

MODULE SPECIFICATION

1. **Title of the module**
Studio Project – PRSN7016
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)**
7
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**
None
7. **The programmes of study to which the module contributes**
MA Visual Effects Production
8. **The intended subject specific learning outcomes.**
On successfully completing the module students will be able to:
 1. demonstrate a systematic knowledge and understanding of the issues and trends in the theory and practice of discipline specific development and production
 2. critically evaluate and select discipline specific techniques needed to complete a substantial project to a professional standard.
 3. apply a range of high level skills to deliver a collaborative creative technical project.
9. **The intended generic learning outcomes.**
On successfully completing the module students will be able to:
 1. manage time and resources to meet shared objectives under varying conditions.
 2. communicate creative and technical information in a variety of contexts.
10. **A synopsis of the curriculum**
Project direction.
Project management and tasks allocation.
Material creation, acquisition and selection.
Project evaluation
11. **Reading list (Indicative list, current at time of publication. Reading lists will be published annually)**

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Effective project management, Wysocki, Robert K, 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

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.

12. **Learning and teaching methods**

Tutors introduce theory and context of collaborative project work through initial meetings and directed study. Students undertake a collaborative project in a studio environment to meet a given brief. The project is supervised by tutors acting as producers, overseeing the allocation of tasks and monitoring progress and supported by studio assistants through regular formative feedback sessions.

- Feedback sessions: 15 hours
- Directed study: 285 hours

13. **Assessment methods**

13.1 Main assessment methods

Assignment 1: Collaborative Project 80%

Students will be required to be part of a team which will produce a project demonstrating personal and collective choices in techniques and approaches and their application to meet a professional quality brief. The scope of this project means that students will typically be working with others in a team to complete all the project requirements, with tutors acting as producers overseeing the process. The aim is to create a visually engaging and technically accomplished piece which demonstrates that they can follow a brief, work with appropriate guidelines, and be an effective team member. The key is to demonstrate skills that will be recognised as those used in professional production.

Assignment 2: Group presentation (20 minutes) 20%

This will take the form of a retrospective delivered as a 20 minute presentation, giving students the chance to show their work and reflect on the process and the outcome. It will demonstrate the depth of their understanding their area and its practical application during the project, and with cover the way that the group collaborated to meet the shared objectives.

13.2 Reassessment Methods

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14. Map of module learning outcomes

Module learning outcome	8.1	8.2	8.3	9.1	9.2
Learning/ teaching method					
Feedback Sessions	X	X	X		
Self-Directed	X	X	x	X	X
Assessment method					
Project	X	X	X	X	
Presentation	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

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