# MODULE SPECIFICATION

University of **Kent**

1. **Title of the module**

   Advanced Specialism – PRSN6000


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)**

   6


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

   30 (15 ECTS)


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

   Autumn and 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. Established and emerging issues relating to a chosen area of specialist professional practice
   2. Advanced theories, principles and tools at the forefront of their chosen specialism

   Demonstrate Intellectual Skills (I) in…
   3. Critically evaluating existing practice, eliciting requirements, and developing a chosen area of professional specialism
   4. Researching and evaluating new solutions to existing and emerging problems within their field

   Demonstrate Subject Specific Skills (S) in…
   5. Evaluating solutions to discipline-specific problems and successfully integrating these into their own practice
   6. Advancing their critical judgement of their own practice and that of their community


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

   Demonstrate Transferable Skills (T) in…
   1. Communicating cutting edge technical and creative issues within their community of practice and beyond

2. Reflective practice and self-analysis to identify and act on development needs

10. **A synopsis of the curriculum**

As this module sits alongside "Professional Practice" and "Professional Studio Project" it is largely individual work and deepens students' knowledge, skills and practices in their chosen specialism in the context of current and emerging practice. Peers will support each other to learn and grow using the Pearson College / Escape Studios methods that they have been using for the last two stages. Tutors and industry professionals will support through formative feedback on their personal practice, using this highly developed professionalism to contribute to the collaborative project.

The final portfolio of work is assessed by tutors and industry.

This enables students to deepen their knowledge, skills and practice in their specialist area in the creative industries. It allows them to develop their craft in the context established and emerging techniques and tools, drawing from and contributing to their community of practice and advancing the state-of-the-art in their discipline.

Keywords: Projects, clients, briefs, intensive, complex, collaborative, technical, portfolio

Outline syllabus:
● Research methods and approaches
● Strategies for finding solutions
● Communities of practice: using and contributing

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

In a similar manner to the "Specialism" project in Stage Two, as the focus of the advanced 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 deepening conceptual understanding, effective working processes, and knowledge of industry trends and practices, 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. 10 hrs
- Tutorials c. 60 hrs
- Studio Time c. 0 hrs
- Self-Directed c. 230 hrs
- **Total 300 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.

**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 whilst contributing to the successful completion of the team project. They will present for formative feedback from tutors and peers.

**Progress presentation exercise (Formative 0%)**
This will take the form of an individual presentation of 5 minutes presenting the progress of the student's personal contributions to the team project. The student will present for formative feedback.

**Assignment 1: Individual Portfolio (100%)**
The student will present a portfolio of evidence showing development in their specialisation in the context of the team studio project and current 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 | 9.1 | 9.2 |
|---|---|---|---|---|---|---|---|---|
| **Learning/ teaching method** | | | | | | | | |
| Skills Sessions | X | X | X | X | X | X | X | X |
| Tutorials | X | X | X | X | X | X | X | X |
| Studio Time | | | | | | | | |
| Self-Directed | X | X | X | X | X | X | X | X |
| **Assessment method** | | | | | | | | |
| Portfolio | 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) |
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