



## **Module Specification**

### **Creative Contexts**

Version: 2025-26, v1.0, Approved

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## Part 1: Information

**Module title:** Creative Contexts

**Module code:** UA1B9P-30-1

**Level:** Level 4

**For implementation from:** 2025-26

**UWE credit rating:** 30

**ECTS credit rating:** 15

**College:** College of Arts, Technology and Environment

**School:** CATE School of Arts

**Partner institutions:** None

**Field:** Visual Culture

**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:** The Creative Contexts module is a shared Screen Industries Cluster module that introduces students to the knowledge, research and skills expected within the creative industries.

This will provide students with the opportunity to deepen their understanding of the aesthetic and formal qualities of their chosen craft as well as enhance their knowledge of industry roles, activities, processes and skills. The module supports

students to develop their personal career aspirations.

The module supports students to think about Screen Industries holistically and understand the broader remit of creative craft as well as its application and methods in specific design disciplines. The ideas of fun, play, collaboration and reflection are used as learning experiences to explore interdisciplinary methods of working, contexts for communication, group dynamics, collaboration, co-creation, and reflection.

The module celebrates and encourages the exploration of novel and playful methodologies via unexpected collaborations and combinations.

**Features:** Not applicable

**Educational aims:** The aim of this module is to introduce students within the Screen Industries cluster to the skills required to work in the creative industries and develop the required professionalism for their chosen career.

The module will:

Encourage collaborative, cross-disciplinary working, enabling students to develop professional skills in negotiation, team-working and project planning.

Simulate real-world creative working practices and allow students the opportunity to develop real-world, professional outcomes.

Develop students' skills in research, communication, negotiation, presentation, and reflection.

**Outline syllabus:** The skills instilled through this module will equip learners with transferrable knowledge and experience that are appropriate for a breadth of screen based ,creative media and performance disciplines. Indicative content includes

Critical reflective writing

Team working and collaboration skills

Project and time management skills

Work collaboratively with cross disciplinary tutors and/or students in digital and real-world contexts

Professional ethics and responsibility

Presentation of ideas

Health and Safety

Briefs in this module are broad in scope and open to interpretation in such a way that students can approach the design and delivery of an outcome in ways that reflect their core discipline, all the while exposing them to a range of other linked subjects and disciplines.

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

**Teaching and learning methods:** Lectures introduce aspects of the syllabus which are expanded on in seminars. Students will be set regular tasks to complete around developing professionalism and can include themes of collaboration, teamwork, health and safety and ethics.

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

**MO1** Demonstrate an understanding of safe working practices and reflect on the ethical responsibilities as a practitioner in the field.

**MO2** Explore and develop ideas that lead to new perspectives and approaches.

**MO3** Demonstrate an understanding and awareness of the benefits of collaborative practice in the field.

**MO4** Examine source material to develop informed judgments that go beyond initial reactions.

**Hours to be allocated:** 300

**Contact hours:**

Independent study/self-guided study = 228 hours

Face-to-face learning = 72 hours

**Reading list:** The reading list for this module can be accessed at [readinglists.uwe.ac.uk](http://readinglists.uwe.ac.uk) via the following link

## **Part 4: Assessment**

**Assessment strategy:** Summative assessment is via Portfolio which includes a collection of related work developed over a period of time which may include aspects of production, writing and research, and a strong practical element.

The assessment type has been chosen to enable students to demonstrate achievements across all the learning outcomes of the module and provides flexibility in selecting appropriate and specific outputs that facilitate the practical, theoretical and academic study.

The assessment strategy facilitates the development of creative, communication and critical skills. The learning outcomes connect to the different tasks set across the module. They are designed to enable students to understand, appreciate, and develop enduring academic understanding alongside practical, theoretical, analytical and professional practice skills. These skills should enable students to identify interests in relation to their ongoing study and developing practice.

Assessment format is portfolio, and Pass/Fail.

Students are assessed on regular tasks across the module. Tasks to be defined in the module handbook and students will submit items of each task for their portfolio.

Formative feedback will be given in scheduled sessions in order to support students' approaches to the assessment brief.

The resit will be comparable to the first sit.

**Assessment tasks:**

**Portfolio (First Sit)**

Description: Students will be set a series of tasks across the module to assess professionalism and engagement. Tasks will be defined in the module handbook and students will submit the items together as their portfolio

Weighting: 0 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4

**Portfolio (Resit)**

Description: Students will be set a series of tasks to replicate the weekly engagement during the module and will submit a portfolio of items to reflect this. Items to be described in the referral assessment brief.

Weighting: 0 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4

**Part 5: Contributes towards**

This module contributes towards the following programmes of study:

Animation [Bower] BA (Hons) 2025-26

Filmmaking [Bower] BA (Hons) 2025-26

Media Production [Bower] BA (Hons) 2025-26

Drama, Acting and Performance [Bower] BA (Hons) 2025-26

Drama, Acting and Performance [Bower] BA (Hons) 2025-26

Animation {Foundation}[Bower] BA (Hons) 2024-25