Module Specification

Professional Portfolio

Version: 2025-26, v3.0, Approved

Contents

Part 1: Information

Module title: Professional Portfolio

Module code: UPCNF9-30-3

Level: Level 6

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: This module enables students to refine and curate a cohesive portfolio that reflects their creative identity and professional strengths. It also provides the opportunity to critically evaluate their position within the industry and to develop a strategic, goal-oriented action plan to support a successful transition into their chosen career path.

Features: Not applicable

Educational aims: See learning outcomes.

Outline syllabus: This module supports students in preparing for the transition from academic study to professional practice. It provides an opportunity for students to research, evaluate, and define their individual career goals within the creative industries, with a focus on building a clear and actionable post-graduation progression plan.

Students will explore a range of relevant themes including emerging technologies, evolving skill sets, personal branding, networking strategies, and industry expectations. A key component of the module will be the development and refinement of a professional portfolio that effectively showcases their strengths, creativity, and readiness for industry engagement.

Through critical reflection and evaluation, students will assess the effectiveness of their portfolio, planning, and career strategies, identifying areas for further growth and aligning their development with the realities of a competitive and rapidly evolving professional landscape.

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 advanced understanding of professional standards.

MO2 Demonstrate advanced skills, specialist knowledge, and alignment with a chosen industry specialism through a professional portfolio of work.

MO3 Critically evaluate personal performance and professionalism against industry needs and expectations.

MO4 Critically analyse specialism skills and ability and devise a personal development plan.

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://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:

Portfolio - 50%

Students will further develop their professional portfolio that showcases their creative and technical competencies in alignment with current industry expectations. This portfolio will serve as a strategic tool to communicate their readiness for employment and to support future opportunities within the creative sector.

This assessment task enables students to demonstrate progress against relevant

module outcomes, while maintaining industry focused outcomes and intentions.

Report - 5000 words - 50%

Students will research industry-facing employment opportunities and critically evaluate their relevance in relation to their own skills, interests, and long-term aspirations. The module encourages informed decision-making and strategic goal setting as students begin to position themselves for successful entry into the creative industries.

This assessment task enables students to demonstrate progress against relevant module outcomes while also encouraging the development of critical thinking, independent research, and analytical skills.

Assessment tasks:

Portfolio (First Sit)

Description: Portfolio

Weighting: 50 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2

Report (First Sit)

Description: Professional Practice Report (5000 words)

Weighting: 50 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO3, MO4

Report (Resit)

Description: Professional Practice Report (5000 words)

Weighting: 50 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO3, MO4

Portfolio (Resit)

Description: Portfolio

Weighting: 50 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2

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) 2022-23