



Module Specification

Collaborative Production

Version: 2026-27, v3.0, Approved

Contents

Module Specification	1
Part 1: Information	2
Part 2: Description	2
Part 3: Teaching and learning methods	3
Part 4: Assessment.....	4
Part 5: Contributes towards	5

Part 1: Information

Module title: Collaborative Production

Module code: UPCNF3-30-2

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: 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: To develop students' ability to work collaboratively in team-based production environments, applying professional workflows and communication practices to produce a shared creative outcome.

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: Students work collaboratively in defined specialist roles, simulating industry pipelines and developing professional skills such as communication, teamwork, and project management. Ongoing feedback from lecturers, peers, and external partners in response to client needs will support learning throughout.

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

MO1 Implement pre-production planning, processes and workflows.

MO2 Appraise the use of transferable skills within the creation of collaborative work

MO3 Appraise the use of technical skills within the creation of collaborative work.

MO4 Evaluate individual contribution, team dynamics and overall project outcomes.

Hours to be allocated: 300

Contact hours:

Independent study/self-guided study = 228 hours

Staff-guided 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 one task:

Presentation -10 minutes - 100%

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.

In addition to the execution and delivery of the project outcome, students will undertake a critical analysis of the collaborative process and final product. This will culminate in a formal presentation or discussion in which they evaluate the effectiveness of their planning, workflows, team dynamics, decision-making, and overall project success in relation to the original brief.

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

Assessment tasks:

Presentation (First Sit)

Description: Collaborative Production Presentation (10 minutes)

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4

Presentation (Resit)

Description: Collaborative Production Presentation (10 minutes)

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:

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

Games and Animation Production [UCW] BA (Hons) 2025-26