Module Specification

Creative Futures

Version: 2026-27, v1.0, Approved

Contents

Part 1: Information

Module title: Creative Futures

Module code: UA1B9Q-30-2

Level: Level 5

For implementation from: 2026-27

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: This module introduces students on screen industries programmes to a range of future-facing methodologies to address real world social, political, and environmental challenges. The module will build on the analytical skills that students developed in level 4. It will allow students to develop the skills to undertake research, and to critically engage with the process of knowledge generation. Students will collaborate in research and innovation in the screen industries. This will form the basis of developing project planning skills to enable them to actualise the learning.

The module forms a stepping stone to the level 6 shared module by encouraging students' co-creation ahead of their independent working.

Features: Not applicable

Educational aims: The module is designed to prepare students to design, plan, and execute practical research projects in order to engage with the elements of screen industries which are of most interest to them and allow them to interrogate a range of social and cultural processes and practices. By engaging and evaluating significant theoretical and interpretive frameworks for the study of media and culture, students will be encouraged to develop an awareness of ethical issues and an ability to conceive, design, and plan projects which are shaped in ways that take account of issues relating to difference, diversity, and inequality.

Outline syllabus: Propose, develop, and produce creative project/creative research work that aligns with their identified interests, aspirations, and the deliverables outlined in the Module Handbook.

Critically and contextually evaluate project work in relation to meaning, precedents, artistic goals, and innovation and external expectations.

Devise a research/production plan for their work that demonstrates understanding of research/production processes, pipelines, and time-management.

Part 3: Teaching and learning methods

Teaching and learning methods: Teaching methods for this module are dynamic, reflective, process-driven, and designed to foster experimental, innovative, and collaborative approaches to design. They support the development of a breadth of research methods, encouraging students to apply and synthesise research across a variety of contexts. Students are supported in developing critical, analytical, creative, and evaluative skills through a range of inclusive teaching mechanisms. A focus on communication skills, both visual and verbal, helps students express their ideas clearly in various formats, with access to centrally available UWE study skills. Specialist talks will contribute to knowledge and understanding of screen sectors,

independent practice (enterprise and creativity), and emerging platforms (innovation).

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

MO1 Explore and analyse established conventions within the chosen field, identifying opportunities for innovation and pushing creative boundaries.

MO2 Enhance project management skills, managing tasks and time effectively and demonstrating adaptability.

MO3 Take on roles within collaborative projects, demonstrating effective communication and the ability to share tasks and contribute to a positive team dynamic.

MO4 Refine the ability to critically evaluate sources, developing nuanced interpretations and supporting the analysis with evidence.

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 via the following link

Part 4: Assessment

Assessment strategy: Assessment is via portfolio which will include (1) creative research group outcome, (2) individual research item and (3) individual reflection.

The purpose of this module and assessment strategy is to ensure that students are given a grounding in the practical research techniques they will need to successfully navigate their final year research/practical project.

The learning outcomes for this module reflect engagement with a collaborative

creative research and sustained individual practice. Assessment will take into account team work, individual practice, and reflective writing.

This will also give students an understanding of the academic expectations for level 6 research, helping them to make the decision between practical project and critical research.

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

The portfolio will include project planning documents, a short form production item, and a collaborative/individual research report.

Students who do not pass at the first sit will be given a resit opportunity. The resit assessment will include a creative practical individual outcome and an individual contextual report.

Assessment tasks:

Portfolio (First Sit)
Description: Portfolio items to include project planning documents, a short form production item, and a collaborative/individual research report.
Weighting: 100 %
Final assessment: Yes
Group work: No
Learning outcomes tested: MO1, MO2, MO3, MO4

Portfolio (Resit)
Description: Portfolio items to include project planning documents, a short form production item, and a collaborative/individual research report.
Weighting: 100 %
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

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

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

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

Filmmaking [Bower] BA (Hons) 2025-26