



## **Module Specification**

### **Professional Practice**

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## Part 1: Information

**Module title:** Professional Practice

**Module code:** UPCNF9-30-3

**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:** None

**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 is intended for the student to research and develop a response to their career and the approaching end of current study.

Students should research, but not limit themselves to, new and emerging technologies, skill-sets, portfolio, branding, and networking and further consider any other avenues that may help them successfully launch their chosen career within the Games and Animation industries.

Critical evaluation will be an important aspect of this module, as the effectiveness of their plan and responses will be essential to students' success

### **Part 3: Teaching and learning methods**

**Teaching and learning methods:** See assessment strategy.

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

**MO1** Determine appropriate employment opportunities and evaluate emerging trends for future opportunities.

**MO2** Critically evaluate personal performance and effectiveness against industry needs and expectations.

**MO3** Critically reflect on personal skills and ability and devise a personal development plan.

**MO4** Develop a sustainable business plan.

**MO5** Critically discuss personal ambitions and career intentions post-graduation.

**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.

This module is designed to give students the opportunity to plan their future professional career direction. The students must research industry-facing employment opportunities and consider the relevance to their professional career.

Assessments:

Task 1 – Students are to conduct research into their post-graduation career ambitions. They will produce an articulated report that outlines both a critical personal analysis and a response to their findings that should include an action plan for their current academic year.

Task 2 – Students are to critically evaluate their current professional standing. This should include but not be limited to their professional portfolio, persona, skill-set and likelihood of industry engagement and success.

This module is 100% coursework.

**Assessment tasks:**

**Written Assignment (First Sit)**

Description: Initial Critical Review (5000 words)

Weighting: 50 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2, MO3

**Written Assignment (First Sit)**

Description: Final Critical Review (5000 words)

Weighting: 50 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO4, MO5

**Written Assignment (Resit)**

Description: Initial Critical Review (5000 words)

Weighting: 50 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2, MO3

**Written Assignment (Resit)**

Description: Final Critical Review (5000 words)

Weighting: 50 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO4, MO5

**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) 2020-21