



## **Module Specification**

### **Creative Collaborative Production**

Version: 2023-24, v2.0, 17 Jan 2023

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## Part 1: Information

**Module title:** Creative Collaborative Production

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

**Level:** Level 5

**For implementation from:** 2023-24

**UWE credit rating:** 30

**ECTS credit rating:** 15

**Faculty:** Faculty of Arts Creative Industries & Education

**Department:** ACE Dept of Creative & Cultural Industries

**Partner institutions:** None

**Delivery locations:** Not in use for Modules

**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:** Not applicable

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

**Educational aims:** See learning outcomes.

**Outline syllabus:** Within this module students will be introduced to a simulated production environment.

A live brief and Creative Director will provide context, structure and timeframe to the project to be undertaken.

Students will be required to undertake simulated industry interview processes that aim to mimic the current requirements and expectations of their desired role.

Within this environment students will develop their knowledge of collaborative best practice and the demands of an individual's responsibilities within a team environment whilst further developing their portfolio, specialist skills and personal development needs for the future.

### **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** Work autonomously and communicate developed terminology, within professional interview guidelines

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

**MO3** Communicate effectively ensuring team structure hierarchy is maintained

**MO4** Evaluate, review and reflect on collaborative working production practice reviewing sustainable future personal developmental growth

**Hours to be allocated:** 300

**Contact hours:**

Independent study/self-guided study = 228 hours

Face-to-face learning = 72 hours

Total = 300

**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 Learning 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 the controlled conditions to ensure fair practice.

Students will be exposed to a simulated live project environment where they will interview for and conduct their attained roles to see the project through to completion.

To that end the teaching environment will mimic industry and deliver on industry best practice and structure. This could include but is not limited to, team hierarchy, pre-production development, sprints and scrums and ownership of responsibilities.

### Assessment Tasks

Task 1 – Students are required to prepare for and execute an interview process for their desired role. This could include but is not limited to, conducting job role tests and conduct face to face interviews with lecturers and project leads.

Task 2 - This task provides students with an opportunity to conduct a professional critical collaborative review. Focus is placed on the critical nature of the review process thereby promoting personal growth and understanding of collaborative working practice.

Task 3 – Students are required to collate and submit practical work produced within the context of the simulated live project. Assessment will cover all stages of the production pipeline and should include both individual and collaborative portfolio presentation submissions.

This module is 100% coursework.

**Assessment components:**

**Portfolio** (First Sit)

Description: Portfolio of Practical Work

Weighting: 50 %

Final assessment: No

Group work: No

Learning outcomes tested: MO3, MO4

**Set Exercise** (First Sit)

Description: Interview

Weighting: 25 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1

**Report** (First Sit)

Description: Collaborative Working Practice Review

Weighting: 25 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO2

**Portfolio (Resit)**

Description: Portfolio of Practical Work

Weighting: 50 %

Final assessment: No

Group work: No

Learning outcomes tested: MO3, MO4

**Set Exercise (Resit)**

Description: Interview

Weighting: 25 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1

**Report (Resit)**

Description: Collaborative Working Practice Review

Weighting: 25 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO2

**Part 5: Contributes towards**

This module contributes towards the following programmes of study:

Games and Animation Production [UCW] BA (Hons) 2022-23

Games and Animation Production [Sep][PT][UCW][4yrs] BA (Hons) 2021-22