Programme Handbook

BA (Hons) Games and Animation Production

University Centre Weston

in partnership with

University of the West of England

UCAS code: GAPR

This handbook is published for students studying at UCW on the above programme and is available in a range of alternative formats on request.

Contents

1. Introduction

Welcome

Welcome to the BA (Hons) Games and Animation Production. This course is offered in partnership between the University of the West of England, Bristol (UWE) and University Centre Weston (UCW). You are a registered student at UWE and at UCW, and you have access to services on both sites.

The BA (Hons) Games and Animation programme is validated by UWE, Bristol and has been intentionally designed to meet the changing demands and skill requirements of the Games and Animation Production sector. We hope you will enjoy your learning experience with us.

We hope you have an enjoyable and successful time.

Purpose of the Handbook

This handbook gives you essential background information that will be of help in your studies on the BA (Hons) Games and Animation programme. It provides links to the definitive data sources wherever possible. The handbook can be accessed via your Microsoft Teams account.

Please note that the electronic version will be kept up to date and you will be notified of any significant changes. If you have taken a hard copy of any information please remember to refer back to the electronic version to ensure that you are working with the most up to date information.

For **module information** please see the respective module handbook.

2.   Programme content

Programme Details

Awarding Institution	University of the West of England, Bristol
Teaching Institution	University Centre Weston
Weston Faculty responsible for delivery	Faculty of Creative Arts, Knightstone Campus, Knightstone Road, Weston super-Mare.
UWE Faculty responsible for programme	Arts, Creative Industries and Education
Highest Award Title	BA (Hons) Games and Animation Production
Interim Award Title	N/A
Relevant QAA Subject Benchmark Statements	Art and Design Communication Media Film and Cultural Studies
Validated from	September 2019

Programme Distinctiveness

This programme is centralised around developing individuals' ability in responding to the ever-changing challenges faced in the Games and Animation industries. As a graduate of the BA (Hons) Games and Animation Production, you will be able to communicate effectively and have the confidence to pitch and defend your proposals to a variety of audiences and critically reflect on your experience.

The programme enhances both core and specialist skills required for game and animation production, with a strong theme of personal professional vocational aspirations. You will emerge with comprehensive digital and practical skills. This programme brings together a skills base relevant to both the games and animation industries as well as related disciplines.
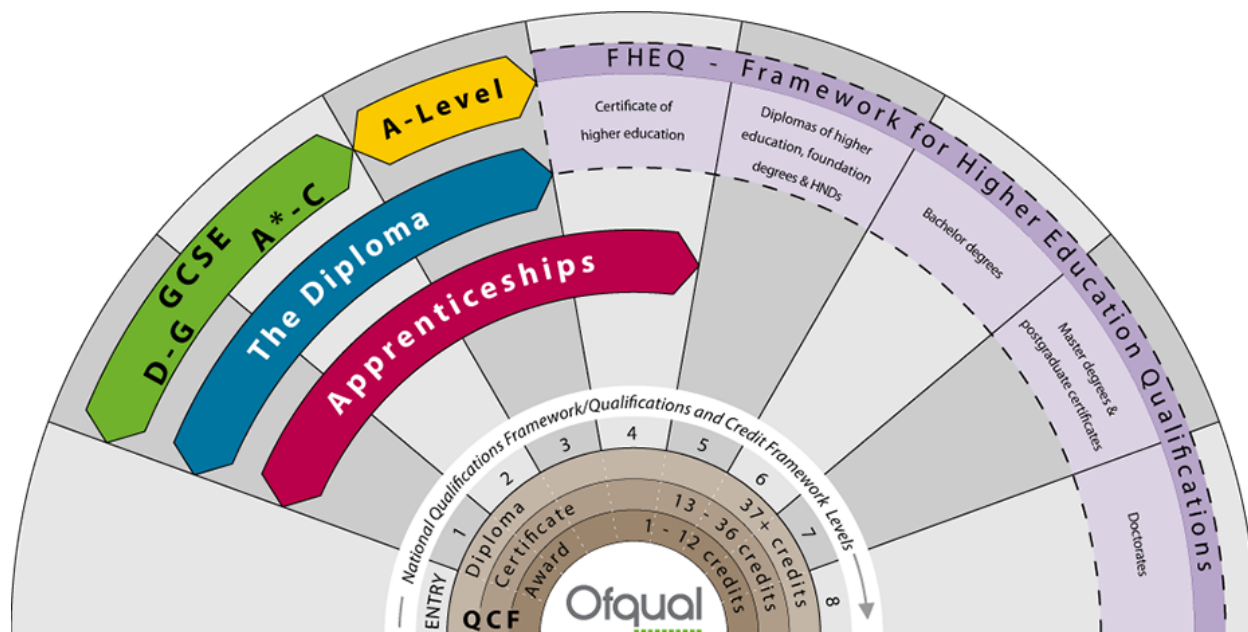
Figure 1: Framework for Higher Education Qualifications

This course has been designed with employability in mind and has been written to enable students to engage with the issues and developments affecting the games industry. Its vocational focus allows students to spend a significant amount of time within the workplace in order to gain experience, manage a variety of small projects and develop a range of skills. A vocational approach is underpinned by academic theory and recognised standards which allow students to assess situations, make comparative judgments and suggest a range of alternative approaches. The modules have been designed to deliver a balance of theory and practical experience of key aspects of the Uniformed Public Services.

Programme Team

The people below are staff who have specific responsibilities for your programme.

Programme Coordinator
The Programme Coordinator is responsible for the effective day to day delivery of the course. They have overall responsibility for the assessment of modules and the implementation of teaching and assessment procedures within the course. Please contact your Programme Coordinator if you have any questions regarding the delivery of the course.

Personal Tutor
At the start of the course you will be allocated a Personal Tutor. Your Personal Tutor's overall role is to ensure that you receive adequate guidance. They act as a

first point of contact and responsible person from whom you can obtain general academic and pastoral support. You should contact your tutor if you are ill or unable attend a session. If you need to make an appointment to see your personal tutor you can do this by approaching them personally, e-mailing, phoning or leaving a message on their voicemail.

Module Leader
Taught modules on the BA Games and Animation Production course have a designated module leader who has responsibility for the effective delivery of the module. Module Leaders are indicated in Module Handbooks which can be accessed via your Microsoft Teams page.

Link Tutor

Each programme has an identified link tutor from its validating partner University whose role it is to support the Weston team. The link tutor for your programme is:

Dr Sherryl Wilson	Senior Lecturer - Media and Cultural Studies, Faculty of Art, Creative Industries and Education, UWE Bristol.	Sherrly2.Wilson@uwe.ac.uk	Dr Sherryl Wilson

3. Programme structure

Full time pathway

Year One - Full time			
Level	Title	Credits	Code
1	Understanding Animation for Production	30	UPCNEU-30-1
1	Understanding Art for Production	30	UPCNEV-30-1
1	Understanding Games Development	30	UPCNEW-30-1
1	Understanding the Games and Animation Industries	30	UPCNEX-30-1

Year Two - Full time			
Level	Title	Credits	Code
2	Creative Collaborative Production	30	UPCNF3-30-2
2	Creative Independent Production	30	UPCNF4-30-2
2	Wider Professional Practice	30	UPCNEY-30-2
2	Games and Animation for Cultural and Ethical Awareness	30	UPCNF5-30-2

Year three - Full time			
Level	Title	Credits	Code

3	Specialist Independent Production	30	UPCNF8-30-3
3	Pitching to Industry	30	UPCNF6-30-3
3	Specialist Collaborative Production	30	UPCNF7-30-3
3	Professional Practice	30	UPCNF9-30-3

Part time pathway

Year One - Part time			
Level	Title	Credits	Code
1	Understanding Animation for Production	30	UPCNEU-30-1
1	Understanding Art for Production	30	UPCNEV-30-1
1	Understanding the Games and Animation Industries	30	UPCNEX-30-1

Year Two - Part time			
Level	Title	Credits	Code
1	Understanding Games Development	30	UPCNEW-30-1
2	Creative Independent Production	30	UPCNF4-30-2
2	Games and Animation for Cultural and Ethical Awareness	30	UPCNF5-30-2

Year Three - Part time			
Level	Title	Credits	Code
2	Creative Collaborative Production	30	UPCNF3-30-2
2	Wider Professional Practice	30	UPCNEY-30-2
3	Specialist Independent Production	30	UPCNF8-30-3

Year four - Part time			
Level	Title	Credits	Code

3	Pitching to Industry	30	UPCNF6-30-3
3	Specialist Collaborative Production	30	UPCNF7-30-3
3	Professional Practice	30	UPCNF9-30-3

All HE programmes at University Centre Weston are delivered as a collection of modules, which build on each other to form a complete programme of study. Each module carries a credit rating, defining how much study time it takes to complete. Notionally, 1 credit equates to 10 hours study time (so 10 credits = 100 study hours). "Study hours" includes lectures, seminars, tutorials, group work, independent study and research – in fact, any time that contributes to your learning on the module.

4. Programme Aims

The BA (Hons) Games and Animation programme has been designed to develop students' ability to recognise and respond to the ever-changing environment and challenges faced in the games and animation industries. Students will develop both the specialist skills needed to succeed within the industries, as well as effective communication skills.

The programme has a strong emphasis placed on personal, professional and vocational aspirations. As a result students will emerge with a comprehensive set of both practical and theoretical skills. This programme brings together a skills base relevant to both the games and animation industries as well as related disciplines within creative industries.

Programme Learning Outcomes

The programme aims to allow students to:

1. Determine current and anticipated industry trends to establish independent responsive practices.
2. Critically analyse, evaluate and synthesise knowledge within a wide range of contexts relating to the creative industries & career opportunities.
3. Produce creative solutions within the area of games and animation production and its related industries.
4. Apply production skills from pitch through to product completion.
5. Establish relationships between intention, process, outcome, context and methods of dissemination within professional practice.
6. Apply, critique and adapt professional skills and attributes relevant to a range of contexts and future careers and professions within creative industries.
7. Display and demonstrate a professional commitment to ethical practice within creative production
8. Demonstrate professional working practice within collaborative production environments.

5. Learning Environment

Learning and Teaching Methods

UCW has a Learning and Teaching Strategy for Higher Education, which underpins our approach.

We intend that the learning programme should be both stimulating and demanding, and should lead you through progressive stages of development, towards increasingly complex and open-ended tasks, increasingly sophisticated application of intellectual/conceptual and personal (transferable) skills, and increasingly independent study.

A variety of learning methods will be used, which might include:

- Lectures
- Seminars
- Experiential learning
- Reflective learning
- Skills practice
- Group work and group discussions
- Workshops
- Case studies
- Student presentations
- Information and communications technology (ICT) based activities
- Visiting speakers/expert practitioners will be used during the programme

UCW actively encourages the development of technology enhanced learning and you will find staff utilising new teaching methods to enhance your learning experience.

6.   How Quality is Assured

Quality Monitoring and Evaluation

The programme you are studying was approved by UWE. As part of the approval process it was assured that

- the content of the programme met national benchmark requirements;
- the programme met any professional/statutory body requirements; and
- the proposal met other internal quality criteria covering a range of issues such as admissions policy, teaching, learning and assessment strategy and student support mechanisms.

This was done through a process of programme approval which involves consulting academic experts including subject specialists from other institutions and industry.

How we monitor the quality of this programme

The quality of this programme is monitored each year through evaluating:

- external examiner reports (considering quality and standards);
- statistical information (considering issues such as the pass rate); and
- student feedback including the National Student Survey (NSS).

Drawing on this and other information, programme teams undertake an annual monitoring process, in accordance with the University's quality policy.

Once every six years an in-depth review of the subject area is undertaken by a panel that includes at least two external subject specialists. The panel considers documents, looks at student work, speaks to current and former students and speaks to staff before drawing its conclusions. The result is a report highlighting good practice and identifying areas where action is needed.

The role of the Programme Committee

This course has a Programme Committee comprising all relevant teaching staff, student representatives and others who make a contribution towards its effective operation (e.g. library/technician staff). The Programme Committee has responsibilities for the quality of the programme and plays a critical role in the University's quality assurance procedures.

External Examiners

The standard of this programme is monitored by at least one external examiner. External examiners have two primary responsibilities:

- To ensure the standard of the programme; and
- To ensure fairness and equity.

The external examiner(s) for your programme:

Name (including prefix e.g. Dr.)	Role in institution	Name of institution
Darren Lloyd Gent	Senior Lecturer, Games and Animation	Greenwich University

As part of their role, external examiners complete an annual report for the University commenting on the learning, teaching and assessment standards of the modules and the programme overall. The report will highlight areas of good practice and identify areas for development, as well as provide assurance that your programme is of an equable standard to similar HE provision nationally.

External examiner reports, and the University's response, are shared with students. They are normally discussed at Staff Student Liaison Committees and made available online, via the Virtual Learning Environment.

External references

The following methods are used for gaining the views of other interested parties:

- Feedback from former students;
- Employers;
- Subject Benchmark Statement Computing (2016)
- Subject Benchmark Statement Art and Design (2016)

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7. Module Descriptors

This section provides you with the module descriptions for your programme as validated by UWE, Bristol. They should be read in conjunction with the additional information that will be provided in the module brief on MyUCW.

Part 1: Information			
Module Title	Understanding Animation for Production		
Module Code	UPCNEU-30-1	Level	1
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
Within this module students will be introduced to fundamental animation techniques, software and skills used within Games and Animation Production environments. There is a focus on developing full pipeline understanding from concepts/storyboards through to completion of assets/scenes. Fundamental and conceptual skills and principles such as anatomy, follow-through, timing and weighting set the foundation for all animation-based careers. Production elements of the module allows students to experience working pipeline processes and delivers a deeper understanding of asset and artefact development for professional projects. This knowledge provides a strong insight into various other disciplines within production pipelines.

Part 3: Assessment	
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. This module introduces students to the fundamentals of animation for the production environment. To this end students will be expected to deliver a presented portfolio of refined conceptual work that demonstrates a strong grasp of animation principles and planning used within industry production environments. **Component A** **Task 1 -** Requires students to produce a refined idea that demonstrates understanding of pre-production animation methodology in response to project requirements and guidelines. **Task 2 -** Provides students with an opportunity to develop their first animation-based artefact demonstrating their knowledge and skills within the animation production environment for Games and Animation. The artefact produced ensures students are exposed to portfolio development early within the course hierarchy ensuring a strong foundation within their first year. **Task 3 –** Students are required to demonstrate understanding of analysis and the ability to critique produced work and own practice. They will be expected to reflect upon strengths and areas for improvement and demonstrate an understanding of methodology used throughout the module.	

Identify final timetabled piece of assessment (component and element)	**Component A3**	

	A:	**B**:
% weighting between components A and B (Standard modules only)	**100**	

First Sit	
Component A (controlled conditions) **Description of each element**	**Element weighting** **(as % of component)**
1. Animation Pre-production	25
2. Final Produced Artefact	50
3. Critical Review (1000 words)	25
Component B **Description of each element**	**Element weighting** **(as % of component)**
N/A	
Resit (further attendance at taught classes is not required)	
Component A (controlled conditions) **Description of each element**	**Element weighting** **(as % of component)**
1. Animation Pre-production	25
2. Final Produced Artefact	50
3. Critical Review (1000 words)	25
Component B **Description of each element**	**Element weighting** **(as % of component)**

N/A	

Learning Outcomes	On successful completion of this module students will be able to: • Apply the techniques of animation and pipeline principles. (A1) • Produce and present identifiable animation pre-production. (A2) • Produce and present animation production.(A2) • Reflect upon personal practice.(A3)
Key Information Sets Information (KIS) Contact Hours Total Assessment	**Key Information Set - Module data**

Key Information Set - Module data

Number of 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	✅

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 assessment of the module:		
Written exam assessment percentage	0%
Coursework assessment percentage	50%
Practical exam assessment percentage	50%
	100%

Reading List	**UCW HE Reading Strategy Statement** 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. 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 Office 365. Printed

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BA Games and Animation Production benefits from a constantly updated reading list. Link below: *https://rl.talis.com/3/uwe/lists/772F0A7D-2BBC-7626-CF75-7164CEA84D57.html?lang=en-GB*

Part 1: Information			
Module Title	Understanding Art for Production		
Module Code	UPCNEV-30-1	Level	1
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
Within this module students will be introduced to fundamental art techniques, software and skills used within Games and Animation Production environments. There is a focus on developing full-pipeline understanding from concept through to completion of art assets. Fundamental and conceptual skills and techniques such as silhouette design, colour theory, composition and depth, set the foundation for all art based careers.

Production elements of the module allows students to experience working pipeline processes and delivers a deeper understanding of asset and artefact development for professional projects.		
Part 3: Assessment		

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.

This module introduces students to the fundamentals of art for the production environment. To this end students will be expected to deliver a well presented portfolio of conceptual and refined art work that demonstrates a strong grasp of art methodology and principles used within industry production environments.

Component A

Task 1 - Requires students to produce a variety of ideas that demonstrate understanding of conceptual explorative methodology that are used within production environments in response to project requirements and guidelines.

Task 2 - Provides students with an opportunity to develop their first art-based artefact demonstrating their knowledge and skills within the art production environment for Games and Animation. The artefact produced ensures students are exposed to portfolio development early within the course hierarchy ensuring a strong foundation within their first year.

Task 3 – Students are required to demonstrate understanding of analysis and the ability to critique produced work and own practice. They will be expected to reflect upon strengths and areas for improvement and demonstrate an understanding of methodology used throughout the module.

Identify final timetabled piece of assessment (component and element)	**Comp A Element 3**	
	A:	**B**:
% weighting between components A and B (Standard modules only)	**100**	
First Sit		
Component A (controlled conditions) **Description of each element**	**Element weighting** (as % of component)	
1. Concept Design	25	
2. Final Produced Artefact	50	
3. Critical Review (1000 words)	25	
Component B **Description of each element**	**Element weighting** (as % of component)	
N/A		
Resit (further attendance at taught classes is not required)		
Component A (controlled conditions) **Description of each element**	**Element weighting** (as % of component)	
1. Concept Design	25	

2. Final Produced Artefact	50
3. Critical Review (1000 words)	25

Component B **Description of each element**	**Element weighting** (as % of component)
N/A	

Part 4: Teaching and Learning Methods	
Learning Outcomes	On successful completion of this module students will be able to: • Apply conceptual exploration methodology, art pipeline understanding, restrictions and principles. (A1) • Create and present concept art. (A2) • Create and present production art. (A2) • Reflect upon personal practice. (A3)

Key Information Sets Information (KIS) Contact Hours	**Key Information Set - Module data**

Key Information Set - Module data

Number of 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 assessment of the module:	
Written exam assessment percentage	0%
Coursework assessment percentage	50%
Practical exam assessment percentage	50%
	100%

Reading List	**UCW HE Reading Strategy Statement** 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.

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Part 1: Information			
Module Title	Understanding Games Development		
Module Code	UPCNEW-30-1	Level	1
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
Within this module students will be introduced to the skills, software and techniques that are used within Games Production environments.

There is a focus on developing theoretical understanding of 'fun' as well as how to apply this within real world settings such as games worlds, and mechanic development.

Production elements of the module allows students to experience working pipeline processes and gives a deeper understanding of game delivery within the scope of professional portfolio projects.

This knowledge provides a strong insight into various other disciplines within games development production.

Part 3: Assessment

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.

This module introduces students to the video games production environment. To this end students will be expected to deliver a video games product demonstrating a strong grasp of video games design and 'fun' principles and methodology.

Component A

Task 1 - Requires students to plan and outline their ideas within a pre-production games design documentation. They must demonstrate an understanding of conceptual design theory within their designs.

Task 2 - Provides students with an opportunity to develop their design into a finished artefact demonstrating their knowledge and skills within a games production environment. The artefact produced ensures students are exposed to product delivery early within the course hierarchy ensuring a strong foundation within their first year.

Task 3 – Students are required to demonstrate an understanding of analysis alongside the ability to critique produced work and own practice. They will be expected to reflect upon strengths and areas for improvement and demonstrate an understanding of methodology used throughout the module.

Identify final timetabled piece of assessment (component and element)	**Comp A Element 3**	
	A:	**B**:
% weighting between components A and B (Standard modules only)	**100**	
First Sit		
Component A (controlled conditions) **Description of each element**	**Element weighting** **(as % of component)**	
1. Pre-production Portfolio	25	
2. Game Artefact	50	
3. Critical Review (1000 words)	25	
Component B **Description of each element**	**Element weighting** **(as % of component)**	
N/A		
Resit (further attendance at taught classes is not required)		
Component A (controlled conditions) **Description of each element**	**Element weighting** **(as % of component)**	

1. Pre-production Portfolio	25
2. Game Artefact	50
3. Critical Review (1000 words)	25

Component B **Description of each element**	**Element weighting** **(as % of component)**
N/A	

Part 4: Teaching and Learning Methods	
Learning Outcomes	On successful completion of this module students will be able to: • Produce an identifiable games design artefact. (A1) • Apply games design theory. (A2) • Apply an understanding of the games development pipeline, restrictions and techniques. (A2) • Reflect upon personal practice. (A3)

Key Information Sets Information (KIS)

Contact Hours

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

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Total assessment of the module:	
Written exam assessment percentage	0%
Coursework assessment percentage	50%
Practical exam assessment percentage	50%
	100%

Reading List

UCW HE Reading Strategy Statement

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.

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Part 1: Information			
Module Title	Understanding the Games and Animation Industries		
Module Code	UPCNEX-30-1	Level	1
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
This module introduces students to the Games and Animation industries and places emphasis on students concluding through self-evaluation, reflection and analysis of 'who they want to be' in their career. Knowledge of the Game and Animation industries, its structures and ethics, has a huge impact on choosing a career path and this module will give a purposeful insight into the required skills that are needed to be successful within a production pipeline.

The ability to self-analyse, to understand importance of reflection and construct critical arguments play a huge factor when exploring skills and knowledge within this current field of creativity. This is a crucial attribute for those hoping to continue to manage their own development.

Explorative and extensive literature research is required to maximise knowledge and insight into chosen career pathways.

Part 3: Assessment

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.

This module gives insight into the framework within the Games and Animation industries. Students are expected to deliver a professionally written report on current industry pipelines, structures and ethics to begin to seek an answer to the question, 'who they potentially want to be in the industry'?

Component A

Task 1 – Throughout this module students are to conduct continuous research and reflective activities within a research portfolio format that will develop their awareness of themselves, their practice and their future career ambitions. Areas to consider could include, but are not limited to, modern and historical development practices, industry pipelines, production, cultural understanding, ethics, social justice, wellbeing and future thinking.

Task 2 - Students are required to evaluate their current skill level whilst analysing how they should professionally conduct themselves to attain their ambitions within the Games and Animation industries. Responses should include, strategies, traits, ethics, goals and skills needed to further their growth.

Identify final timetabled piece of assessment (component and element)	**Component A2**	
	A:	**B**:
% weighting between components A and B (Standard modules only)	**100**	
First Sit		
Component A (controlled conditions) **Description of each element**	**Element weighting** **(as % of component)**	
1. Portfolio presentation (15 minutes presentation and 10 minutes questioning) 2. Essay (2500 words)	75 25	
Component B **Description of each element**	**Element weighting** **(as % of component)**	
N/A		
Resit (further attendance at taught classes is not required)		
Component A (controlled conditions) **Description of each element**	**Element weighting** **(as % of component)**	
1. Research portfolio presentation (15 minutes presentation and 10 minutes questioning) 2. Essay (2500 words)	75 25	
Component B	**Element weighting**	

Description of each element	(as % of component)
N/A	

Part 4: Teaching and Learning Methods	
Learning Outcomes	On successful completion of this module students will be able to: • Analyse the current Games and Animation industry. (A1) • Discuss current industry roles, structures, pipelines and terminology. (A1) • Illustrate the implications of cultural and ethical processes. (A1) • Identify and reflect upon the methods for personal skill growth used within the industry. (A2)

Key Information Sets Information (KIS)

Contact Hours

Key Information Set - Module data

Number of 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 assessment of the module:	
Written exam assessment percentage	0%
Coursework assessment percentage	100%
Practical exam assessment percentage	0%
	100%

Reading List

UCW HE Reading Strategy Statement

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.

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https://rl.talis.com/3/uwe/lists/772F0A7D-2BBC-7626-CF75-7164CEA84D57.html?lang=en-GB

Part 1: Information			
Module Title	Wider Professional Practice		
Module Code	UPCNEY-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
This module introduces students to current real-world creative industry engagement opportunities that aim to enhance understanding and expectations of their chosen roles and better prepare them for work in the industry. You are expected to deliver an essay on current industry practice, pipelines, project planning, structures and ethics to answer the question 'am I on track?'

The module will involve you horizon scanning the current industry working practices and trends. Through the development of a portfolio, that identifies the working practices of the industry such as: branding, networking opportunities and promotional events, will develop both your professional self-whilst building confidence and communication skills by showcasing your work. |

The module will place emphasis on your ability to use reflection theories such as Schon and Gibbs to critically reflect on your current readiness to engage with industry through evaluating your preparedness in relation to current industry benchmarks.

Part 3: Assessment

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.

Component A

Task 1 - Throughout this module you are to conduct horizon scans of what is currently happening within the games and animation production industry. You will do this through continuous engagement with industry, reflecting on past and current trends, and maintain a research portfolio that reflects their professional awareness. Areas to consider could include, but are not limited to, networking events, marketing, branding, professionalism and skill development.

Task 2 - Students are required to evaluate their overall professional persona. They will reflect upon their ability to professionally engage with industry to produce a response to their findings throughout the year. Responses should demonstrate a critical reflection of project planning, team working and collaboration, and produce a skill benchmark analysis ahead of Level 6 study.

Identify final timetabled piece of assessment (component and element)	**Component A2**	
	A:	**B**:
% weighting between components A and B (Standard modules only)	**100**	

First Sit	
Component A (controlled conditions) **Description of each element**	**Element weighting (as % of component)**
1. Research Portfolio Presentation (15-minute presentation and 10 minutes questioning)	75
2. Essay (2500 words)	25
Resit (further attendance at taught classes is not required)	
Component A (controlled conditions) **Description of each element**	**Element weighting (as % of component)**
1. Research Portfolio Presentation (15-minute presentation and 10 minutes questioning)	75
2. Essay (2500 words)	25

Part 4: Teaching and Learning Methods	
Learning Outcomes	On successful completion of this module students will be able to: • Develop horizon scans of current trends within the industry. (A1) • Appraise current industry working practices. (A1)

	• Critically reflect upon own skill analysis against industry practices and current trends (A1) • Devise an action plan to improve/address perceived skills weaknesses (A2) • Reflect upon the use of project planning within the games and animation production industry (A2)
Key Information Sets Information (KIS) Contact Hours	**Key Information Set - Module data**

Key Information Set - Module data

Number of 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 assessment of the module:	
Written exam assessment percentage	0%
Coursework assessment percentage	50%
Practical exam assessment percentage	50%
	100%

Reading List	**UCW HE Reading Strategy Statement** 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. 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 Office 365. 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.

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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
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: Assessment
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.

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**	
	A:	**B**:
% weighting between components A and B (Standard modules only)	**50**	**50**
First Sit		
Component A (controlled conditions) **Description of each element**	**Element weighting** (as % of component)	
1. Interview (15 minutes)	50	
2. Collaborative Working Practice Review (1000 words)	50	
Component B **Description of each element**	**Element weighting** (as % of component)	
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** (as % of component)	
1. Interview (15 minutes)	50	
2. Collaborative Working Practice Review (1000 words)	50	
Component B **Description of each element**	**Element weighting** (as % of component)	
1. Portfolio of Practical Work	100	
Part 4: Teaching and Learning Methods		
Learning Outcomes	On successful completion of this module students will be able to: • 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)
Key Information Sets Information (KIS) Contact Hours	**Key Information Set - Module data**

Key Information Set - Module data

Number of 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 assessment of the module:	
Written exam assessment percentage	0%
Coursework assessment percentage	50%
Practical exam assessment percentage	50%
	100%

Reading List

UCW HE Reading Strategy Statement

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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
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: Assessment

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 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**	
	A:	**B**:
% weighting between components A and B (Standard modules only)	**100**	

First Sit	
Component A (controlled conditions) **Description of each element**	**Element weighting** (as % of component)
1. Pre-production Portfolio	25
2. Creative Portfolio Artefact	50
3. Critical Review (1000 words)	25
Component B **Description of each element**	**Element weighting** (as % of component)
N/A	

Resit (further attendance at taught classes is not required)	
Component A (controlled conditions) **Description of each element**	**Element weighting** (as % of component)
1. Pre-production Portfolio	25
2. Creative Portfolio Artefact	50
3. Critical Review (1000 words)	25

Component B Description of each element	Element weighting (as % of component)
N/A	

Part 4: Teaching and Learning Methods	
Learning Outcomes	On successful completion of this module students will be able to: • Produce developed pre-production documentation. (A1) • Apply creative pipelines and techniques and understand the restrictions when producing an artefact. (A2) • 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)

Key Information Sets Information (KIS)

Contact Hours

Key Information Set - Module data

Number of 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)

Written exam assessment percentage	0%
Coursework assessment percentage	50%
Practical exam assessment percentage	50%
	100%

Reading List

UCW HE Reading Strategy Statement

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Part 1: Information			
Module Title	Games and Animation for Cultural and Ethical Awareness		
Module Code	UPCNF5-30-2	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

The module provides students an opportunity to research and develop a creative response to a chosen ethical or cultural issue. In doing so students will expand their understanding of how their skills can be applied to aid, address and bring awareness to cultural and ethical issues within society.

The module should place emphasis on student's readiness to engage with and address potentially controversial topics. This will further develop their knowledge and ability to work towards intended industry benchmarks and targets.

Part 3: Assessment

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.

This module is designed to expose students to the wider professional and promotional aspects of careers within the Games and Animation industries.

Lesson structures should place emphasis on students researching industry-facing employment opportunities and consider their relevance to their professional career ambitions.

This module introduces students to cultural and ethical issues and how the industry can engage with societal issues. To this end students will be expected to deliver a creative artefact that demonstrates a strong grasp of not only chosen subjects, but the principles and benchmarks to which they are applying their skills.

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 skill-sets to best effect in order to produce a creative artefact that addresses a chosen cultural or ethical need. Industry benchmark standards should play a crucial role in providing context to this module.

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 as well as awareness of ethical and cultural issues.

Identify final timetabled piece of assessment (component and element)	**Component A3**	
% weighting between components A and B (Standard modules only)	**A:**	
	100	
First Sit		
Component A (controlled conditions) **Description of each element**	**Element weighting** (as % of component)	
1. Pre-production Portfolio	25	
2. Ethical Portfolio Artefact	50	

3. Critical Review (1000 words)	25

Resit (further attendance at taught classes is not required)

Component A (controlled conditions) **Description of each element**	**Element weighting** **(as % of component)**
1. Pre-production Portfolio	25
2. Ethical Portfolio Artefact	50
3. Critical Review (1000 words)	25

<table>
<tr><td colspan="2" align="center">Part 4: Teaching and Learning Methods</td></tr>
<tr>
<td>Learning Outcomes</td>
<td>On successful completion of this module students will be able to:

• Use established techniques of analysis and enquiry to produce pre-production documentation addressing a chosen cultural or ethical need. (A1)
• Evaluate industry practice when producing a creative artefact with an ethical or cultural dimension. (A2)
• Produce a creative artefact to intended benchmark standards.(A2)
• Autonomously retrieve and negotiate critical artefact feedback to enable reflection upon personal practice. (A3)</td>
</tr>
<tr>
<td>Key Information Sets Information (KIS)

Contact Hours</td>
<td>

Key Information Set - Module data

Number of 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	✅

</td>
</tr>
<tr>
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<td>The table below indicates as a percentage the total assessment of the module which constitutes a;

Written Exam: Unseen or open-book written exam
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Practical Exam: Oral assessment and/or presentation, practical skills assessment, practical exam (i.e. an exam determining mastery of a technique)

Total assessment of the module:	
Written exam assessment percentage	0%
Coursework assessment percentage	50%
Practical exam assessment percentage	50%
	100%

</td>
</tr>
<tr>
<td>Reading List</td>
<td>**UCW HE Reading Strategy Statement**</td>
</tr>
</table>

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Part 1: Information			
Module Title	Pitching to Industry		
Module Code	UPCNF6-30-3	Level	3
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

Within this module students will be expected to conduct a professional publisher style pitch aiming to seek approval to complete the project of their own design within the final year of their studies.

Not all projects will gain approval as projects should require small teams to complete. Projects that take into account peer needs should be given priority where appropriate. Approval and selections will be at the discretion of module leads.

Publisher style pitches should reflect industry trends and emphasis should be placed on quality benchmarks and delivery expectations.

This knowledge provides deeper understanding of independent development career pathways and further develops student's confidence and presentation capabilities.

Part 3: Assessment

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.

This module introduces students to business to business style project networking. Emphasis should be placed on professional conduct and delivery.

Component A

Task 1 – Students are to conduct a professional pitch style presentation. This should mimic current industry trends and could include but not be limited to video presentations, elevator-style pitches or professional presentations.

Component B

Task 2 –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.

Identify final timetabled piece of assessment (component and element)	Component B	

% weighting between components A and B (Standard modules only)	**A:** **50**	**B**: **50**

First Sit

Component A (controlled conditions) **Description of each element**	**Element weighting (as % of component)**
1. Project Pitch (15 minutes and 10 minutes questioning)	100

Component B **Description of each element**	**Element weighting (as % of component)**
1. Pre-production Portfolio	100

Resit (further attendance at taught classes is not required)

Component A (controlled conditions) **Description of each element**	**Element weighting (as % of component)**
1. Project Pitch (15 minutes and 10 minutes questioning)	100

Component B **Description of each element**	**Element weighting (as % of component)**
1. Pre-production Portfolio	100

Part 4: Teaching and Learning Methods

Learning Outcomes	On successful completion of this module students will be able to: • Effectively communicate the project concept to a professional standard. (A) • Apply a systematic understanding of key aspects of the games and animation industry informed by knowledge that is at the forefront of the discipline. (A) • Work flexibly within project intentions, restrictions and requirements. (B) • Produce professional pre-production documentation. (B)

Key Information Sets Information (KIS)

Contact Hours

Key Information Set - Module data

Number of 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 assessment of the module:		
Written exam assessment percentage		0%
Coursework assessment percentage		50%
Practical exam assessment percentage		50%
		100%

Reading List	**UCW HE Reading Strategy Statement** 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. 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 Office 365. 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. Link below: *https://rl.talis.com/3/uwe/lists/772F0A7D-2BBC-7626-CF75-7164CEA84D57.html?lang=en-GB*

Part 1: Information

Module Title	Specialist Collaborative Production		
Module Code	UPCNF7-30-3	Level	3
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

This module should follow on from the Pitching to Industry module. Upon successfully completing the pre-production phase of development and attaining approval, students are to enter full production of their project

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

Students will be responsible for maintaining the role hierarchy and management of their intended production through to completion. Upon completion students will conduct professional production and, team analysis providing greater contextual understanding of their role prior to the final course module.

Part 3: Assessment

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 intention of this module is for students to work collaboratively on a substantial project. It is expected that the students will utilise their skill-sets to contribute to the development of a high quality professional creative product.

Component A

Task 1 - Focus is placed on the critical nature of the review process thereby promoting personal growth and understanding of collaborative working practice.

Task 2 - As this module is the student's final chance to simulate industry environment within the course, they are expected to use their skill-sets to best effect. Professional benchmarks should play a crucial role in providing context as to what each student should achieve within the highly collaborative nature of this module.

This module is 100% coursework.

Identify final timetabled piece of assessment (component and element)	**Component A1**	
% weighting between components A and B (Standard modules only)	**A:**	
	100	

First Sit		
Component A (controlled conditions) **Description of each element**	**Element weighting (as % of component)**	
1. Professional Collaborative Working Practice Review (1000 words)	25	
2. Professional Creative Production Artefact	75	
N/A		
Resit (further attendance at taught classes is not required)		
Component A (controlled conditions) **Description of each element**	**Element weighting (as % of component)**	
1. Professional Collaborative Working Practice Review (1000 words)	25	
2. Professional Creative Production Artefact	75	
N/A		

Part 4: Teaching and Learning Methods		

Learning Outcomes	On successful completion of this module students will be able to: • Critically evaluate, review and reflect on collaborative working production practice reviewing sustainable future developmental growth for self and peers. (A1) • Apply critical thinking and problem-solving skills within a collaborative environment using industry practice.(A2) • Deliver a negotiated response to project intentions and team limitations.(A2) • Produce an industry benchmark project and personal portfolio of produced work. (A2)

Key Information Sets Information (KIS)

Contact Hours

Key Information Set - Module data

Number of 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 assessment of the module:		
Written exam assessment percentage		0%
Coursework assessment percentage		100%
Practical exam assessment percentage		0%
		100%

Reading List	**UCW HE Reading Strategy Statement** 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. 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 Office 365. 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. Link below: *https://rl.talis.com/3/uwe/lists/772F0A7D-2BBC-7626-CF75-7164CEA84D57.html?lang=en-GB*

Part 1: Information			
Module Title	Specialist Independent Production		
Module Code	UPCNF8-30-3	Level	3
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
This module will demonstrate the culmination of specialist area skills developed within the BA (Hons) Games and Animation Production course. The production should showcase the very best work students can create. It should be a fully autonomous project, with students individually organising and creating all aspects of their production. Students will showcase this work through their professional portfolios to clearly demonstrate their readiness to engage with their Games and Animation industry intentions and aspirations.

Part 3: Assessment
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 intention of this module is for students to work autonomously on a substantial project. It is expected that students will utilise their skills to produce and showcase works of professional benchmark quality.

Component A

Task 1 –Students to develop a professional benchmark portfolio piece. Students are expected to use their skills to best effect. Professional benchmarks should play a crucial role in providing context regarding what each student should achieve within the highly autonomous nature of this module.

Task 2 – Students are to showcase their professional portfolios. Their showcase should contain professional portfolio work that demonstrates robust and comprehensive understanding of specialist areas within the game and animation industries.

Identify final timetabled piece of assessment (component and element)	Component A2	
% weighting between components A and B (Standard modules only)	**A:** **100**	
First Sit		
Component A (controlled conditions) **Description of each element**	**Element weighting** **(as % of component)**	
1. Specialist Production Artefact	75	
2. Specialist Portfolio Showcase (15-minute presentation and 10 minutes questioning)	25	
Component B **Description of each element**	**Element weighting** **(as % of component)**	
N/A		
Resit (further attendance at taught classes is not required)		
Component A (controlled conditions) **Description of each element**	**Element weighting** **(as % of component)**	
1. Specialist Production Artefact	75	
2. Specialist Portfolio Showcase (15-minute presentation and 10 minutes questioning)	25	
Component B **Description of each element**	**Element weighting** **(as % of component)**	
N/A		

Part 4: Teaching and Learning Methods	
Learning Outcomes	On successful completion of this module students will be able to: • Autonomously apply critical thinking and problem-solving skills demonstrating industry terminology and practice. (A1) • Deliver a professionally negotiated response to project intentions. (A1) • Produce an industry benchmark project.(A1) • Present a portfolio showcasing professional benchmark specialist work. (A2)
Key Information Sets Information (KIS) Contact Hours	**Key Information Set - Module data** *Number of credits for this module* — 30
	Table below
Total Assessment	The table below indicates as a percentage the total assessment of the module which constitutes a;

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: 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 assessment of the module:			
Written exam assessment percentage		0%	
Coursework assessment percentage		75%	
Practical exam assessment percentage		25%	
		100%	

Reading List	**UCW HE Reading Strategy Statement**
	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. 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 Office 365. 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. Link below: *https://rl.talis.com/3/uwe/lists/772F0A7D-2BBC-7626-CF75-7164CEA84D57.html?lang=en-GB*

Part 1: Information			
Module Title	Professional Practice		
Module Code	UPCNF9-30-3	Level	3
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
This module is designed to give you the opportunity to plan your future professional career direction. You will research industry-facing employment opportunities and consider the relevance to your professional career. You should research, but not limit yourselves to, new and emerging technologies, skillsets, portfolio, branding, sustainable business planning and networking. You should also further consider any other avenues that may help you successfully launch your chosen career within the games and animation production industries. Critical reflection and future horizon scanning will form an important aspect of this module, as will the effectiveness and sustainability of your plan.

Part 3: Assessment
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. **Component A**

Task 1 – Students are to conduct research into their post-graduation career ambitions. They will produce an articulated report that outlines both a critical personal analysis, likely career options and a response to their findings that should include an action plan for their current academic year.	
Task 2 – Students are to critically evaluate their current professional standing. This should include but not be limited to their professional portfolio, skillset analysis and a sustainable business plan.	
Identify final timetabled piece of assessment (component and element)	**Component A2**

% weighting between components A and B (Standard modules only)	**A:** **100**

First Sit	
Component A (controlled conditions) **Description of each element**	**Element weighting (as % of component)**
1. Initial Critical Review (5000 words)	50
2. Final Critical Review (5000 words)	50
Resit (further attendance at taught classes is not required)	
Component A (controlled conditions) **Description of each element**	**Element weighting (as % of component)**
1. Initial Critical Review (5000 words)	50
2. Final Critical Review (5000 words)	50
N/A	

Part 4: Teaching and Learning Methods	
Learning Outcomes	On successful completion of this module students will be able to: • Determine appropriate employment opportunities and evaluate emerging trends for future opportunities. (A1) • Critically evaluate personal performance and effectiveness against industry needs and expectations. (A1) • Critically reflect on personal skills and ability and devise a personal development plan. (A1) • Develop a sustainable business plan. (A2) • Critically discuss personal ambitions and career intentions post-graduation. (A2)
Key Information Sets Information (KIS) Contact Hours	**Key Information Set - Module data**

Key Information Set - Module data

Number of 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 assessment of the module:		
Written exam assessment percentage		0%
Coursework assessment percentage		100%
Practical exam assessment percentage		0%
		100%

|
| Reading List | **UCW HE Reading Strategy Statement**

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.

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 Office 365. 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.

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8. Appendices

Appendix 1- Marking Criteria

Marks will be allocated using the following qualitative guidelines

Grade	Mark Range	Criterion
A	80-100	**An outstanding first** Work of outstandingly high quality and originality.
	77 –79	**An excellent first** Work, which fulfils all the criteria of the A, grade, but at an exceptional standard for the level concerned. Substantial originality and insight, very few minor limitations.
	74 – 76	**A good first** Work of distinguished quality, which is based on extensive research and/or strong technical and creative competence. Clear and logical organisation; consistent scheme of references, used entirely appropriately. An authoritative grasp of concepts, methodology and content appropriate to the subject/discipline and to the assessment task will be demonstrated. There is clear evidence of originality and insight and an ability to sustain an argument and/or solve discipline related problems, based on critical analysis and/or evaluation. The ability to synthesise material effectively and the potential for skilled innovation in thinking and practice will be evident.
	70 - 73	**A first** The qualities of an A grade but with more limitations. Work of very good quality which displays most, but not all, of the A grade characteristics for the level concerned.
B	67 – 69	**A high upper second** Work, which clearly fulfils all the criteria of the B grade for the level concerned, but shows greater insight and/or originality.
	64 - 66	**A good upper second** Work of good quality, which is based on a wide range of properly referenced sources and/or creative input, demonstrating a sound and above average level of understanding of concepts, methodology and content appropriate to the subject/discipline and to the assessment task. There is clear evidence of critical judgement in selecting, ordering and analysing content to construct a sound argument based on responses which reveal occasional insight and/or originality. Ability to solve discipline related problems will be effectively and consistently demonstrated. Draws on an appropriate range of properly referenced sources.
	60 – 63	**An upper second** Work of good quality, which contains most, but not all, of the B grade characteristics for the level concerned.
C	57 – 59	**A high lower second** Work, which clearly fulfils all the criteria of the C grade for the level concerned, but shows a greater degree of critical analysis and/or insight.
	54 – 56	**A good lower second** Work of sound quality which is based on satisfactorily referenced sources and/or creative input and which demonstrates a grasp of relevant material and key concepts, together with ability to structure and organise arguments or materials effectively. The work may be rather standard, but will be mostly accurate, clearly communicated and provide some evidence of ability to engage in critical analysis and/or evaluation. There will be no serious omissions or irrelevancies. In dealing with solutions to technical problems, appropriate methods will be chosen. Coherent organisation in general with effective use of references and acknowledgement of sources.
	50 – 53	**A lower second** Work of sound quality, which contains most, but not all, of the C grade characteristics for the level concerned.

D	47 – 49	**A high third** Work of a satisfactory standard demonstrating a reasonable level of understanding, and competent organisation, but lacking sufficient analysis and independence to warrant a C grade at the level concerned.
	44 – 46	**A good third** Work of satisfactory quality, which covers the basic subject matter adequately and is appropriately organised and presented, but which is primarily descriptive or derivative rather than analytical or creative. Study may be limited and narrowly focussed. There may be some misunderstanding of key concepts and limitations in the ability to select relevant material or techniques, and/or in communication or other relevant key skills, so that the work may be flawed by some errors, omissions or irrelevancies. There will be some evidence of appropriate research and ability to construct an argument, but it may be narrowly focused. In dealing with solutions to technical problems, established and appropriate methods will generally be chosen, but these may be applied uncritically.
	40 – 43	**A third** Work of bare pass standard demonstrating some familiarity with relevant subject matter and application of relevant academic capabilities, but only just meeting threshold standards in research, analysis, organisation, focus or other skills essential to the assessment task, and/or with significant errors or omissions.
F	30 – 39	**A fail** Work which indicates some evidence of engagement with the subject material and learning process, but which is essentially misinterpreted, misdirected, misunderstood or poorly organised and sketchy or otherwise just failing to meet threshold standards at the level concerned.
	20-29	**A clear fail** Work which indicates little engagement with the subject material and learning process; which contains substantial errors or irrelevancies; which shows minimal evidence of planning and hardly any use of references and acknowledgement of sources; which clearly fails to meet threshold standards at the level concerned.
	10-19	**A bad fail** Work of poor quality, which is based on only minimal effort and/or contains little of relevance. It will offer hardly any evidence of familiarity with subject materials or skills appropriate to the discipline or task at the level concerned.
	1-9	**A very poor fail** Some work submitted, but containing virtually nothing of any relevance, depth or merit.
	0	Nothing submitted, and extension not agreed before due date; or work containing nothing of any relevance or merit.
L	0	Late submission; extension granted before due date.
UP	0	Work failed due to unfair practice.

Marks will be allocated using the following qualitative guidelines:

Appendix 2 – Policies and Procedures

Policies relating to HE Students can be found on MyUCW.