



Module Specification

Play

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Part 1: Information

Module title: Play

Module code: UADALK-30-M

Level: Level 7

For implementation from: 2023-24

UWE credit rating: 30

ECTS credit rating: 15

Faculty: Faculty of Arts Creative Industries & Education

Department: ACE Dept of Art & Design

Partner institutions: None

Delivery locations: Alexander College, Bower Ashton Campus

Field: Design

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: The aim of this module is to reinvigorate a genuine sense of play into the creative enquiry and to build upon its potential for delivering innovation in design realisation. While the emphasis of this module is on play the explorations and creative research in this is expected to be concluded in relation to a suggested design application.

Features: Not applicable

Educational aims: See learning outcomes.

Outline syllabus: Students will be introduced to a series of technical workshops within the context of design. Utilizing new knowledge of materials and skills the students will embark on self-initiated, highly experimental material and process research, which will allow them to develop and test their creative skills in the workshops. The module will emphasise the importance of experimentation and will encourage students to undertake ambitious, innovative creative risks in the exploration and development of their creative designs.

Students will be encouraged to critically and creatively engage with a broad range of making processes and materials. Students will be invited to challenge the nature, role and cultural value of different approaches to making.

Key themes of this module include:

Material explorations

Process explorations

Individual and collaborative creativity

Exploratory prototyping

Risk taking and rule breaking

Design based on discovery through practical research and explorations

Practice-led action research

Part 3: Teaching and learning methods

Teaching and learning methods: The module will provide opportunity for individual and collaborative group project work as well as offering students the opportunity to reflect critically upon this work. It will establish in students flexible and interdisciplinary approaches to problem solving through practical and theoretical design and research methods.

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

MO1 Initiate and conduct an experimental design development project appropriate to their individual design and research interests

MO2 Develop rigorous experimental and innovative creative methodologies appropriate to their design development projects

MO3 Select and apply processes, technologies and materials appropriate to the exploration and development of their design ideas

MO4 Develop and demonstrate an effective design language through which to test, develop and articulate design ideas

MO5 Demonstrate a high level of critical and creative independence through the generation, exploration and development of their experimental design development projects

MO6 Undertake sustained and creative scholarship

MO7 Undertake research that evidences the interconnectivity and influences of relevant design discourses against his or her individual design practice

Hours to be allocated: 300

Contact hours:

Independent study/self-guided study = 264 hours

Face-to-face learning = 36 hours

Total = 300

Reading list: The reading list for this module can be accessed at [readinglists.uwe.ac.uk](https://uwe.rl.talis.com/modules/uadalk-30-m.html) via the following link <https://uwe.rl.talis.com/modules/uadalk-30-m.html>

Part 4: Assessment

Assessment strategy: Formative assessment will be through student presentations and tutorial feedback.

Summative assessment in a single, 100%, unit will be done in relation to the following deliverables:

Design project with accompanying body of work that evidences process explorations and creative material research leading to a design proposal: This could include physical tests, images and movies, notes, sketchbooks, maquettes, and implementation of explorations in creative design work.

An Illustrated critical design log. This should include a clear and complete documentation of the project including recordings of process explorations and material research, possible wider context, development and synthesis of ideas and solutions. A final design proposal with possible prototypes should also be documented as well as reflective analysis and evaluation of outcomes and recommendations for future work.

If this module is taken as a CPD module, students will have the option not to be assessed.

Assessment criteria

The level of experimentation and innovative explorations made evident through the work.

Threshold Standard

The portfolio demonstrates a rigorous exploration of materials and processes made evident through innovative experimentation in the context of design practice.

Assessment criteria

The level to which explorations with materials and technologies have been creatively exploited to develop a design proposal.

Threshold Standard

The body of work demonstrates an incisive understanding of the application of relevant materials, processes and technologies in design proposals.

Assessment criteria

The level to which effective design language has been used to document and communicate the research and design development.

Threshold Standard

The student has developed a visual language that is contextually alert to communicate the research, development and design proposal clearly.

Assessment criteria

The level of autonomy and effective scholarship made evident through individual project management.

Threshold Standard

The student has successfully overseen the development and practical realisation of a body of experimental research and design work.

Assessment components:**Portfolio (First Sit)**

Description: Portfolio project work and supporting material, including a critical design log.

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5, MO6, MO7

Portfolio (Resit)

Description: Portfolio project work and supporting material, including a critical design log.

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5, MO6, MO7

Part 5: Contributes towards

This module contributes towards the following programmes of study: