

**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
<p>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.</p> <p>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.</p> <p>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.</p>
Part 3: Assessment
<p>The assessments chosen for this module will address the learning Outcomes in the following ways:</p> <p>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.</p> <p>Issues will occur during production and the student will be able to anticipate, mitigate and respond to issues as they develop.</p> <p>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</p>

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 face-to-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 (component and element)	Component A2	
% weighting between components A and B (Standard modules only)	A:	B:
	100	
First Sit		
Component A (controlled conditions) Description of each element	Element weighting (as % of component)	
1. Professional quality creative media production.	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 (further attendance at taught classes is not required) Resit work that ensures ILOs are met will be determined by the module leader and approved by the link tutor, for each failed component.		
Component A (controlled conditions) Description of each element	Element weighting (as % of component)	
1. Professional quality creative media production	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)	
Part 4: Teaching and Learning Methods		
Learning Outcomes	On successful completion of this module students will be able to: 1. Demonstrate confidence and flexibility in identifying and defining complex problems. (Component A2)	

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First CAP Approval Date	21 st March 2017 v1 MIA 10600		
Revision CAP Approval Date		Version	1