



Module Specification

Collaborative Projects

Version: 2026-27, v1.0, Approved

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Part 1: Information

Module title: Collaborative Projects

Module code: UALB8K-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: 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: Most animated films are made for a defined purpose, and frequently for a target audience. They're often made in collaboration, and influenced by constraints such as technique(s), budget, duration, production deadlines and artistic agendas. This module 'imposes' similar constraints, and asks students to not only work with them, but see these constraints as an opportunity to demonstrate imagination, inventiveness and resourcefulness.

Distinctive features of this module include the introduction of project supervisors, an introduction to working in collaborative industry style job roles in an animated production (The Audience Project), and the use of 'disruptive' methods for creating and developing ideas collaboratively.

Students will be expected to prepare and develop their own animated work targeted towards a preschool audience (under 5). Working with their group, students will actively participate in an industry style environment. The group projects will utilise all of the group's knowledge of animation practice, creating a portfolio of work that will be showcased to the target audience.

Features: Not applicable

Educational aims: The aim of this module is to enable students to extend and deepen their theoretical and practical knowledge of film production via the key output: a collaborative film for a defined audience and purpose. Distinctive features of this module include the use of innovative 'disruptive' methods for creating and developing ideas and the introduction of academic project supervisors.

Outline syllabus: Indicative content:

Historical and contextual discourses related to audience, consumption, dissemination and ethical considerations.

Advanced artistic and craft methods for developing and mediating ideas for short films.

Sequential construction in relation to story, communication, production, animation and audience.

Design in relation to ideas, story and identified production processes for animated filmmaking.

Theoretical and practical use of sound design, music and recorded performance in support of communication, storytelling and animated performance.

Communication: structuring and articulating ideas visually, verbally and in writing.

Advanced production management methods in relation to process pipelines, decision making and negotiation.

Production roles and their relationship to students' identified field of specialist practice.

Part 3: Teaching and learning methods

Teaching and learning methods: Lectures introduce aspects of the syllabus, especially in relation to audience. Innovative ideation workshops, table reading seminars, pitch presentations, and craft skill workshops support the trajectory of the project further. In addition, there are group supervision tutorials to support project work and access to 'office hour' individual pastoral tutorials. Guest talks will contribute to knowledge and understanding of animation 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 Take on roles within collaborative projects, demonstrating effective communication, the ability to share tasks, and contribute to a positive team dynamic.

MO2 Convey ideas and information clearly and persuasively through diverse mediums, adapting to different audiences and purposes.

MO3 Approach complex challenges strategically, considering various factors, and developing innovative and effective solutions.

MO4 Develop and apply artistic and technical expertise in relation to individual and collaborative practice.

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

<https://rl.talis.com/3/uwe/lists/B8A1C67C-220D-EA91-8788-23461A3C9B45.html?lang=en-GB&login=1>

Part 4: Assessment

Assessment strategy: 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 a variety of appropriate and specific outputs. The learning outcomes for this module reflect engagement with a collaborative film production and sustained individual practice. Assessment will take into account teamwork, individual practice and reflective writing. Involvement in elective cross-programme activities may also contribute to the individual practice portfolio.

Formative feedback:

Pitches, review seminars, studio critiques and supervision meetings will provide opportunities for formative and peer review and support critical engagement. The project assignment (specified in the Module Handbook) will provide real-world constraints and therefore a contextual touchstone for critical engagement.

Assessment:

Portfolio (100%): Detailed guidance on assessment will be provided in the Module Handbook.

Portfolio contents are:

Collaborative Film Production: Film and ancillary outputs. The film must evidence concerted engagement in relation to the defined purpose as per guidance in the Module Handbook. Ancillary outputs will include a film festival application and other publicity materials that represent a projects publicity cycle.

Individual Supporting Documents: evidencing contribution to the Collaborative Film Production demonstrating artistic, technical and practical engagement with the project and its realisation through active involvement during all production phases. In addition, work / show-reels generated in relation to other project work, including involvement in cross-programme activities and self-initiated projects, including life drawing.

Evaluation:

Analysis of the collaborative film production in relation to a) research and theoretical knowledge b) communication and purpose c) production and collaboration. This text will situate practical work within an artistic, cultural and professional framework and discuss the impact of the collaborative project on their personal agenda and sustainable practice.

Resubmission strategy:

The collaborative component of this module reflects the established practice within the animation industry, wherein specific job roles are assigned within an animated production. It is designed to enhance students' comprehension of their professional roles and practices within the industry. This structure allows students to submit individual work, provided it is developed within an industry-standard production environment. Students who are required to resubmit their work will be responsible for completing their designated portion of the animated project. Each production group consists of five students, meaning that an individual student retaking the assessment will be accountable for producing one-fifth of the total project (the creation of 10 seconds of animation), given that the full (5 member) group project has a duration of 50 seconds. Students will be asked to provide a reflection on their previous collaboration and - for this specific task - how their 10 secs of animation fits in with the wider group animated film.

Assessment tasks:

Portfolio (First Sit)

Description: Portfolio

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4

Portfolio (Resit)

Description: Portfolio

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

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