

MODULE SPECIFICATION

1. **Title of the module:** Production Project
2. **School or partner institution which will be responsible for management of the module:** Escape Studios, Pearson College London
3. **The level of the module (e.g. Level 4, Level 5, Level 6 or Level 7):** Level 7
4. **The number of credits and the ECTS value which the module represents:** 60 credits (30 ECTS)
5. **Which term(s) the module is to be taught in (or other teaching pattern):** Summer
6. **Prerequisite and co-requisite modules:** Studio Project
7. **The programmes of study to which the module contributes:** MA Visual Effects Production (Compositing) / (3D)
8. **The intended subject specific learning outcomes**
On successfully completing the module students will be able to:
 - 8.1 research and evaluate discipline-specific cutting edge and emerging theory and techniques and propose/develop new solutions.
 - 8.2 critically and technically evaluate and select advanced discipline-specific professional techniques to deliver a complex production project.
 - 8.3 make well-informed technical and creative decisions under conditions of incomplete information or uncertainty
 - 8.4 apply a variety of complex discipline specific creative and technical skills to deliver a creative technical project to a professional standard.
9. **The intended generic learning outcomes.**
On successfully completing the module students will be able to:
 - 9.1 organise and manage a complex project to meet changing constraints.
 - 9.2 communicate complex technical and creative information in a structured and effective manner.
10. **A synopsis of the curriculum**
Project direction.
Project management and allocation of tasks and workflow.
Asset definition, selection, acquisition and creation.
Project monitoring.
Project evaluation
11. **Reading List (Indicative list, current at time of publication. Reading lists will be published annually)**
Effective project management, Wysocki, Robert K (2009). 5th ed. Wiley Pub.
Project planning, scheduling and control: a hands-on guide to bringing projects in on time and on budget, James Lewis, McGraw-Hill (2001)

MODULE SPECIFICATION

Production Pipeline Fundamentals for Film and Games, Renee Dunlop, CRC Press.

The visual effects producer: understanding the art and business of VFX, Charles Finance, and Susan Zwerman. CRC Press

The VES handbook of visual effects: industry standard VFX practices and procedures, Jeffrey A. Okun and Susan Zwerman, Taylor & Francis.

The Game Production Handbook, Heather Maxwell Chandler, Jones & Bartlett Publishers, 2013.

SIGGRAPH papers and proceedings

IEEE Transactions on Computer Graphics

12. Learning and Teaching methods

Tutors introduce research skill and methodologies and the theory and context of studio project work through seminars and directed study. Students undertake a self-directed project in a studio environment to meet a negotiated brief. The project is supervised by tutors and supported by studio assistants through regular formative feedback sessions.

Seminars: 4 hours

Feedback sessions: 30 hours

Directed study: 566 hours

13. Assessment methods.

Production Project 60%

The student will specify, develop and deliver a project to a brief negotiated with their tutors to that uses the advanced techniques that they have studied in a way that shows their mastery of the subject area. The decisions that student makes in developing the project will demonstrate the extent of their knowledge and understanding of the emerging state-of-the-art and the implementation will allow them to demonstrate a professional level of skills. (LO 8.3, 8.4, 9.1)

Retrospective (5000 words) 40% (LO 8.1, 8.2, 8.4, 9.2)

An in-depth self-assessment / post mortem report. The student will show that the design and production process that they have carried out in this project is one that exhibits the required characteristics for a Masters degree. It should discuss the decisions that they have made and place them in the context of current industry practice and research in the area. This is their opportunity to demonstrate the depth of their critical understanding of the field and to show that they can objectively analyse their own work.

14. Map of Module Learning Outcomes (sections 8 & 9) to Learning and Teaching Methods (section 12) and methods of Assessment (section 13)

Module learning outcome		8.1	8.2	8.3	8.4	9.1	9.2
Learning/ teaching method	Hours allocated						
Seminars	4	1	1	1		1	
Feedback Sessions	30	5	5	5	5	5	5

MODULE SPECIFICATION

Directed Study	566	98	98	100	100	85	85
Assessment method							
Production Project				✓	✓	✓	
Retrospective		✓	✓		✓	✓	✓

15. **The Collaborative Partner recognises and has embedded the expectations of current disability equality legislation, and supports students with a declared disability or special educational need in its teaching. Within this module we will make reasonable adjustments wherever necessary, including additional or substitute materials, teaching modes or assessment methods for students who have declared and discussed their learning support needs. Arrangements for students with declared disabilities will be made on an individual basis, in consultation with the Collaborative Partner's disability/dyslexia student support service, and specialist support will be provided where needed.**
16. **Campus(es) or Centre(s) where module will be delivered:**
Escape Studios.
17. **Partner College/Validated Institution:**
Escape Studios, Pearson College London
18. **University School responsible for the programme:**
Engineering & Digital Arts

FACULTIES SUPPORT OFFICE USE ONLY

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 the delivery of revised version	Section revised	Impacts PLOs (Q6&7 cover sheet)