



## **Module Specification**

### **Collaborative Production**

Version: 2025-26, v2.0, Approved

#### **Contents**

<b>Module Specification .....</b>	<b>1</b>
<b>Part 1: Information .....</b>	<b>2</b>
<b>Part 2: Description .....</b>	<b>2</b>
<b>Part 3: Teaching and learning methods .....</b>	<b>3</b>
<b>Part 4: Assessment.....</b>	<b>4</b>
<b>Part 5: Contributes towards .....</b>	<b>6</b>

## Part 1: Information

**Module title:** Collaborative Production

**Module code:** UPCNF3-30-2

**Level:** Level 5

**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:** Cultural Studies

**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 will experience a simulated or living production environment designed to reflect real-world industry practices. Working from a live brief, and under the guidance of a creative director, students will follow a defined structure and timeframe that mirrors professional project workflows.

**Features:** Module Entry requirements: Not offered as a standalone. Programme entry requirements apply

**Educational aims:** See learning outcomes.

**Outline syllabus:** Students will participate in a simulated live project environment, taking on assigned roles and responsibilities to see a project through from inception to completion. This hands-on approach is designed to replicate real-world industry conditions and expectations.

The teaching environment will reflect industry best practices and professional workflows, incorporating elements such as team hierarchies, pre-production planning and clear ownership of tasks. Through this structured experience, students will gain practical insight into collaborative production processes and the demands of working within a professional creative team.

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

**Teaching and learning methods:** See assessment strategy

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

**MO1** Demonstrate an understanding of pre-production planning, processes and workflows.

**MO2** Identify, demonstrate and execute industry specialist roles within a collaborative production environment.

**MO3** Demonstrate intentional use of developed practical skills and techniques within the creation of collaborative work.

**MO4** Record, reflect and critically evaluate personal 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](https://uwe.rl.talis.com/index.html) via the following link <https://uwe.rl.talis.com/index.html>

## Part 4: Assessment

**Assessment strategy:** Assessment criteria on this module are aligned to the Intended Module Outcomes. There will be both formative and summative assessment throughout. This reflects an 'assessment for learning' approach which is integral to the Learning and Teaching Strategies of UWE, Bristol and University Centre Weston (UCW).

Assessment takes an inclusive approach to meet the diverse needs of students and ensures that academic standards are maintained. Assessment approaches and contexts provide controlled conditions to ensure fair practice.

This module is assessed through two complementary tasks:

### Collaborative Artefact - 75%

Students will collaborate with teams or professional clients to plan and produce a small-scale project within a game or animation context. They will respond to a set brief, simulating professional production workflows.

This assessment task enables students to demonstrate progress against relevant module outcomes, while maintaining industry focused outcomes and intentions.

### Journal - 25%

Throughout this module, students will maintain a reflective journal that captures their ability to critically engage with their creative process. Ongoing reflection on methods, decisions, and outcomes will support the development of insight into their learning and professional progression.

This assessment task supports critical thinking, independent learning, and the integration of theory into practice, demonstrating progress against relevant module outcomes.

**Assessment tasks:****Artwork (First Sit)**

Description: Collaborative artefact

Weighting: 75 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2, MO3

**Reflective Piece (First Sit)**

Description: Journal

Weighting: 25 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO4

**Artwork (Resit)**

Description: Collaborative Artefact

Weighting: 75 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2, MO3

**Reflective Piece (Resit)**

Description: Journal

Weighting: 25 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO4

## **Part 5: Contributes towards**

This module contributes towards the following programmes of study:

Games and Animation Production [UCW] BA (Hons) 2023-24

Games and Animation Production [UCW] BA (Hons) 2024-25