

MODULE SPECIFICATION

Part 1: Information						
Module Title	Specialised Production					
Module Code	UPCNAJ-30-3	Level	3			
For implementation from	Sept 2017					
UWE Credit Rating	30	ECTS Credit Rating	15			
Faculty	Faculty of Arts, Creative Industries and Education	Field	Cultural Industries			
Department	Arts and Cultural Industries					
Contributes towards	BSc (Hons) in Games and Animation Production					
Module type:	Project					
Pre-requisites	None					
Excluded Combinations	None					
Co- requisites	None					
Module Entry requirements	Not offered as a stand-alone module. Programme entry requirements apply.					

Part 2: Description

This module is intended to give students the opportunity to create a major specialist production within the Game and Animation creative industries. It is expected that the content of this module is informed by the 'Specialised Production Proposal' module.

The response to the brief of this module is entirely student negotiated and is expected to be a professional product based on areas identified in the previous Specialised Production Proposal module.

As the keystone of the BSc in Games and Animation Production, the production should show case the very best work that the student can create. The production is to be a fully autonomous project, with the student organising and creating all aspects of their production.

Part 3: Assessment

The assessments chosen for this module will address the learning Outcomes in the following ways:

The professional production itself is intended to demonstrate the students' ability to work in near-autonomy on a substantial project. It is expected that the student will utilise their skill-set to create a high quality creative product.

Issues will occur during production and the student will be able to anticipate, mitigate and respond to issues as they develop.

The Production journal is intended to show how the student has been able to utilise their skills and how they have used them to overcome obstacles and critically evaluate the success of their decisions. The

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students' ability to take charge of their own learning and development as a creative professional is expected to be discussed in depth.

If working as part of a group, the student will be expected to be able to critically evaluate their contribution to the project and evaluate the effectiveness of their contribution.

- As this module is the culmination of the BSc, it is intended to be a personally-motivated project
 that uses the students' personal skillset to its' best effect. Critical reflection on the process and
 outcome are essential tools that allow the individual to grow and learn from experience.
- Due to the highly individual nature of this module, formative feedback is essential and regular faceto-face meetings will need to be held in order to guide the student and address issues before they become critical issues. By addressing these at an early stage, changes and modifications can be implemented with a minimum of disruption prior to production.
- Summative assessment will be given at the end of the module with the module tutor & Second-marker contributing to feedback.
- All sources of non-student generated work will need to be correctly cited using a Harvard referenced bibliography.

Resit work that ensures ILOs are met will be determined by the module leader and approved by the link tutor, for each failed component

Identify final timetabled piece of assessment Compone			ent A2	
(component and eler	nent)			
% weighting between components A and B (Standard modules only)			A: 100	B:
First Sit				
Component A (controlled conditions) Description of each element			Element weighting (as % of component)	
1. Professional qualit	75			
2. Production Journal that evidences all aspects of the management of a creative media production. 2500 words.			25	
Component B Description of each element			Element weighting (as % of component)	
Resit work that en	dance at taught classes is not requestres ILOs are met will be deterror each failed component.	•	ader and approv	ed
Component A (controlled conditions) Description of each element			Element weighting (as % of component)	
•	y creative media production		75	ent)
	y ordanie modia production			ent)
2. Production Journa media production. 25	I that evidences all aspects of the ma	anagement of a creative	25	ient)
	I that evidences all aspects of the ma	anagement of a creative	25 Element weigh (as % of compor	nting
media production. 25 Component B	I that evidences all aspects of the ma		Element weigh	nting

complex problems. (Component A2)

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Identifying, selecting and using strategies and techniques to undertake a critical analysis, evaluating the success of the outcome. (Component 3. Apply knowledge in unfamiliar contexts, synthesising ideas or information to generate novel solutions. (Component A1) 4. Act with minimal supervision or direction, within agreed guidelines taking responsibility for accessing support and accept accountability for determining and achieving personal and/or group outcomes. (Component A1) Take responsibility for own learning and development using reflection and feedback to analyse their own capabilities, plans and implement actions. (Component A2) **Key Information Sets Information** (KIS) **Key Information Set - Module data** Number of credits for this module 30 Hours to be Scheduled Allocated Independent Placement allocated learning and study hours study hours Hours teaching study hours 300 235 0 300 65 The table below indicates as a percentage the total assessment of the module **Contact Hours** which constitutes a: Written Exam: Unseen or open book written exam Coursework: Written assignment or essay, report, dissertation, portfolio, project or in class test Practical Exam: Oral Assessment and/or presentation, practical skills assessment, practical exam (i.e. an exam determining mastery of a technique) Total assessment of the module: Written exam assessment percentage 0% Coursework assessment percentage 100% **Total Assessment** Practical exam assessment percentage 0% 100% Sullivan, K., Alexander, K., Mintz, A. and Bessen, E. (2013) Ideas For the Animated Reading List Short: Finding and Building Stories. Abingdon: Focal Press. Glebas, S. (2008) Directing the Story: Professional Storytelling and Storyboarding Techniques For Live Action and Animation. Abingdon: Focal Press. Kenny, R. (2014) Finish Your Film! Tips and Tricks For Making an Animated Short in Maya. Abingdon: Focal Press. Giesen, R. and Khan, A. (2017) Acting and Character Animation: The Art of Animated Films, Acting and Visualizing. New York: Crc Press. Gasek, T. (2017) Frame-by-frame Stop Motion: The Guide to Non-puppet Photographic Animation Techniques, Second Edition. 2nd ed. New York: CRC Press. Mitchell. B. (2016) Independent Animation: Developing, Producing and Distributing Your Animated Films. New York: CRC Press. Salmond, M (2016) Video Game Design: Principles and Practices from the Ground Up. London, New York: Fairchild Books.

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