

# MODULE SPECIFICATION

Part 1: Information						
Module Title	Speci	Specialist Independent Production				
Module Code	UPCNF8-30-3		Level	3		
For implementation from	Septe	mber 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:	Proje	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

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.

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.

## 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 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	d modules only) A: 100		
First Sit			
Component A (controlled conditions) Description of each element	Element weighting		
1. Specialist Production Artefact	75		
<ol> <li>Specialist Portfolio Showcase (15-minute preser questioning)</li> </ol>	ntation and 10 minutes 25		
Component B Description of each element	Element weighting		
N/A			
Resit (further attendance at taught classes is not rec	auired)		
Component A (controlled conditions) Description of each element	Element weighting		
1. Specialist Production Artefact	75		
<ol> <li>Specialist Portfolio Showcase (15-minute preser questioning)</li> </ol>	ntation and 10 minutes 25		
Component B Description of each element	Element weighting		
N/A			
Part 4: Teaching a	nd Learning Methods		
<ul> <li>earning Outcomes</li> <li>On successful completion of this module students will be able to: <ul> <li>Autonomously apply critical thinking and problem-solving skills demonstrating industry terminology and practice. (A1)</li> <li>Deliver a professionally negotiated response to project intentions. (A1)</li> <li>Produce an industry benchmark project.(A1)</li> <li>Present a portfolio showcasing professional benchmark specialist work. (A2)</li> </ul> </li> </ul>			

Key Information Sets Information	Key Information Set - Module data					
(KIS)	Number of credits for this module 30					
Contact Hours						
			llocated lours			
	300 72 228	0	300			
Total Assessment	<ul> <li>Written Exam: Unseen or open-book written exam</li> <li>Coursework: Written assignment or essay, report, dissertation, portfolio, project or in c test</li> <li>Practical Exam: Oral assessment and/or presentation, practical skills assessment,</li> </ul>					
	practical exam (i.e. an exam determining mastery of a technique)					
	Total assessment of the module:					
	Written exam assessment perce	ntago	0%			
	Coursework assessment percen	-	75%			
	Practical exam assessment percent		25%			
			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 <b>core</b> reading material which is essential, and any recommended <b>further</b> 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.					

2019-20

BA Games and Animation Production benefits from a constantly updated reading list can be found <u>here</u>

## FOR OFFICE USE ONLY

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