



MODULE SPECIFICATION

Part 1: Information			
Module Title	Specialist Collaborative Production		
Module Code	UPCNF7-30-3	Level	3
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 should follow on from the Pitching to Industry module. Upon successfully completing the pre-production phase of development and attaining approval, students are to enter full production of their project</p> <p>Within this module, students will develop their knowledge of collaborative best practice and the demands of an individual's responsibilities within a professional team environment whilst further developing their portfolio and specialist skills.</p> <p>Students will be responsible for maintaining the role hierarchy and management of their intended production through to completion. Upon completion students will conduct professional production and, team analysis providing greater contextual understanding of their role prior to the final course module.</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.

The intention of this module is for students to work collaboratively on a substantial project. It is expected that the students will utilise their skill-sets to contribute to the development of a high quality professional creative product.

Component A

Task 1 - Focus is placed on the critical nature of the review process thereby promoting personal growth and understanding of collaborative working practice.

Task 2 - As this module is the student's final chance to simulate industry environment within the course, they are expected to use their skill-sets to best effect. Professional benchmarks should play a crucial role in providing context as to what each student should achieve within the highly collaborative nature of this module.

This module is 100% coursework.

Identify final timetabled piece of assessment (component and element)	Component A1	
% weighting between components A and B (Standard modules only)	A:	
	100	
First Sit		
Component A (controlled conditions) Description of each element	Element weighting	
1. Professional Collaborative Working Practice Review (1000 words)	25	
2. Professional Creative Production Artefact	75	
N/A		
Resit (further attendance at taught classes is not required)		
Component A (controlled conditions) Description of each element	Element weighting	
1. Professional Collaborative Working Practice Review (1000 words)	25	
2. Professional Creative Production Artefact	75	
N/A		
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"> • Critically evaluate, review and reflect on collaborative working production practice reviewing sustainable future developmental growth for self and peers. (A1) • Apply critical thinking and problem-solving skills within a collaborative environment using industry practice.(A2) • Deliver a negotiated response to project intentions and team limitations.(A2) • Produce an industry benchmark project and personal portfolio of produced work. (A2) 	

	<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