




MODULE SPECIFICATION

Part 1: Information			
Module Title	Creative Independent Production		
Module Code	UPCNF4-30-2	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:	Project		
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>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.</p> <p>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.</p> <p>This module will promote student lead learning in preparation for final year study.</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> <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.		
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 skillset to create a high-quality creative product.		
Component A		
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 skillsets 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.		
Identify final timetabled piece of assessment (component and element)	Component A3	
% weighting between components A and B (Standard modules only)	A:	B:
	100	
First Sit		
Component A (controlled conditions) Description of each element	Element weighting	
1. Pre-production Portfolio	25	
2. Creative Portfolio Artefact	50	
3. Critical Review (1000 words)	25	
Component B Description of each element	Element weighting	
N/A		
Resit (further attendance at taught classes is not required)		
Component A (controlled conditions) Description of each element	Element weighting	
1. Pre-production Portfolio	25	
2. Creative Portfolio Artefact	50	
3. Critical Review (1000 words)	25	
Component B Description of each element	Element weighting	
N/A		
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"> • Produce developed pre-production documentation. (A1) • Apply creative pipelines and techniques and understand the restrictions when producing an artefact. (A2) 	

	<ul style="list-style-type: none"> Analyse areas to produce a specialist production that meets benchmark standards. (A2) Critically evaluate own work and the work of others in relation to professional benchmarks and techniques, establishing personal future developmental areas and economic sustainability. (A3) 																		
<p>Key Information Sets Information (KIS)</p> <p>Contact Hours</p> <p>Total Assessment</p>	<p style="text-align: center;">Key Information Set - Module data</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;"> <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	Written exam assessment percentage	0%	Coursework assessment percentage	50%	Practical exam assessment percentage	50%		100%
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<p>Reading List</p>	<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 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.</p>																		

	<p>Programme Leaders and lecturers will inform students of any essential resources or texts that they are expected to purchase themselves.</p> <p>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.</p> <p>BA Games and Animation Production benefits from a constantly updated reading list can be found here</p>
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First CAP Approval Date	July 2019			
Revision CAP Approval Date		Version	1	Link to Profile