



MODULE SPECIFICATION

Part 1: Information			
Module Title	Specialist Independent Production		
Module Code	UPCNF8-30-3	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 will demonstrate the culmination of specialist area skills developed within the BA (Hons) Games and Animation Production course. The production should showcase the very best work students can create. It should be a fully autonomous project, with students individually organising and creating all aspects of their production.</p> <p>Students will showcase this work through their professional portfolios to clearly demonstrate their readiness to engage with their Games and Animation industry intentions and aspirations.</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> <p>Assessment takes an inclusive approach to meet the diverse needs of students and ensures that academic standards are maintained.</p>

Assessment approaches and contexts provide the controlled conditions to ensure fair practice.	
The intention of this module is for students to work autonomously on a substantial project. It is expected that students will utilise their skills to produce and showcase works of professional benchmark quality.	
Component A	
Task 1 –Students to develop a professional benchmark portfolio piece. Students are expected to use their skills to best effect. Professional benchmarks should play a crucial role in providing context regarding what each student should achieve within the highly autonomous nature of this module.	
Task 2 – Students are to showcase their professional portfolios. Their showcase should contain professional portfolio work that demonstrates robust and comprehensive understanding of specialist areas within the game and animation industries.	
Identify final timetabled piece of assessment (component and element)	Component A2
% weighting between components A and B (Standard modules only)	A:
	100
First Sit	
Component A (controlled conditions) Description of each element	Element weighting
1. Specialist Production Artefact	75
2. Specialist Portfolio Showcase (15-minute presentation and 10 minutes questioning)	25
Component B Description of each element	Element weighting
N/A	
Resit (further attendance at taught classes is not required)	
Component A (controlled conditions) Description of each element	Element weighting
1. Specialist Production Artefact	75
2. Specialist Portfolio Showcase (15-minute presentation and 10 minutes questioning)	25
Component B Description of each element	Element weighting
N/A	
Part 4: Teaching and Learning Methods	
Learning Outcomes	On successful completion of this module students will be able to: <ul style="list-style-type: none"> • Autonomously apply critical thinking and problem-solving skills demonstrating industry terminology and practice. (A1) • Deliver a professionally negotiated response to project intentions. (A1) • Produce an industry benchmark project.(A1) • Present a portfolio showcasing professional benchmark specialist 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