

1. **Title of the module**

Professional Practice – PRSN6001

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**

BA/MArt Art of Video Games

BA/MArt Art of Computer Animation

BA/MArt Art of Visual Effects

8. **The intended subject specific learning outcomes.**

On successfully completing the module students will be able to:

Demonstrate Knowledge & Understanding (K) of...

1. The range of professions and roles in the creative sector and strategies and processes involved in developing a career
2. The ethical and legal issues of being a professional in the creative industries

Demonstrate Intellectual Skills (I) in...

3. Critically evaluating established and emerging issues relating to a chosen area of professional practice

On successful completion of this module, students will have Subject Specific Skills (S) in...

4. Identifying current and emerging requirements of different roles within their discipline and relating these to their own practice
5. Reflective practice and self-analysis to identify and act on personal development in order to become a practicing professional.

9. **The intended generic learning outcomes.**

On successfully completing the module students will be able to:

Demonstrate Transferable Skills (T) in...

1. Communicating effectively their skills and abilities in interviews and other assessment meetings
2. Team and collaborative working manner.

10. **A synopsis of the curriculum**

As this module sits alongside “Advanced Specialism” and “Professional Studio Project” it is largely individual work on a personal development portfolio that places their knowledge, skills and practices in the context of the student’s chosen industry. 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 audits and plans, and with a series of mock interviews midway through

This will enable students to extend their understanding and skills in the area of professional practice in the creative industries. It allows them to develop their own way of working in the context established and emerging industries, including recognising their own and other's value and contribution to their community of practice.

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

Outline syllabus:

- The reflective practitioner
- Freelancing, contracting and the studio
- Communities of practice: being part of a bigger picture
- Ethical and legal responsibility
- Sustainable working: avoiding the crunch.

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

The Reflective Practitioner: How Professionals Think in Action, Donald Schon, Basic Books (1984)

The Work-Based Learning Student Handbook, Dr Ruth Helyer, Palgrave Macmillan (2015)

<https://vfxsoldier.wordpress.com/>

<http://www.awn.com/vfxworld>

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. In this module, tutorials allow discussion and building of community, whilst self-directed study supports the development of the individual and knowledge, skills and understanding are advanced through practice-based learning, experimentation and reflection.

- Skills Sessions c. 10 hrs
- Tutorials c. 60 hrs
- Studio Time c. 0 hrs
- Self-Directed c. 230 hrs
- Total 300 hours

13.1 Assessment methods

Main assessment methods

Personal development plan exercise (Formative 0%)

This requires students to review their profile and objectively place this in the context of their chosen field, and then produce a development plan focused on their chosen career. Tutors assess the plan in a 1-on-1 Crit.

Progress presentation exercise (Formative 0%)

Individual presentation to a mixed Panel Crit presenting the progress of the development plan.

Assignment 1: Individual Portfolio / CV / showreel (100%)

Present a portfolio of evidence showing critical understanding of roles, career paths, requirements and strategies for success

13.2 Reassessment Methods

14. Map of module learning outcomes

Module learning outcome	8.1	8.2	8.3	8.4	8.5	9.1	9.2
Learning/ teaching method							
Skills Sessions	X	X	X	X	X	X	X
Tutorials	X	X	X	X	X	X	X
Self-Directed	X	X	X	X	X	X	X
Assessment method							
Portfolio	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)