

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		ty of Arts, Creative tries and Education	Field	Cultural Industries	
Department	Arts a	Arts and Cultural Industries			
Contributes towards	BA (F	A (Hons) Games and Animation Production			
Module type:	Proje	ct			
Pre-requisites	e-requisites None				
Excluded Combinations		N/A			
Co- requisites		None			
Module Entry requirements		Not offered as a standalone. Programme entry requirements apply			

Part 2: Description

This module should follow on from the Pitching to Industry module. Upon successfully completing the preproduction phase of development and attaining approval, students are to enter full production of their project

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.

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.

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.

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 timetable (component and elen	ry final timetabled piece of assessment conent and element)		nt A1
% weighting between components A and B (Standard modules only)		A:	
		100	
First Sit			
Component A (contr Description of each			Element weighting
Professional Collaborative Working Practice Review (1000 words)		25	
Professional Creative Production Artefact			75
N/A			
	lance at taught classes is not req	uired)	
Component A (controlled conditions)			Element weighting
Description of each			Liement weighting
	Collaborative Working Practice Rev Creative Production Artefact	iew (1000 words)	25 75
N/A			
	Part 4: Teaching an	d Learning Methods	
Learning Outcomes	On successful completion of this m	nodule students will be able to:	
	 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) 		

Key Information Set - Module data

Key Information Sets Information (KIS)

Contact Hours

Number of credits for this module

30

Hours to be		Independent	Placement	Allocated
		study hours	study hours	Hours
	teaching			
	study hours			
300	72	228	0	300



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

Total Assessment

Practical Exam: Oral assessment and/or presentation, practical skills assessment, practical exam (i.e. an exam determining mastery of a technique)

Total assessment of the module:	
Written exam assessment percentage	0%
Coursework assessment percentage	100%
Practical exam assessment percentage	0%
	100%

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 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