



## **Module Specification**

### **Creative Independent Production**

Version: 2023-24, v2.0, 09 Jan 2023

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## Part 1: Information

**Module title:** Creative Independent Production

**Module code:** UPCNF4-30-2

**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:** Not applicable

**Educational aims:** See learning outcomes.

**Outline syllabus:** This module is intended to give students the opportunity to create an individual major specialist production for the Games and Animation industries. It

is expected that the content of this module provides students with work that contributes towards their professional portfolio.

The module is student-negotiated and is expected to be an advanced product based on personal career benchmarks, as they strive towards industry standards and economic sustainability.

This module will promote student lead learning in preparation for final year study.

### **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** Produce developed pre-production documentation

**MO2** Apply creative pipelines and techniques, and understand the restrictions when producing an artefact

**MO3** Analyse areas to produce a specialist production that meets benchmark standards

**MO4** Critically evaluate own work and the work of others in relation to professional benchmarks and techniques, establishing personal future developmental areas and economic sustainability

**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.

The production is intended to demonstrate the students’ ability to work in near-autonomy on a substantial project. It is expected that the student will utilise their skill-set to create a high-quality creative product.

Assessments:

Task 1 –Students are required to plan and outline their ideas within pre-production documentation. They must demonstrate an understanding of conceptual design theory in response to project requirements and guidelines.

Task 2 –Students are expected to use their skill-sets to best effect in order to produce a creative artefact. Due to the highly individual nature of this module, formative feedback is essential and regular one to one tutorial meetings will be held in order to guide progress. Students will be expected to anticipate, mitigate and respond to issues if and when they develop.

Task 3 – Students are required to thoroughly analyse and critique produced work and own practice. They will be expected to reflect upon strengths and areas for

improvement and demonstrate methodology used throughout the module.

This module is 100% coursework.

**Assessment components:**

**Portfolio (First Sit)**

Description: Pre-production Portfolio

Weighting: 25 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1

**Practical Skills Assessment (First Sit)**

Description: Creative Portfolio Artefact

Weighting: 50 %

Final assessment: No

Group work: No

Learning outcomes tested: MO2, MO3

**Report (First Sit)**

Description: Critical Review

Weighting: 25 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO4

**Portfolio (Resit)**

Description: Pre-production Portfolio

Weighting: 25 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1

**Practical Skills Assessment (Resit)**

Description: Creative Portfolio Artefact

Weighting: 50 %

Final assessment: No

Group work: No

Learning outcomes tested: MO2, MO3

**Report (Resit)**

Description: Critical Review

Weighting: 25 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO4

**Part 5: Contributes towards**

This module contributes towards the following programmes of study:

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

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