment components:**Portfolio (First Sit)**

Description: Body of developmental work, individual summative critique, documentation of work

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: A1, A2, B1, B2, C1, C2, D1, D2

Portfolio (Resit)

Description: Body of developmental work, individual summative critique, documentation of work

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: A1, A2, B1, B2, C1, C2, D1, D2

Part 5: Contributes towards

This module contributes towards the following programmes of study:

Illustration [Bower] BA (Hons) 2022-23

Illustration {Foundation} [Sep][FT][Bower][4yrs] BA (Hons) 2021-22

Illustration [Sep][PT][Bower][6yrs] BA (Hons) 2021-22