MODULE SPECIFICATION

Part 1: Information			
Module Title	Games and Animation for Cultural and Ethical Awareness		
Module Code	UPCNF5-30-2	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
The module provides students an opportunity to research and develop a creative response to a chosen ethical or cultural issue. In doing so students will expand their understanding of how their skills can be applied to aid, address and bring awareness to cultural and ethical issues within society. The module should place emphasis on student's readiness to engage with and address potentially controversial topics. This will further develop their knowledge and ability to work towards intended industry benchmarks and targets.

Part 3: Assessment
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). 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.

This module is designed to expose students to the wider professional and promotional aspects of careers within the Games and Animation industries.

Lesson structures should place emphasis on students researching industry-facing employment opportunities and consider their relevance to their professional career ambitions.

This module introduces students to cultural and ethical issues and how the industry can engage with societal issues. To this end students will be expected to deliver a creative artefact that demonstrates a strong grasp of not only chosen subjects, but the principles and benchmarks to which they are applying their skills.

Component A

Task 1 –Students are required to plan and outline their ideas within pre-production documentation. They must demonstrate an understanding of conceptual design theory in response to project requirements and guidelines.

Task 2 –Students are expected to use their skill-sets to best effect in order to produce a creative artefact that addresses a chosen cultural or ethical need. Industry benchmark standards should play a crucial role in providing context to this module.

Task 3 – Students are required to thoroughly analyse and critique produced work and own practice. They will be expected to reflect upon strengths and areas for improvement and demonstrate methodology used throughout the module as well as awareness of ethical and cultural issues.

Identify final timetabled piece of assessment (component and element)	**Component A3**	
% weighting between components A and B (Standard modules only)	**A:**	
	100	
First Sit		
Component A (controlled conditions) **Description of each element**	**Element weighting**	
1. Pre-production Portfolio	25	
2. Ethical Portfolio Artefact	50	
3. Critical Review (1000 words)	25	
Resit (further attendance at taught classes is not required)		
Component A (controlled conditions) **Description of each element**	**Element weighting**	
1. Pre-production Portfolio	25	
2. Ethical Portfolio Artefact	50	
3. Critical Review (1000 words)	25	
N/A		
Part 4: Teaching and Learning Methods		
Learning Outcomes	On successful completion of this module students will be able to:	

	• Use established techniques of analysis and enquiry to produce pre-production documentation addressing a chosen cultural or ethical need. (A1) • Evaluate industry practice when producing a creative artefact with an ethical or cultural dimension. (A2) • Produce a creative artefact to intended benchmark standards.(A2) • Autonomously retrieve and negotiate critical artefact feedback to enable reflection upon personal practice. (A3)
Key Information Sets Information (KIS) Contact Hours	**Key Information Set - Module data** *Number of credits for this module* 30
Total Assessment	The table below indicates as a percentage the total assessment of the module 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)
Reading List	**UCW HE Reading Strategy Statement** 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. 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

Number of credits for this module **30**

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%

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.

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 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.

BA Games and Animation Production benefits from a constantly updated reading list Can be found here

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First CAP Approval Date	July 2019			
Revision CAP Approval Date		Version	1	*Link to Profile*

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