

# MODULE SPECIFICATION

1. **Title of the module**  
CC7005 Character and Creature Production Project
2. **Division or partner institution which will be responsible for management of the module**  
Escape Studios, Pearson College London
3. **The level of the module (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)**  
Term 3
6. **Prerequisite and co-requisite modules**  
None
7. **The course(s) of study to which the module contributes**  
MA Character & Creature Creation
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.
- 9.3 identify and take action to address their learning and development needs to progress professionally whilst appropriately addressing legal, ethical concerns and practical requirements

### 10. **A synopsis of the curriculum**

- Project direction, including a review of the animation pipeline from concept to final output.
- 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)**

Winder, C. and Dowlatabadi, Z., 2019. Producing Animation 3e. CRC Press.

Wysocki, R.K., 2011. Effective project management: traditional, agile, extreme. John Wiley & Sons.

Lewis, J.P., 1995. Project planning, scheduling, and control: A hands-on guide to bringing projects in on time and on budget. Irwin.

Catmull, E. and Wallace, A., 2014. Creativity, Inc: overcoming the unseen forces that stand in the way of true inspiration. Random House.

Carnegie, D., 2020. How to win friends and influence people. Sristhi Publishers & Distributors.

Zhuo, J., 2019. The Making of a Manager: What to Do When Everyone Looks to You. Portfolio.

### 12. **Learning and teaching methods**

Students undertake a self-directed or alternatively a collaborative 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.

Feedback sessions: 30 hours

Self directed study: 570 hours

### 13. **Assessment methods**

#### 13.1 Main assessment methods

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### Production Project 60%

The student will specify, develop and deliver a project to a brief negotiated with their tutors 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. This assessment must be passed in order to pass the module.

### Retrospective (5000 words) 40%

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 Master's 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. In the event that this project becomes a group project, involving a collaboration with other students, the Retrospective must clearly identify the role and remit of each individual student on the project.

### 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	9.3
<b>Learning/ teaching method</b>							
Feedback Sessions	x	X	X	X	X	X	X
Self Directed Study	X	X	X	X	X	X	X
<b>Assessment method</b>							
Production Project	X	X	X	X	X	X	X
Retrospective	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.

17. **Internationalisation**

Character and Creature Creation is by its nature an international discipline, and learning resources, materials and directed learning will include resources, examples and case studies from across the world. This module offers the opportunity to focus and develop skills relevant in jobs that span many different companies in areas not just focused in creative industries.

18. **Partner College/Validated Institution**

Escape Studios, Pearson College London

19. **University Division responsible for the course**

Division of Computing, Engineering and Mathematical Sciences

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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)