Module Specification

Studio 1

Version: 2023-24, v1.0, 24 Jan 2023

Contents

Part 1: Information

Module title: Studio 1

Module code: UALAXW-45-3

Level: Level 6

For implementation from: 2023-24

UWE credit rating: 45

ECTS credit rating: 22.5

Faculty: Faculty of Arts Creative Industries & Education

Department: ACE Dept of Creative & Cultural Industries

Partner institutions: None

Field: Lens and Moving Image

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: In this module students will propose, develop and independently produce project work that supports their creative aims and intentions. This can take the form of filmic output(s) that support the making of a short film or a body of work

that demonstrates advanced artistic, craft and technical competence in a specialised strand of animation practice (e.g. Storyboard).

Outline syllabus: This module will enable students to:

Propose, develop and produce creative project work that aligns with their identified interests, aspirations and the practical deliverables outlined in the Module Handbook.

Critically and contextually evaluate project work in relation to meaning, precedents, artistic goals, and innovation and external expectations.

Devise a production plan for their practical work that demonstrates understanding of production processes, pipelines and time-management.

Independently manage time and productivity in relation to formative assessment milestones and summative assessment.

Part 3: Teaching and learning methods

Teaching and learning methods: Lectures introduce aspects of the syllabus which are expanded on in screenings, seminars and workshops. In addition, there are group and supervision tutorials to support project work, and access to 'office hours' (individual pastoral tutorials). Guest teaching will contribute to knowledge and understanding of independent practice (creative and novel approaches) and emerging platforms (innovation and enterprise).

Detailed guidelines regarding potential outputs will be provided in the module handbook under the heading Strand Deliverables. These deliverables are a distinctive feature of this module as they acknowledge the ever expanding diversity of animation practice in relation to platforms, modes of production and consumption, specialisation and entrepreneurship.

All students will build on existing knowledge by devising and actively following a plan

of action that will address research, development and relevant phases of production. Contact with an allocated academic supervisor is another distinctive feature of this module that will support critical thinking, creative ambition and sustained engagement.

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

MO1 Articulate and communicate creative ideas and intentions to an advanced level

MO2 Analyse and contextualise creative ideas and practical project work inaccordance with stated aims and objectives, and in relation to future ambitions

MO3 Synthesise artistic and technical skills in support of creative outputs and high production values

MO4 Consistently demonstrate a high level of independence, self-reliance and resourcefulness

MO5 Demonstrate advanced competence in the use and application of appropriate methods, processes and techniques in the development and realisation ofproject work

Hours to be allocated: 450

Contact hours:

Independent study/self-guided study = 342 hours

Face-to-face learning = 108 hours

Total = 450

Reading list: The reading list for this module can be accessed at readinglists.uwe.ac.uk via the following link https://uwe.rl.talis.com/index.html

Part 4: Assessment

Assessment strategy: Assessment Strategy:

The assessment type has been chosen to enable students to demonstrate achievement across all the learning outcomes of the module and to provide flexibility in selecting appropriate and specific outputs. Students will be expected to produce a body of practical work of an advanced standard that connects with their established aims and objectives, and provides substantial evidence of credible and sustainable practice. Summative assessment will include practical project work that builds on outputs and strategies.

Formative Assessment:

Pitches, review seminars, studio critiques and supervision meetings will provide opportunities for formative assessment.

Summative Assessment: Portfolio (100%):

Detailed guidance on assessment will be provided in the Module Handbook. Examples of portfolio contents are:

A short film and/or a range of creative outputs determined by the student's stated aims and objectives. These represent key assessment outputs that will enable students to interrogate and develop their ideas and their creative strategies further.

Reflective Commentary (2000 words): In this written text students are expected to examine their ongoing creative practice and their personal agenda as an animation practitioner. This written evaluation will review achievements, decision making, and initiatives that have helped shape project work and support creative practice. This text will also review and revise production strategies, production schedules, factoring in further study and advancing learning objectives in support of future project work and the ongoing construction of a credible, ethical and sustainable creative practice profile.

Assessment Criteria (as related to learning outcomes):

Students will be assessed using the following criteria:

Research and creative development (MO2, MO4, MO5): The level of research, enquiry and referencing evidenced in the development of project work;

Contextual and critical analysis (MO1, MO2, MO3, MO4): The level of critical thinking used to question, articulate and justify ideas and outputs evidenced in project work and reflective writing;

Audience engagement and storytelling (MO1, MO2, MO3, MO5): The level to which project work aligns with an identified purpose or audience, and the extent to which project work engages and communicates imaginative and cohesive ideas;

Design, craft and technical skill (MO2, MO3, MO4, MO5): The level of aesthetic and critical discernment evidenced in project work, including the synthesis of conceptual ideas with design, modes of production, platforms and technical skills;

Professional practice (MO2, MO4): The level to which project work contributes to professional aspirations and emerging practice; the level to which initiative, time-management and resourcefulness have supported productivity and the advancement of independently produced work.

Assessment tasks:

Portfolio (First Sit)
Description: Portfolio
Weighting: 100 %
Final assessment: Yes
Group work: No
Learning outcomes tested: MO1, MO2, MO3, MO4, MO5

Portfolio (Resit)
Description: Portfolio
Weighting: 100 %
Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5

Part 5: Contributes towards

This module contributes towards the following programmes of study:

Animation [Sep][FT][Bower][3yrs] BA (Hons) 2021-22