



MODULE SPECIFICATION

Part 1: Information			
Module Title	Studio A		
Module Code	UALB46-45-M	Level	Level 7
For implementation from	2020-21		
UWE Credit Rating	45	ECTS Credit Rating	22.5
Faculty	Faculty of Arts Creative Industries & Education	Field	Lens and Moving Image
Department	Cultural & Creative Industries		
Module type:	Project		
Pre-requisites	None		
Excluded Combinations	None		
Co- requisites	None		
Module Entry requirements	None		

Part 2: Description
<p>Overview: In this module students continue the development of their major animation project in line with their defined Agenda of personal learning, creative practice and future career goals.</p> <p>Features: Industry mentorship scheme: students will be offered the opportunity to meet with a specialist industry practitioner whose field of practice relates to their identified Agenda; Students continue to develop their practice with the support of a designated specialist supervisor; Opportunity for direct industry engagement e.g. through live briefs, work-based learning.</p> <p>Educational Aims: The aim of this module is to enable students to refine and advance their ideas in relation to the later stages of pre-production, taking into consideration the needs of the imminent production phase and possible collaboration. Production management and the pipeline of their elected animation process (typically stop-motion, CG or 2D animation) will become a central concern, enabling students to set out a strategy of targets and milestones that will support productivity and inform their technical and vocational learning. It is expected that students will embark on the production phase of their film; this may vary depending on the animation process, practice and project type. In tandem, students continue to build an on-line showreel/portfolio of practice and self-promotion materials, underpinned by their developing skills in enterprise and entrepreneurship.</p>

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Outline Syllabus: Production pipelines and processes; production management techniques: productivity and problem-solving, including reciprocal collaboration; character animation ramp-up; developing enterprise skills and an entrepreneurial mindset.

Teaching and Learning Methods: Students attend a series of lectures, seminars and tutorials. In addition, workshops in character animation, theory and practice, as well as surgeries related to animation practice will support the development of project work in the production phase. Students are encouraged to make use of the programme's comprehensive on-line animation and filmmaking enterprise and professional practice resource. Independent research, study and practice, forms a substantial part of the activity of this module. Academic skills support, including subject-specific and generic workshops and online resources, is available from the Library. Academic skills support for international students is available from the Academic Learning Development team.

Part 3: Assessment

The assessment is designed to demonstrate students' ability to work creatively with industry standard methods and practices. The presentation tests critical analysis and professional practice skills and enables fast-turnaround feedback that will assist students' immediate progression. The portfolio simulates industry practice as well as ensuring flexibility in selecting appropriate and specific outputs.

Regular formative feedback from tutors provides students with a clear understanding of their progress and how this can be improved. In addition, students participate in live pitches of student projects in which all students will be expected to contribute constructive critique of presented work.

The assessment type has been chosen to enable students to demonstrate achievement across all the learning outcomes of the module and to provide flexibility in selecting appropriate and specific outputs. Students are assessed by criteria and achievement standards that are identified within module handbooks, and individual assignments and briefs. The assessment criteria take account of the level of creativity and artistry, technical and craft skills, research and development, critical analysis and professional practice.

First Sit Components	Final Assessment	Element weighting	Description
Presentation - Component A		20 %	An illustrated appraisal of their major project work
Portfolio - Component A	✓	80 %	Guidance as to the approach and detailed requirements of the Portfolio will be fully explained in the Module Handbook. In particular, production process deliverables will be confirmed in discussion with the individual student's supervisor. Indicative items: asset portfolio, production plan, on-line draft showreel/portfolio, supporting materials.
Resit Components	Final Assessment	Element weighting	Description
Presentation - Component A		20 %	An illustrated appraisal of their major project work
Portfolio - Component A	✓	80 %	Guidance as to the approach and detailed requirements of the Portfolio will be fully explained in the Module Handbook. In particular, production process deliverables will be confirmed in discussion with the individual student's supervisor. Indicative items: asset

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			portfolio, production plan, on-line draft showreel/portfolio, supporting materials.
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Part 4: Teaching and Learning Methods

Learning Outcomes	On successful completion of this module students will achieve the following learning outcomes:	
	Module Learning Outcomes	Reference
	Evidence creativity and developing artistry applied to project work	MO1
	Advance and demonstrate technical and craft skills in their chosen animation process	MO2
	Design, justify and implement an appropriate production plan for their chosen animation process	MO3
	Apply relevant research methods and enterprise skills to project work	MO4
	Judge work in progress, curate and present it to an audience of peers and professionals	MO5
	Demonstrate innovation, autonomy and problem-solving in practice	MO6
Contact Hours	Independent Study Hours:	
	Independent study/self-guided study	392
	Total Independent Study Hours:	392
	Scheduled Learning and Teaching Hours:	
	Face-to-face learning	108
	Total Scheduled Learning and Teaching Hours:	108
	Hours to be allocated	450
	Allocated Hours	500
Reading List	<p><i>The reading list for this module can be accessed via the following link:</i></p> <p>https://uwe.rl.talis.com/index.html</p>	

Part 5: Contributes Towards

This module contributes towards the following programmes of study:	
Animation [Sep][FT][Bower][1yr] MA 2020-21	