



MODULE SPECIFICATION

Part 1: Information			
Module Title	Creative Collaborative Production		
Module Code	UPCNF3-30-2	Level	2
For implementation from	September 2019		
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	BA (Hons) Games and Animation Production		
Module type:	Standard		
Pre-requisites	None		
Excluded Combinations	N/A		
Co- requisites	None		
Module Entry requirements	Not offered as a standalone. Programme entry requirements apply		

Part 2: Description
<p>Within this module students will be introduced to a simulated production environment.</p> <p>A live brief and Creative Director will provide context, structure and timeframe to the project to be undertaken.</p> <p>Students will be required to undertake simulated industry interview processes that aim to mimic the current requirements and expectations of their desired role.</p> <p>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.</p>
Part 3: Assessment
<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 is integral to the Learning and Teaching Strategies of UWE, Bristol and University Centre Weston (UCW).</p>

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.

Component A


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.

Component B

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.

Identify final timetabled piece of assessment (component and element)	Component A2	
% weighting between components A and B (Standard modules only)	A:	B:
	50	50
First Sit		
Component A (controlled conditions) Description of each element	Element weighting	
1. Interview (15 minutes)	50	
2. Collaborative Working Practice Review (1000 words)	50	
Component B Description of each element	Element weighting	
1. Portfolio of Practical Work	100	
Resit (further attendance at taught classes is not required)		
Component A (controlled conditions) Description of each element	Element weighting	
1. Interview (15 minutes)	50	
2. Collaborative Working Practice Review (1000 words)	50	
Component B Description of each element	Element weighting	
1. Portfolio of Practical Work	100	
Part 4: Teaching and Learning Methods		

Learning Outcomes	<p>On successful completion of this module students will be able to:</p> <ul style="list-style-type: none"> • Work autonomously and communicate developed terminology, within professional interview guidelines.(A1) • Identify, demonstrate and execute industry specialist roles within a collaborative production environment. (A2) • Communicate effectively ensuring team structure hierarchy is maintained. (B1) • Evaluate, review and reflect on collaborative working production practice reviewing sustainable future personal developmental growth. (B1) 																				
<p>Key Information Sets Information (KIS)</p> <p>Contact Hours</p> <p>Total Assessment</p>	<p style="text-align: center;"><u>Key Information Set - Module data</u></p> <p style="text-align: right;">Number of credits for this module 30</p> <table border="1" style="width: 100%; text-align: center;"> <thead> <tr> <th>Hours to be allocated</th> <th>Scheduled learning and teaching study hours</th> <th>Independent study hours</th> <th>Placement study hours</th> <th>Allocated Hours</th> </tr> </thead> <tbody> <tr> <td>300</td> <td>72</td> <td>228</td> <td>0</td> <td>300</td> </tr> </tbody> </table> <p style="text-align: right;"></p> <p>The table below indicates as a percentage the total assessment of the module which constitutes a;</p> <p>Written Exam: Unseen or open-book written exam Coursework: Written assignment or essay, report, dissertation, portfolio, project or in class test Practical Exam: Oral assessment and/or presentation, practical skills assessment, practical exam (i.e. an exam determining mastery of a technique)</p> <table border="1" style="width: 100%; text-align: center;"> <thead> <tr> <th colspan="2">Total assessment of the module:</th> </tr> </thead> <tbody> <tr> <td>Written exam assessment percentage</td> <td>0%</td> </tr> <tr> <td>Coursework assessment percentage</td> <td>50%</td> </tr> <tr> <td>Practical exam assessment percentage</td> <td>50%</td> </tr> <tr> <td></td> <td>100%</td> </tr> </tbody> </table>	Hours to be allocated	Scheduled learning and teaching study hours	Independent study hours	Placement study hours	Allocated Hours	300	72	228	0	300	Total assessment of the module:		Written exam assessment percentage	0%	Coursework assessment percentage	50%	Practical exam assessment percentage	50%		100%
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Reading List	<p>UCW HE Reading Strategy Statement</p> <p>Degree level students are expected to engage in and explore subjects beyond taught lectures. Reading lists compiled by programme leaders identify the core reading material which is essential, and any recommended further reading required for assignments. Journal titles and websites may also be given. Reading lists are reviewed and updated annually to ensure currency, relevancy and to reflect research developments.</p> <p>LibraryPlus will aim to provide a copy of every text on a reading list. Where eBooks are available, these will be purchased in the first instance to enable multiple, remote access at all times. Databases for eJournals and reports are provided. Guidance on accessing eResources is given to all first year students through the HE.LP programme. Further</p>																				

support is available within LibraryPlus and on the LibraryPlus Portal on Moodle. Printed copies of books, journals and DVDs are available for loan or reference in the LibraryPlus facilities and can be located through the Library catalogue. Students are expected to independently use, explore and familiarise themselves with electronic and printed formats. Programme Leaders and lecturers will inform students of any essential resources or texts that they are expected to purchase themselves.

Students registered and staff teaching on this UWE programme are entitled to library membership at their partner facilities, however, access to eResources may be restricted by licencing agreements, and individuals must be responsible for finding, collecting and returning physical resources themselves. Guidance on the services, resources and facilities available is given on partner library websites.

BA Games and Animation Production benefits from a constantly updated reading list can be found [here](#)

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First CAP Approval Date	July 2019			
Revision CAP Approval Date		Version	1	Link to Profile