

MODULE SPECIFICATION

Part 1: Information							
Module Title	Creat	Creative Industries and Cultural Value					
Module Code	UABE	34S-30-2	Level	2			
For implementation from	Septe	eptember 2020					
UWE Credit Rating	30		ECTS Credit Rating	15			
Faculty	ACE		Field	Broadcast and Journalism			
Department	Film a	n and Journalism					
Contributes towards		BA (Hons) Media Production BA (Hons) Media Production (Creative Content).					
Module type:	Stand	tandard					
Pre-requisites		None					
Excluded Combinations		None					
Co- requisites		None					
Module Entry requirements		n/a					

Part 2: Description

This module will develop an understanding of the landscape of the cultural and media industries, how commercial imperatives, funding agendas and policy frameworks at all levels influence its development and the factors which drive new kinds of relationships between those who contribute to the production, consumption, distribution and 'spread' of media and cultural artefacts. How do media businesses intersect with other cultural industries, such as music, fashion, design and retail, in urban cultural clusters? And how has social media become an important factor in communicating between venues, producers and publics?

Further, we will examine those forms of media innovation which serve social purposes, exploring how cocreative practices working with organisations or communities in Bristol and beyond can allow different voices to emerge in dialogue with media producers.

In short, this module is designed to foster the understanding and conceptual frameworks to enable students to shape and situate their work as creative professionals now and in the future, and help them develop the research skills to embark on these pathways. Indicative themes include Media Ecologies and Urban Change; Creative Enterprise; Creative Cities and Creative Clusters; Place, Creativity and Resilience; Cultural Value, Creative Citizenship, Data and Everyday Life.

Input from researchers and media makers ensures that students are given a 'live' view of industry dynamics, career options and creative interventions. Guest sessions offer near live briefs and an understanding of industry processes and employability pathways with follow up workshops on researching aspects of the

cultural and creative industries landscape to prepare students for their individually designed research project.

Part 3: Assessment

During the course of this module, students will devise and execute their own research project. For these, we will learn to think of the city and SW region as a 'culture lab' in which students will investigate their own individual research question and gather the evidence they need to address this and develop a convincing argument.

Students are assessed via written and visual material equivalent to 4,000 words. This will include material developed as research exercises submitted as a portfolio as well as an extended research project submitted as a written essay or a practice-based submission with a shorter written component explaining the methodological and theoretical basis of the work, to be approved by the tutor in advance.

In the weeks leading up to designing and planning these projects, the module will introduce a range of methodologies to ground research into contemporary media culture, leading to weekly small-scale research projects. Students will therefore use and test out this material in research fieldwork and exercises. They will report back on their findings to the rest of the group the following week. They will then select three that are the most relevant to their research project development and include these in the Research Portfolio. This assessment involves engagement with ideas, arguments and approaches – as well as findings and reflections on research fieldwork and exercises – from the weekly topics. Students will therefore also be developing an advanced competency in reading academic materials and industry reports, enabling them to engage confidently with current theories, debates and issues relevant to the way media and culture shape modern experience.

In the final part of the semester, students will be working on their own individual research project, building on and extending selected ideas and debates covered in the topic sessions of the module and formulating a multi-dimensional but focused research project drawing on relevant methodologies. Students are encouraged to find their own primary research networks, making contact with makers, curators, charities, industry bodies, community groups etc.

Project development will be conducted via workshops and tutorials. All projects must be authorised by module tutors via a proposal template. Students are also introduced to research ethics and required to provide an ethics evaluation.

Student-led design and research conducted and tested in discussion with the module leader, will limit the opportunity for plagiarism.

Identify final timetabled piece of assessment (component and element)			
(1.1)		A:	B:
% weighting between components A and B (Standard modules only)			75
First Sit			
Component A (controlled conditions)		Element w	/eighting
Description of each element		(as % of co	mponent)
1 Research Presentation 5-10 mins		10	0
2.			
Component B		Element w	eighting/
Description of each element		(as % of co	mponent)
1. Research Portfolio 1,000 words		40)

B2

2. Research Project 2,000 words	60
Resit (further attendance at taught classes is not required)	
Component A (controlled conditions) Description of each element	Element weighting (as % of component)
1. Open Book Exam 1 hr	100
2.	
Component B Description of each element	Element weighting (as % of component)
1 Research Portfolio 1,000 words	40
2. Research Project 2,000 words	60

Part 4: Learning Outcomes & KIS Data

Learning Outcomes

On successful completion of this module students will be able to:

- 1. assess the productivity of different research methodologies in primary research relating to different aspects of the creative economy and its relationship to citizens, communities, cities and public culture (assessed through component B1, A1);
- formulate research questions that are appropriate to researching current developments and innovations in media culture, the creative economy and digital media (B2);
- 3. provide a rationale for choosing between different methods and approaches in the design of a research project (B2, A1);
- 4. argue coherently, drawing on appropriate evidence and theoretical approaches (B1, B2);
- 5. undertake sustained, innovative, creative independent scholarship and research (B1, B2);
- 6. employ a rigorous, critical and creative approach to cultural analysis (B1, B2).

Key Information Sets Information (KIS)

Contact Hours

Key Inform	nation Set - Mo	odule data			
Number o	f 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	(

Total Assessment

The table below indicates as a percentage the total assessment of the module which constitutes a;

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)						
		Total asses	ssment of th	e module:			
	Written exam assessment percentage				age	0%	
		Coursework assessment percentage			75%		
		Practical exam assessment percentage			ntage	25%	
						100%	
Reading List	The reading list for this module is available at:						
	https://uwe.rl.talis.com/index.html						

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