

MODULE SPECIFICATION

Part 1: Information							
Module Title	Parti	cipatory Media					
Module Code	UAB	B4W-30-2	Level	2			
For implementation from	Sept	eptember 2020					
UWE Credit Rating	30		ECTS Credit Rating	15			
Faculty	ACE		Field	Broadcast and Journalism			
Department	Film	Film and Journalism					
Contributes towards		BA (Hons) Media Production BA (Hons) Media Production (Creative Content)					
Module type:	Stan	Standard					
Pre-requisites		None					
Excluded Combinations		None					
Co-requisites		None					
Module Entry requirements		N/A					

Part 2: Description

Participatory media is interactive media in which users have an active role in influencing its structure or content. These include, but are not limited to, iDocs, social media campaigns, alternate reality games, dating apps, augmented reality, chatbots and virtual beings.

This module will provide you with a historical and theoretical introduction as well as a practical training in participatory media production and significance. In lectures you will explore the cultural contexts of interactive media production and develop methods for describing, analysing and criticising a diverse range of participatory media forms and practices.

Participatory media are central to the ongoing transformation of digital culture and this module explores their global, ethical and transcultural dimensions. In workshops you will learn various media production software and procedures to an introductory level of professional technical competence. This will provide a platform for your further development of these skills through further work in level 3 and/or through enabling you to develop and maintain the currency of your skills further by accessing online learning platforms and tutorials.

Through taught classes and assessed work you will inquire into the relationships between theory and practice in participatory media production and use. Assessments will also involve you in individual and group-based production projects to develop the range of project management and teamwork skills required for effective media production in different industry contexts.

Part 3: Assessment

This range of assessments will allow the students to demonstrate their understanding of key concepts related to participatory media both in terms of a collaborative group practical research project and an individual piece of theoretical, evaluative analysis.

The students will engage with a broad range of assessment modes that measure both their critical awareness and their practical engagement. Importantly, because of the focus on participatory media, two of the assessments are group-based. These assessments should exemplify 'collective intelligence' in action and allow opportunities for students to experience co-creativity and professional interpersonal standards and self/team management — a key employability concern for creative media practitioners working within the creative industries.

Continuous feedback will be provided through the project's guided-development by both peers and academic supervisors.

Plagiarism will be designed out by means of the continuous feedback process within the weekly project development sessions, and with online assessment submission tools where appropriate.

Identify final timetabled piece of assessment (component and element)	B2	B2		
	A:	B:		
% weighting between components A and B (Standard modules only)	25	75		
First Sit	<u> </u>			
Component A (controlled conditions) Description of each element		Element weighting (as % of component)		
1. Presentation	10	0		
2.				
Component B Description of each element	Element w (as % of co			
1. Group Project and Project Workbook	50	50		
2. Evaluative Essay (2000-word)	50	50		
Resit (further attendance at taught classes is not required)	,			
Component A (controlled conditions) Description of each element	Element w			
Video Presentation	10	0		
2.				
Component B Description of each element	Element w (as % of co	reighting mponent)		
Individual Project and Project Workbook	50)		
2. Evaluative Essay (2000-word)	50)		

Part 4: Learning Outcomes & KIS Data							
Learning Outcomes	 On successful completion of this module students will be able to: Employ professional technical skills in the production of participatory media projects effectively and creatively (A1, B1); Evaluate and apply key concepts and theories of participatory media, critically, ethically and imaginatively, through individual research and analysis, and through the production of participatory media projects (A1, B1, B2); A critical awareness of the diverse contemporary and emergent professional and cultural contexts of participatory media production and consumption (A1, B1, B2); Effective co-creative teamwork, project design and management, and time management (A1, B1); 						
Key Information Sets Information (KIS)	Key Inform	nation Set - Mo	odule data				
Contact Hours	Numbero	f credits for this	s module		30		
	Hours to be allocated	Scheduled learning and teaching study hours	Independent study hours	Placement study hours	Allocated Hours		
	300	72	228	0	300	②	
Total Assessment	The table below indicates as a percentage the total assessment of the module which constitutes a; Written Exam: Unseen or open book written exam Coursework: Written assignment or essay, report, dissertation, portfolio, project or in class test Practical Exam: Oral Assessment and/or presentation, practical skills assessment, practical exam (i.e. an exam determining mastery of a technique) Total assessment of the module: Written exam assessment percentage Coursework assessment percentage 90% Practical exam assessment percentage 10%						
					100%		
Reading List	The reading list fo						

FOR OFFICE USE ONLY

First Approval Date (and panel type)	Date of first {panel} approval			
Revision ASQC Approval Date Update this row each time a change goes to ASQC		Version	1	Link to RIA