



Module Specification

Studio A

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Part 1: Information

Module title: Studio A

Module code: UALB46-45-M

Level: Level 7

For implementation from: 2023-24

UWE credit rating: 45

ECTS credit rating: 22.5

Faculty: Faculty of Arts Creative Industries & Education

Department: ACE Dept of Creative & Cultural Industries

Partner institutions: None

Delivery locations: Not in use for Modules

Field: Lens and Moving Image

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: 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.

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.

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.

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.

Part 3: Teaching and learning methods

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.

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

MO1 Evidence creativity and developing artistry applied to project work

MO2 Advance and demonstrate technical and craft skills in their chosen animation process

MO3 Design, justify and implement an appropriate production plan for their chosen animation process

MO4 Apply relevant research methods and enterprise skills to project work

MO5 Judge work in progress, curate and present it to an audience of peers and professionals

MO6 Demonstrate innovation, autonomy and problem-solving in practice

Hours to be allocated: 450

Contact hours:

Independent study/self-guided study = 392 hours

Face-to-face learning = 108 hours

Total = 500

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: 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.

Assessment components:**Presentation (First Sit)**

Description: An illustrated appraisal of their major project work

Weighting: 20 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5, MO6

Portfolio (First Sit)

Description: 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.

Weighting: 80 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5, MO6

Presentation (Resit)

Description: An illustrated appraisal of their major project work

Weighting: 20 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5, MO6

Portfolio (Resit)

Description: 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.

Weighting: 80 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5, MO6

Part 5: Contributes towards

This module contributes towards the following programmes of study:

Animation [Bower] MA 2023-24