MODULE SPECIFICATION

1. **Title of the module**

   Specialism – PRSN5005

2. **School or partner institution which will be responsible for management of the module**

   Pearson College London / Escape Studios.

3. **The level of the module (Level 4, Level 5, Level 6 or Level 7)**

   5

4. **The number of credits and the ECTS value which the module represents**

   15 (7.5 ECTS)

5. **Which term(s) the module is to be taught in (or other teaching pattern)**

   Spring

6. **Prerequisite and co-requisite modules**

   Pre-requisites: None

   Co-requisites: None

7. **The programmes of study to which the module contributes**

   MArt/BA Art of Visual Effects

   MArt/BA Art of Video Games

   MArt/BA Art of Computer Animation

8. **The intended subject specific learning outcomes.**
   On successfully completing the module students will be able to:

   Demonstrate Knowledge & Understanding (K) of…
   1. The impact that trends relating to their chosen specialism have on the theory and techniques involved in the production process
   2. The effective application of the theories, principles and tools of their chosen specialism.
   3. The relationship between changes in technology and their chosen specialism

   Demonstrate Intellectual Skills (I) in…
   4. Critically evaluating existing practice and selecting smart artistic and technical solutions to problems
   5. Exploring the interplay between design, art, business, and technical craft, in the process of their chosen specialism

   Demonstrate Subject Specific Skills (S) in…
   6. Developing innovative solutions to specialist problems to improve their own practice
   7. Providing and acting on effective feedback from a wide community of practice to further their craft

9. **The intended generic learning outcomes.**
   On successfully completing the module students will be able to:

Demonstrate Transferable Skills (T) in…

1. Communicating and presenting to a variety of audiences in a technical and creative context
2. Identifying their personal development needs and accessing appropriate resources to address those needs
3. Designing, planning and delivering a project that can adapt to meet a strict set of industry objectives within time and in technical budget

10. **A synopsis of the curriculum**

This module sits alongside the team-based module "Industry Studio Project" and is largely about the development of the individual's craft in their chosen specialism in the context of current practice. Peers will support each other to learn and develop using the Pearson College London / Escape Studios methods that they have been using over the last two stages.

Tutors will support students to develop a proposal for what their specialism is going to be,and by helping them to identify concrete learning goals, set realistic challenges for themselves, and point them to relevant learning resources.

Industry professionals will support students through formative feedback on their proposals, demonstrations, and portfolios/showreels. Like the tutors, they can also suggest new tools and techniques that would advance each student's personal learning and contribute to the group project.

The resultant portfolio/showreel will identify the students as specialists in their discipline. This will then be assessed by tutors, peers, and self-assessment.

This is typical of the creative industries. Professionals will often highlight examples of their contribution to collaborative projects, to demonstrate to future employers that they have a specific skillset and can work with others to make the most of that.

This approach enables students to develop their knowledge, skills and practice in their specialist area whilst developing their craft in the context of established techniques and tools, drawing from their community of practice to grow an identifiable specialism.

Keywords: Specialism, collaborative, technical, portfolio

Outline syllabus:
● Research methods
● Developing a specialism
● Reflective practice
● Communities of practice

11. **Reading list (Indicative list, current at time of publication. Reading lists will be published annually)**

As the focus of the specialism differs for each individual student, readings will be defined in dialogue with tutors. Given the position of this module in the programme, readings are likely to be focused around inspiration, deepening conceptual understanding, and effective working processes, rather than technical knowledge.

12. **Learning and teaching methods**
Learning and teaching takes place through four key modes of delivery. These provide a blend of technical skills training, exploration of theory and praxis, application in the studio, and self-directed study and development time. The balance differs depending on the type of module. Tutorials allow discussion and building of community, self-directed study supports the development of the individual.

- Skills Sessions c. 0 hrs

- Tutorials c. 20 hrs
- Studio Time c. 0 hrs
- Self-Directed c. 130 hrs
- **Total 150 hours**

13. **Assessment methods**

13.1 Main assessment methods

Formative assessment will be provided throughout the module, both in terms of feedback on work in progress during Tutorials.

Summative assessment will be based on a Portfolio and Retrospective, and assessed using one or more of the Assessment Types (see Programme Specification).

Proposal exercise (Formative 0%)

The student will be required to review their skills in the context of their collaborative studio project and propose a way to develop their specialist craft. They will present for formative feedback with a tutor and peers from their group.

Assignment 1: Individual Portfolio (100%)

The student will present a portfolio of evidence showing development in their specialisation in the context of established theory and practice. They should highlight where specific learning outcomes have been met. The Portfolio Review with a tutor will support this.

13.2 Reassessment Methods

14. **Map of module learning outcomes**

Module learning outcome	8.1	8.2	8.3	8.4	8.5	8.6	8.7	9.1	9.2	9.3
Learning/ teaching method										
Skills Sessions										
Tutorials	X	X	X	X	X	X	X	X	X	X
Studio Time										
Self-Directed	X	X	X	X	X	X	X	X	X	X
Assessment method										
Portfolio	X	X	X	X	X	X	X	X	X	X

15. **Inclusive module design**

The Collaborative Partner recognises and has embedded the expectations of current equality legislation, by ensuring that the module is as accessible as possible by design. Additional alternative arrangements for students with Inclusive Learning Plans (ILPs)/declared disabilities will be made on an individual basis, in consultation with the relevant policies and support services.

The inclusive practices in the guidance (see Annex B Appendix A) have been considered in order to support all students in the following areas:

a) Accessible resources and curriculum

b) Learning, teaching and assessment methods

16. **Campus(es) or centre(s) where module will be delivered**

    Pearson College London / Escape Studios.

17. **Internationalisation**

    The Creative Industries are by their nature international disciplines, and learning resources, materials and directed learning will include resources, examples and case studies from across the world.

18. **Partner College/Validated Institution**

    Escape Studios, Pearson College London

19. **University School responsible for the programme**

    Engineering & Digital Arts

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Revision record – all revisions must be recorded in the grid and full details of the change retained in the appropriate committee records.

Date approved	Major/minor revision	Start date of delivery of revised version	Section revised	Impacts PLOs (Q6&7 cover sheet)