

**MODULE SPECIFICATION**

<b>Part 1: Information</b>			
Module Title	Personal Professional Synthesis		
Module Code	UPCNAG-30-3	Level	3
For implementation from	Sept 2017		
UWE Credit Rating	30	ECTS Credit Rating	15
Faculty	Faculty of Arts, Creative Industries and Education	Field	Cultural Industries
Department	Arts and Cultural Industries		
Contributes towards	BSc (Hons) in Games and Animation Production		
Module type:	Project		
Pre-requisites	None		
Excluded Combinations	None		
Co- requisites	None		
Module Entry requirements	Not offered as a stand-alone module. Programme entry requirements apply.		

<b>Part 2: Description</b>
<p>This module will assist students in planning for and obtaining individual targeted career ambitions within the Games and Animation industries.</p> <p>Students will need to research, consider and execute avenues and ventures that allow them to promote to and engage with the Game and Animation Industries in order to successfully launch their chosen career.</p> <p>Students will be expected to undertake focused, relevant research that identifies relevant, industry-facing opportunities. In addition, students will need to create and execute an action plan based on their research findings.</p> <p>Critical Evaluation will be an important aspect of this module, as the effectiveness of their plan and responses will be essential to the students' success</p>
<b>Part 3: Assessment</b>
<p>Assessment criteria on this module are aligned to the intended learning outcomes. There will be both formative and summative assessment throughout. This reflects an 'assessment for learning' approach which integral to the Learning and Teaching Strategies of UWE, Bristol and HE at UCW.</p> <p>Assessment takes an inclusive approach to meet the diverse needs of students and ensures that academic standards are maintained.</p>

Assessment approaches and contexts provide the controlled conditions to ensure fair practice.

This module is designed to give students the opportunity to plan their future professional career direction.


The students must research industry-facing employment opportunities and consider their relevance to their professional career. A formal proposal will be presented to a panel and the student will need to act upon the agreed actions.

The effectiveness of the actions will be critically analysed by the student so that they can consider alternative avenues and approaches throughout their professional career.

- The research portfolio is a document that is designed to show the professional development that the student has made during the course. Active research and investigation into areas of potential and consideration in relation to its' relevance to their professional ambitions will be expected. An action plan and contingencies will need to be created as a part of the document in order to show that their intentions are achievable.
- The formal presentation allows the student to distil their research; communicating their research, conclusions and actions to an audience in a rational, coherent manner.
- The critical evaluation is intended for the student to take an objective look at the action plan and personal performance; explaining how it is relevant to their career path and aspirations.
- Formative assessment will be given by the Module Tutor throughout. Actions will be agreed and the student will be expected to act upon them. Regular reviews will be conducted on a monthly basis.
- Summative assessment will be given by the Module tutor and IV at two points in the module, with feedback designed to assist the student in improving their work.
- All research will need to be accurately cited and include a Harvard referenced Bibliography.

Resit work that ensures ILOs are met will be determined by the module leader and approved by the link tutor, for each failed component.

Identify final timetabled piece of assessment (component and element)	Component A3	
% weighting between components A and B (Standard modules only)	A:	B:
First Sit		
Component A Description of each element	Element weighting (as % of component)	
1. Research portfolio (to include implementation plan)	30	
2. Presentation (20 minutes)	30	
3. Critical evaluation (2500 word essay)	40	
Component B Description of each element	Element weighting (as % of component)	
Resit (further attendance at taught classes is not required) Resit work that ensures ILOs are met will be determined by the module leader and approved by the link tutor, for each failed component.		

Component A Description of each element		Element weighting (as % of component)				
1. Research portfolio (to include implementation plan)		30				
2. Presentation (20 minutes)		30				
3. Critical evaluation (2500 word essay)		40				
Component B Description of each element		Element weighting (as % of component)				
Part 4: Teaching and Learning Methods						
Learning Outcomes	On successful completion of this module students will be able to: <ul style="list-style-type: none"><li>Research focused, relevant industry-based specialist employment opportunities and create a professional response based on the findings. (Component A1)</li><li>Communicate complex and abstract information in an effective and professional manner. (Component A2)</li><li>Manage and execute an action plan in order to increase employment prospects. (Component A3)</li><li>Critically evaluate personal performance and effectiveness of actions in order to continue to improve personal practice. (Component A3)</li></ul>					
Key Information Sets Information (KIS)	<b>Key Information Set - Module data</b>					
	Number of credits for this module			30		
	Hours to be allocated	Scheduled learning and teaching study hours	Independent study hours	Placement study hours	Allocated Hours	
	300	72	228	0	300	
Contact Hours	The table below indicates as a percentage the total assessment of the module which constitutes a;  <b>Written Exam:</b> Unseen or open book written exam <b>Coursework:</b> Written assignment or essay, report, dissertation, portfolio, project or in class test <b>Practical Exam:</b> Oral Assessment and/or presentation, practical skills assessment, practical exam (i.e. an exam determining mastery of a technique)					
Total Assessment	Total assessment of the module:					
	Written exam assessment percentage		0%			
	Coursework assessment percentage		80%			
	Practical exam assessment percentage		20%			
			100%			

Reading List	<p>Ricketts, G. (2013) <i>Clearly Creative CVs: Write a Winning CV for the Television, Animation and Other Creative Industries</i>. Kibworth Beauchamp: Matador</p> <p>Kennedy, S. (2013) <i>How to Become a Video Game Artist</i>. New York: Watson-Guilt</p> <p>Levy, D. (2006) <i>Your Career in Animation: How to Survive and Thrive</i>. United States: Allworth Press</p> <p>Heller, S. (2007) <i>Becoming a Digital Designer: A Guide to Careers in Web, Video, Broadcast, Game and Animation Design</i>. Hoboken: John Wiley &amp; Sons.</p>
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First CAP Approval Date	21 <sup>st</sup> March 2017 v1 <a href="#">MIA 10600</a>			
Revision CAP Approval Date		Version	2	