



MODULE SPECIFICATION

Part 1: Information			
Module Title	Wider Professional Practice		
Module Code	UPCNEY-30-2	Level	2
For implementation from	September 2019		
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	BA (Hons) Games and Animation Production		
Module type:	Project		
Pre-requisites	None		
Excluded Combinations	N/A		
Co- requisites	None		
Module Entry requirements	Not offered as a standalone. Programme entry requirements apply		

Part 2: Description
<p>This module introduces students to current real-world creative industry engagement opportunities that aim to enhance understanding and expectations of their chosen roles and better prepare them for work in the industry. You are expected to deliver an essay on current industry practice, pipelines, project planning, structures and ethics to answer the question ‘am I on track?’</p> <p>The module will involve you horizon scanning the current industry working practices and trends. Through the development of a portfolio, that identifies the working practices of the industry such as: branding, networking opportunities and promotional events, will develop both your professional self-whilest building confidence and communication skills by showcasing your work.</p> <p>The module will place emphasis on your ability to use reflection theories such as Schon and Gibbs to critically reflect on your current readiness to engage with industry through evaluating your preparedness in relation to current industry benchmarks.</p>
Part 3: Assessment
<p>Assessment criteria on this module are aligned to the Intended Learning Outcomes. There will be both formative and summative assessment throughout. This reflects an ‘assessment for learning’ approach which is integral to the Learning and Teaching Strategies of UWE, Bristol and University Centre Weston (UCW).</p>

Assessment takes an inclusive approach to meet the diverse needs of students and ensures that academic standards are maintained.


Assessment approaches and contexts provide the controlled conditions to ensure fair practice.

Component A

Task 1 - Throughout this module you are to conduct horizon scans of what is currently happening within the games and animation production industry. You will do this through continuous engagement with industry, reflecting on past and current trends, and maintain a research portfolio that reflects their professional awareness. Areas to consider could include, but are not limited to, networking events, marketing, branding, professionalism and skill development.

Task 2 - Students are required to evaluate their overall professional persona. They will reflect upon their ability to professionally engage with industry to produce a response to their findings throughout the year. Responses should demonstrate a critical reflection of project planning, team working and collaboration, and produce a skill benchmark analysis ahead of Level 6 study.

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	
1. Research Portfolio Presentation (15-minute presentation and 10 minutes questioning)	75	
2. Essay (2500 words)	25	
Resit (further attendance at taught classes is not required)		
Component A (controlled conditions) Description of each element	Element weighting	
1. Research Portfolio Presentation (15-minute presentation and 10 minutes questioning)	75	
2. Essay (2500 words)	25	
Part 4: Teaching and Learning Methods		
Learning Outcomes	<p>On successful completion of this module students will be able to:</p> <ul style="list-style-type: none"> • Develop horizon scans of current trends within the industry. (A1) • Appraise current industry working practices. (A1) • Critically reflect upon own skill analysis against industry practices and current trends (A1) • Devise an action plan to improve/address perceived skills weaknesses (A2) • Reflect upon the use of project planning within the games and animation production industry (A2) 	

<p>Key Information Sets Information (KIS)</p> <p>Contact Hours</p> <p>Total Assessment</p> <p>Reading List</p>	<p style="text-align: center;"><u>Key Information Set - Module data</u></p> <p style="text-align: right;">Number of credits for this module 30</p> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr> <th style="width: 15%;">Hours to be allocated</th> <th style="width: 20%;">Scheduled learning and teaching study hours</th> <th style="width: 20%;">Independent study hours</th> <th style="width: 20%;">Placement study hours</th> <th style="width: 25%;">Allocated Hours</th> </tr> </thead> <tbody> <tr> <td>300</td> <td>72</td> <td>228</td> <td>0</td> <td>300</td> </tr> </tbody> </table> <p style="text-align: right;"></p> <p>The table below indicates as a percentage the total assessment of the module which constitutes a;</p> <p>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)</p> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr> <th colspan="2">Total assessment of the module:</th> </tr> </thead> <tbody> <tr> <td>Written exam assessment percentage</td> <td>0%</td> </tr> <tr> <td>Coursework assessment percentage</td> <td>50%</td> </tr> <tr> <td>Practical exam assessment percentage</td> <td>50%</td> </tr> <tr> <td></td> <td>100%</td> </tr> </tbody> </table> <p>UCW HE Reading Strategy Statement</p> <p>Degree level students are expected to engage in and explore subjects beyond taught lectures. Reading lists compiled by programme leaders identify the core reading material which is essential, and any recommended further reading required for assignments. Journal titles and websites may also be given. Reading lists are reviewed and updated annually to ensure currency, relevancy and to reflect research developments.</p> <p>LibraryPlus will aim to provide a copy of every text on a reading list. Where eBooks are available, these will be purchased in the first instance to enable multiple, remote access at all times. Databases for eJournals and reports are provided. Guidance on accessing eResources is given to all first year students through the HE.LP programme. Further support is available within LibraryPlus and on the LibraryPlus Portal on Moodle. Printed copies of books, journals and DVDs are available for loan or reference in the LibraryPlus facilities and can be located through the Library catalogue. Students are expected to independently use, explore and familiarise themselves with electronic and printed formats. Programme Leaders and lecturers will inform students of any essential resources or texts that they are expected to purchase themselves.</p> <p>Students registered and staff teaching on this UWE programme are entitled to library membership at their partner facilities, however, access to eResources may be restricted by</p>	Hours to be allocated	Scheduled learning and teaching study hours	Independent study hours	Placement study hours	Allocated Hours	300	72	228	0	300	Total assessment of the module:		Written exam assessment percentage	0%	Coursework assessment percentage	50%	Practical exam assessment percentage	50%		100%
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	<p>licencing agreements, and individuals must be responsible for finding, collecting and returning physical resources themselves. Guidance on the services, resources and facilities available is given on partner library websites.</p> <p>BA Games and Animation Production benefits from a constantly updated reading list can be found here</p>
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First CAP Approval Date	July 2019			
Revision CAP Approval Date		Version	1	Link to Profile