



Module Specification

Specialist Independent Production

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Part 1: Information

Module title: Specialist Independent Production

Module code: UPCNF8-30-3

Level: Level 6

For implementation from: 2023-24

UWE credit rating: 30

ECTS credit rating: 15

Faculty: Faculty of Arts Creative Industries & Education

Department: ACE Dept of Creative & Cultural Industries

Partner institutions: University Centre Weston

Delivery locations: Not in use for Modules

Field: Cultural Studies

Module type: Module

Pre-requisites: None

Excluded combinations: None

Co-requisites: None

Continuing professional development: No

Professional, statutory or regulatory body requirements: None

Part 2: Description

Overview: Not applicable

Features: Not applicable

Educational aims: See learning outcomes.

Outline syllabus: 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: Teaching and learning methods

Teaching and learning methods: See learning outcomes.

Module Learning outcomes: On successful completion of this module students will achieve the following learning outcomes.

MO1 Autonomously apply critical thinking and problem-solving skills demonstrating industry terminology and practice

MO2 Deliver a professionally negotiated response to project intentions

MO3 Produce an industry benchmark project

MO4 Present a portfolio showcasing professional benchmark specialist work

Hours to be allocated: 300

Contact hours:

Independent study/self-guided study = 228 hours

Face-to-face learning = 72 hours

Total = 300

Reading list: The reading list for this module can be accessed at [readinglists.uwe.ac.uk](https://uwe.rl.talis.com/index.html) via the following link <https://uwe.rl.talis.com/index.html>

Part 4: Assessment

Assessment strategy: 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.

Assessment tasks:

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.

This module is 100% coursework.

Assessment components:

Portfolio (First Sit)

Description: Specialist Production Artefact

Weighting: 75 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2, MO3

Portfolio (First Sit)

Description: Specialist Portfolio Showcase

Weighting: 25 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO4

Portfolio (Resit)

Description: Specialist Production Artefact

Weighting: 75 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2, MO3

Portfolio (Resit)

Description: Specialist Portfolio Showcase

Weighting: 25 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO4

Part 5: Contributes towards

This module contributes towards the following programmes of study:

Games and Animation Production [Sep][FT][UCW][3yrs] BA (Hons) 2021-22

Games and Animation Production [Sep][PT][UCW][4yrs] BA (Hons) 2021-22

