

**Programme Specification**

**BA (Hons) Model Making & Visual FX**

**2023-2028**

## PROGRAMME SPECIFICATION

The Programme Specification provides a summary of the main features of the **BA (Hons) Model Making & Visual FX** programme and the learning outcomes that a ‘typical’ student might reasonably be expected to achieve and demonstrate if they pass the programme.

Further detailed information on the learning outcomes, content and teaching and learning methods of each module may be found within the Programme Handbook and the online Module Information, which is available on the VLE.

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| --- |
| Key Course Information |
| Final Award | BA (Hons) |
| Programme Title | BA (Hons) Model Making & Visual FX |
| Award Title | BA (Hons) Model Making & Visual FX |
| Teaching institution | The Northern School of Art |
| Awarding Institution  | Arts University Bournemouth |
| Professional accreditation |  |
| Length of programme / mode of study | 3 years full-time |
| Level of final award (in FHEQ) | Level 6 |
| Subject benchmark statement | * Art and Design
* Dance Drama & Performance Dec 2019
 |
| UCAS code | TBC |
| Language of study | English |
| External Examiner for course: |  |
| *Please note that it is not appropriate for* *students to contact external examiners**directly* | Beccy Barnes, University of Bolton |
| Date of Validation | May 2023 – May 2028 |
| Date of most recent review | May 2023 |
| Date programme specification written/revised | May 2028 |

### Programme Introduction

This programme, which is unique in the North East develops two specific areas of model making which are Traditional Model Making and Digital Model Making. As you progress through the programme, you are encouraged to develop practical skills in a wide range of specialist areas, as industry suggests that a comprehensive skill set will enhance a graduate’s initial employability. Other industries suggest that they require a more specialised graduate and so the programme will encourage you to explore more specific skills through a series of specialist modules if you wish. This overall development will help to form choices as to your personal direction on the programme. The programme is designed to include specific modules to support digital models, working models and sculptural work. This will give you the opportunity to explore these specific employable skills in the first half of the programme and then maybe develop them further through the later semester of Level 5 in preparation for the Major Project through level 6. The development of practical skills is of paramount importance to a Model Maker and so a 40-credit module is included in the second semester of level 5 to help you achieve this. Throughout the programme you will explore how your models are integrated into film and TV using visual effects such as green screen and other methods of compositing.

This programme is designed to develop highly skilled professional practitioners who can work independently and with confidence in their abilities. This will help them to secure employment in a diverse range of industries. Career opportunities are focused on the TV, film and theatre production industries and the programme is part of The Northern School of Arts cluster of programmes which support these industries. However other areas of employment require the portfolio of skills that you will develop as an undergraduate such as animation, architecture, product design, advertising, exhibition design, heritage, and theme parks.

### Programme Aims

PA1 To enable you to review, consolidate and extend your knowledge and understanding of your field of study and apply this to a range of contex

PA2 To provide opportunities for individually-focused research and investigation that informs your creative practice and personal development

PA3 To enable you to identify, analyse, interrogate and integrate the relationship between theories and practice

PA4 To encourage independent approaches to creative practice and project management, including planning and organisation, investigation, evaluation and collaboration

PA5 To enable you to produce work to a standard appropriate to the professional context of your field of study, informed by research and experimentation

PA6 To enable you to communicate effectively in a variety of forms appropriate to a range of contexts and audiences

### Programme Outcomes

By the end of the programme you will be able to:

PO1 Demonstrate a systematic understanding of key areas of your field of study and its cultural, ethical and professional contexts

PO2 Synthesise, evaluate, reference and apply research from appropriate sources to make independent judgements and to initiate and carry out projects

PO3 Demonstrate conceptual understanding that enables you to devise and sustain arguments, solve problems, and use ideas and techniques appropriate to your field of study

PO4 Manage your own work and learning as an autonomous practitioner and collaborate with others in preparation for employment, continuing professional development and/or postgraduate study

PO5 Apply an appropriate range of practical and technical skills to produce solutions and outcomes relevant to your field of study and related professional practice

PO6 Communicate information, ideas, problems and solutions in a range of appropriate formats to specialist and non-specialist audiences, including potential employers and professional networks

### Reference Points

UK Quality Code for Higher Education, including:

Subject Benchmark Statement: Art and Design December 2019,

Dance Drama & Performance Dec 2019

Framework for Higher Education Qualifications [FHEQ] October 2014

AUB Regulatory Framework and Undergraduate Assessment Regulations 2022-2023

The Northern School of Art Strategic Plan 2019-2024

The Northern School of Art Academic Strategy 2021-2024

### Learning and Teaching Strategies

Your programme has been designed to give you a clear and logical learning experience, which encourages you to take an active part in the learning process. Each level of the programme has explicit learning outcomes that indicate the range of your knowledge and understanding, including intellectual, practical, professional and transferable skills.

The programme helps you to develop the ability to plan, manage and evaluate your learning, which is vital to the process of becoming an independent and professional practitioner. It also encourages you to take a more questioning approach, so that you can resolve problems with increasing confidence in your own judgements.

Formative feedback throughout modules helps you to evaluate your progress and identify your individual strengths and areas for development, based on feedback from tutors, other students, and your own self-evaluations.

The programme objectives are met by deploying a wide variety of teaching and learning methods including assignments, projects, lectures, seminars, group critiques and tutorials. In consultation with the Faculty Leader, academic staff are responsible for coordinating individual modules of study, and for selecting appropriate methods of delivery according to the subject matter and the student experience.

The learning and teaching methods used to enable you to develop the skills, knowledge and critical awareness required to become a creative practitioner and promote the development of transferable skills, which are essential for employability.

The study time allocated to each module in the programme incorporates a balance of formal teaching, tutorial support and independent learning. The programme is structured progressively to provide increased opportunities for independent learning as you reach the later stages of the programme. The promotion of independent learning reflects your anticipated maturity as a student and allows you to direct your learning towards individual goals.

The integration of theory and practice is crucial in your development as a well-rounded and informed creative practitioner. This is promoted and reinforced through a team-teaching approach in both practical and written modules. Lectures, seminars and tutorials may be delivered by academic staff, as appropriate, in the creative environment of the studio, lecture theatre and seminar rooms.

### Level 4 – Foundation and Orientation

Level 4 provides you with an introduction to the concepts, skills and knowledge associated with your subject area. You can access guidance and support from tutors during teaching sessions, but you are also expected to use independent study time to develop your skills further. Verbal and written formative feedback in tutorials and teaching sessions provides you with a clear indication of your progress, and you can use formative self and peer evaluation to help you to develop your critical and evaluative abilities.

### Level 5 – Development and Exploration

The learning and teaching strategies used in Level 5 encourage you to take more responsibility for your learning and personal development, underpinned by formative self and peer evaluation. You are provided with opportunities to extend your subject knowledge and associated skills, and to study specific areas in greater depth. As you progress through Level 5, you are able to focus increasingly on your individual areas of interest and specialism. This is determined through the introduction of Learning Agreements, in which you can negotiate your own routes of inquiry, including research, development and realisation, in response to module learning outcomes. Elements of work-related learning, such as live projects, enable you to develop your professional practice and experience of working in a commercial context. Throughout Level 5, you are also encouraged to seek and negotiate your own work experience, if suitable opportunities are available.

### Level 6 – Consolidation and Expertise

In Level 6, you are encouraged, within a supportive environment, to interrogate your specialism, consider your future direction and use the opportunity to effectively and meaningfully plan, prepare and move forward. Through analysing and defining your individual direction, you will develop a range of intellectually and practically challenging work that helps you to consolidate your prior experience, knowledge and skills to a higher level of expertise. Emphasis is placed on self-initiated projects and your ability to plan and manage your own learning within all modules. You are expected to work with a considerable degree of independence and to exercise effective critical analysis, evaluation and professional practice. However, specialist academic tutors will give you guidance throughout Level 6 in order to provide a structured and supportive learning environment, promoting a manageable level of student autonomy, while continuing to address any potential issues. Individual student-initiated projects are developed, negotiated and undertaken within the module framework to assist you in the realisation of your creative aspirations as an independent practitioner.

### Methods of Learning Glossary

A variety of methods are used to help you to engage with your learning, both by you as a student and by your tutors – some of these methods are described below.

### Timetabled teaching sessions

Your student timetables indicate the teaching sessions that have been arranged for you across the modules that you are studying, and are available to you on the VLE. Within your teaching sessions, you will take part in a variety of activities that will help you to learn and develop as appropriate to each module and assignment. Specific learning and teaching strategies used in teaching sessions can include:

* Projects and assignments - covering a range of learning areas
* Tutorials - for appraisal and development as an individual or in groups
* Critiques - to provide formative feedback and to develop your presentation skills
* Lectures - formal and informal
* Flipped Learning – introduced to the learning material before class, with classroom time then being used to deepen understanding through discussion with peers and problem-solving activities
* Seminars - discussions that develop your critical responses
* Demonstrations - practical and workshop-based activities

### Independent study

In addition to teaching sessions, the development of your skills and knowledge requires extra individual input defined as independent study. This will appear on your timetables and is an important part of the learning hours required for each module.

During these periods, tutors are not timetabled to teach you, but technician demonstrators and Library staff are available to help you to undertake research and the development of ideas and practical work. It is your responsibility to make good use of independent study time and the facilities available. It is essential that you access the specialist workshops during this time to develop your skills with materials, equipment and processes. The School's opening times and access to resources are intended to provide extra opportunities for you to benefit from your studies and to achieve your goals.

### Assignments

A strategy based on practical and/or written work, ranging from staff-initiated activities at Level 4, and leading progressively to increasingly student-led activities at Levels 5 and 6.

### Live assignments or live briefs

An assignment negotiated between a tutor and a relevant external agency, providing an opportunity for you to work within the constraints of a commercial brief. Live assignments/live briefs can also include competitions and awards.

### Projects

An activity initiated by you as a student in which the emphasis is on student-centred learning. The tutor acts as a supervisor, negotiating the choice of topic with you through the Learning Agreement (see below), and supporting you throughout the project, including ethical considerations, which will be undertaken on an individual basis and/or in groups.

### Lectures

A structured presentation of ideas, concepts and content knowledge by academic staff and visiting lecturers to groups of students, followed by feedback, questions and answers.

### Academic tutorials

A meeting with an academic tutor or tutors either to discuss the progress of your work on a formative basis or to give summative feedback about your achievement in individual modules or the programme in general. Academic tutorials can take place on an individual basis, or with a group of students.

### Seminars

A group activity involving the open discussion and analysis of topics – seminars may be tutor-led or student-led and can include short presentations.

### Group critiques

These involve students in presenting and discussing work with tutors and the peer group within modules, giving you the opportunity to evaluate and respond to feedback.

### Workshops

Specific activities within specialist modules that provide the skills required for assignments and can be delivered by tutors and/or technician/demonstrators. Technical and practical skills are developed in a range of techniques, processes and materials relevant to your area of study and specialism.

### Educational visits

Educational visits to a range of external venues provide opportunities for you to broaden your field of research and knowledge related to your area of study. You will be given information about your programme’s planned educational visits throughout the academic year.

### Personal Development Planning [PDP]

Personal Development and Planning [PDP] are linked to all Levels of the programme through methods of reflective practice and planning which are integral to each module and help you to plan, integrate and take responsibility for your personal, academic and career development. In dialogue with tutors through formative feedback, you are encouraged to identify strengths and areas for development and establish learning goals that might improve perceived weaknesses and enhance your strengths.

### Learning Agreements

As you progress through the programme, there are increasing opportunities for you to negotiate your own learning. Learning Agreements are introduced at Level 5 as a mechanism to support you in defining your individual learning in the context of the programme. Within the Learning Agreement, you will outline how you intend to fulfil the module aims and outcomes and how you plan to achieve this. This enables you to vary the work you produce according to your own personal and professional goals and aspirations whilst meeting the specified aims and learning outcomes of the module. The Learning Agreements contribute towards evidence of your Personal Development Planning.

At level 6, the learning agreement includes an ethical approval process showing evidence of ethical awareness processes to overcome issues.

### Assessment

Each unit is assessed separately, and the assessment forms part of the unit. Assessment both provides a measure of your achievement, and also gives you regular feedback on how your learning is developing.

For every unit of your course, we will inform you of what you are expected to learn; what you have to submit; how your work will be assessed; and the deadline for presenting your work for assessment. This is made available through Unit Information, which is on your course blog.

You will receive a final mark for each unit in the form of a percentage, which will be recorded on your formal record of achievement (transcript). Each component of assessment is graded using a notched marking scale, whereby only certain marks are used within each grade. The only marks available within any ten-point band are \*2, \*5 and \*8 (e.g. 62, 65, 68). These marks correspond to a low, mid, and high level of achievement within each grade band.

A minimum of one unit at Level 4 will be assessed on a pass/fail basis, with written feedback but no numerical grade. Details of this will be clearly expressed on the Unit Information Sheet. All other units will be given a percentage mark.

All learning outcomes must be passed to successfully complete the unit.

On successful completion of your Honours degree course, you will be awarded a degree classification based on your unit marks. The final classification is determined using all unit marks at Levels 5 and 6 using a single algorithm, which is detailed in the Regulatory Framework and Undergraduate Assessment Regulations.

If you have joined Level 6 through either the Recognition of Prior Learning (RPL) route or having completed a Foundation Degree (FdA), the final classification is determined using only your unit marks at Level 6.

For further information on assessment, progression, awards and classifications, please review the Regulatory Framework and Undergraduate Assessment Regulations.

### Programme Structure

All students are registered for the award of BA (Hons); however, exit awards are available if you leave the programme early, having successfully completed one or two levels. If you successfully complete a level of the programme, you will automatically be entitled to progress to the next level.

For the award of a Certificate of Higher Education (CertHE), you must have achieved a minimum of 120 credits at Level 4. This qualification may be awarded if you leave the University following successful completion of the first year of your programme.

For the award of a Diploma of Higher Education (DipHE), you must have achieved a minimum of 240 credits of which a minimum of 120 must be at Level 5. This qualification may be awarded if you leave the University following successful completion of the second year of your programme.

For the award of a BA (Hons) you must have achieved a minimum of 360 credits of which a minimum of 240 must be at Level 5 or above, of which a minimum of 120 credits must be at Level 6. This qualification will be awarded upon successful completion of your programme.

A BA without Honours may be awarded if you have achieved 300 credits, at least 180 of which are at Level 5 or above, and at least 60 of which are at Level 6.

### Programme Content

The programme is structured to provide you with the skills, knowledge and abilities that will help you to become increasingly independent as a Model Maker predominantly working in the exciting film and TV industries, creating models using traditional and digital skills. You will also explore how your work will be integrated into film and TV production using visual effects It will help you to develop the skills required for employment, entrepreneurship and professional practice within the relevant industries, or for progression to postgraduate study.

The programme’s modules have been designed and organised to provide opportunities for you to develop, integrate and consolidate a wide range of knowledge and expertise, with an emphasis on creative investigation and critical inquiry. The module structure provides you with a holistic and coherent learning experience and a comprehensive framework for assessment and progression that will enable you to gain recognition for your progress and achievement. The programme consists of three Levels (4, 5 and 6), each lasting one academic year of full-time study. Each Level is divided into modules, which may vary in size. A standard module represents 200 hours of study and is worth 20 credits. Depending on the complexity of the area being studied, some modules may be larger, for example, in Level 5 and Level 6 you will study a combination of 20 credit and 40 credit modules.

**Level 4**

This first level of study will be supported by two theoretical modules which are designed to introduce you to the research methodologies so important for independent study and will support the academic rigour required at Higher Education. They will introduce and explore the entertainment industries as possible areas of employment and will also explore historical and contextual content relating to these industries. The **‘Creative Thinking’** module is an integral part of your programme as the material covered in this module unveils creativity in historical contexts, which will help inform your own work. The Model making team work together to develop a curriculum that involves a wide range of sources and contexts. All of which are relevant to a team of individuals who are responsible for the design and development of a specific production.

The **‘Industry Awareness’** module is designed to introduce you to the wealth of employment opportunities available in the established and emerging entertainment industries. This module especially will be explored through a series of lectures and discussions designed to increase your awareness of these relevant industries. It will also introduce you to a host of skills such as communication skills, presentation skills and IT skills, which are pertinent to your professional practice.

The ‘**Creative Thinking’** module runs through semester one with a deadline in week 16 and The **‘Industry Awareness’** module, will start in week 17 of the second semester, which balances out the level of academic study throughout this first year of study. All other modules will finish at the end of the first and second semester (Weeks 14 and 28).

Level 4 will introduce of a host of practical techniques, which you as new undergraduates may not have had the opportunity to explore before. Such techniques, for instance, explore perspective drawing, technical drawing and model making, workshop practice such as scenic construction, and moulding and casting. Digital skills are introduced here using industry standard software such as the Adobe suite of applications which include Photoshop and Illustrator. Sketchup, AutoCAD and 3ds max will also be introduced at this level. This takes place through the **‘Visual Communication’** module and the ‘**Design Process’** module. This development will be practised through specific assignments relating to the relevant industries. Here communication skills can be developed, and the learning outcomes for these modules reflect the journey through study, the learning taking place and the presentation of this learning but not specifically the final outcome. Learning here is highly tutor lead with workshops, demonstrations and practical investigation delivered week by week by specialist staff throughout all modules.

The ‘**Core Workshop Skills**’ module introduces you to a wide range of fundamental practical, technical and manipulative skills executed in the design and construction of sets and, props, including workshop and studio practice in the safe use of relevant materials, tools, equipment and machinery. Introductory skills may also include basic scenic construction, the use of machine and hand tools and the development of modelling, sculpting, moulding and casting techniques. These are not only to allow you to develop practical and therefore employable skills, but to inform you as a designer of the working practices associated with Model making.

The introduction of related theoretical work introduced through the ‘**Creative Thinking’** module will support your practical work, will be used as the foundation of your learning experience and form the basis for future specialist progression. The module aims to promote a theoretical and academic underpinning to design and development of all work and enables you to develop your skills in planning, organisation and working both individually and as a member of a team.

In the second semester of Level 4, you will be introduced to probably your first chance to develop a complete model making project. The ‘**Production 1’** module, which is designed to enable you to fully explore the design process for a production and to understand the importance of and the relationship between research, ideas and realisation. You will be working from a script or other text to interpret and analyse this and use it as a foundation for your ideas. Problem-solving, experimentation and decision-making relating to Model making for stage and screen will be explored through this module and your work will reflect relevant historical and cultural contexts which have been explored through supporting modules. Again, the development of drawing and making will be explored through the ‘**Design Process’** module. This module, as with the **‘Visual Communications’** module in semester one is designed to support the development of design with traditional and digital drawing techniques. Here you will be exploring perspective drawing, technical drawing. Digital skills are introduced here using software such as Adobe Photoshop and Illustrator, Autocad and 3ds max.

Remember you can access guidance and support from tutors during teaching sessions and through Facilitated learning sessions, but you are also expected to use independent study time to develop your skills further. Verbal and written formative and summative feedback through tutorials and teaching sessions provides you with a clear indication of your progress throughout study.

**Level 5**

The first semester of Level 5 introduces you to two specialist areas of study which are primarily a sculpture, moulding and casting module and a problem solving mechanical module which will allow you to begin to develop particular employable skills which you may wish to develop further through the second half of Level 5 and into Level 6 and the your Final Major Project.

The ‘**Action Props’** module is designed to demonstrate working models and mechanisms. Action props is a term that relates to anything an actor has to hold or operate. This will normally consist of moving parts or mechanisms within the design and production of a prop, which when demonstrated on set, must work correctly every time. Action props can also be seen in various settings including museums and exhibitions in the form of interactives and of course, theatre. You will also be introduced to mechanisms such as lavers, pulleys, cams and gears. These make up the basics for complex machines such as a car engine or an animatronic puppet. Initially you will develop simple machines or mechanisms. You are also encouraged to produce accurate technical drawings which you will use in the workshop to create your working models and mechanisms. Through this module you will also explore control systems such as hydraulics, motors and remote and radio control, which are often used to move props and models on set. You will be introduced to electrical systems and develop a working knowledge of the safe use of low voltage electric circuits including lights, switches and motors.

Through the ‘**Transformative Techniques’** module, which relates to sculptural work developed through workshop practice. The exploration of sculptural materials such as clay, wax, and polymer clays etc are used to create sculptural pieces. You will develop mould making skills using materials such as silicone and resins. This module will include an introduction to the development of armature for static and animated models including materials such as wire, rod and spun armatures and an introduction to ball jointed metal armatures will be included such as is used in animated models. You will be introduced to techniques, materials and equipment a modelmaker would need to develop large-scale work and point of sale, using materials such as polystyrene or foam.

Also explored through the first semester of Level 5 is the ‘**Creative Discussion’** module. This module continues to explore creative cultures, its chronology and history as introduced in level 4. However, it will concentrate on specific aspects of cultures to develop your understanding of the world around you. It is designed to support your study at degree level and although all modules on the programme have research skills embedded in them this module will further develop research methodology and independent learning skills in preparation for the ‘**Dissertation/Report’** module in Level 6. Again, it will help you to prepare a body of work, which will form the basis of research to underpin your design and practical work. It will help you to prepare for the development of your ‘**Major Project’** in level 6 when you will have the opportunity for extended research and academic investigation into a self-initiated and negotiated topic. Furthermore. It will help you to develop a wide range of skills that can be applied to any area of analysis, and academic writing.

The second semester of Level 5 includes the ‘**Professional Practice’** and **‘Production 2’** modules. The ‘Production 2’ module which is a 40 credit module, is designed to consolidate the learning that has taken place through the first half of the programme. Through the development of a learning agreement, you will have the opportunity to negotiate your learning, focusing on areas of specialism in which you have developed a particular interest. During this process, you will extend your knowledge and critical understanding in the development of your work through experimentation and risk-taking. You will critically evaluate the appropriateness of different approaches to problem-solving. Through experimentation and exploration of materials and processes, you will develop your creative, practical and technical skills as appropriate to your individual strengths and aspirations. This module will help to prepare you for further independent development in Level 6.

Through the final module, **‘Professional Practice’**, you will learn to extend and develop your knowledge of predominantly the TV and Film industry and the career structures in a host of industries and how you can locate your practice within them. Through this module, you will develop the practical skills you will need to promote yourself using a range of research techniques to analyse and identify potential pathways to employment and/or further study. This will include portfolio building, photography and presenting your work in a professional manner.

**Level 6**

In the ‘**Project Research and Preparation’** module (40 credits), you will identify, initiate and negotiate a personal project that will enable you to consolidate and demonstrate your individual creative identity. This should reflect the individual focus of your creative practice and career aspirations; and be underpinned by extensive research, analysis and development work that supports the realisation and production of your creative outcomes in the Final Major Project. You will be able to research, define and develop a complex project that challenges your existing practice, and to consider potential collaborations in preparation for working in the creative industries, or for postgraduate study. The research, planning and development that you undertake during the Project Research and Preparation module will include identifying and negotiating the topic of your written investigative study for the ‘**Dissertation / Report**’ module, which will be devised to inform and enhance your practical work.

The ‘**Dissertation / Report** module (20 credits) provides you with the opportunity for extended research and investigation into a negotiated individual topic based on an aspect of your creative practice. The choice of either a theoretical argument (dissertation) or a factual report (for example, on an aspect of potential entrepreneurial activity) should be determined by your individual aims and aspirations after graduation. Both options will equip you with a wide range of skills that can be applied to research, information retrieval and academic writing.

The ‘**Final Major Project’** module (40 credits) enables you to focus on your specialism and to apply the knowledge, skills and intellectual abilities acquired and developed throughout your programme. You will realise the conceptual, theoretical and professional inquiry identified in the Learning Agreement that you produced in the Project Research and Preparation module in order to bring your ideas to a reasoned conclusion, based on problem-solving, decision-making and critical evaluation. Your ability to manage a complex project with an independent and professional approach is a key aspect of this module. The final creative outcomes should be executed and presented to a standard appropriate to Level 6 Honors degree study and to their commercial or professional focus.

The ‘**Final Show and Portfolio’** module (20 credits) is a launch point for your commercial vision or progression to postgraduate study. You will present yourself and your work in a relevant professional context that highlights the progression you have made as a critical creative practitioner. The opportunity to create an outward- facing exhibition that showcases your creative practice and achievements is your chance to take the first steps into the creative industries. Working with a provided space, you will manage and deliver an individual show that promotes your final portfolio of work, supported by self-promotion and marketing tools directed at your own professional aspirations.

### Programme Module

**Module Code Module Title Credit Weighting**

**Level 4**

Semester 1

HVEM471 Visual Communication 20 Credits

HVEM472 Core Workshop Skills 20 Credits

HVEM473 Creative Thinking 20 Credits

Semester 2

HVEM474 Design Process 20 Credits

HVEM475 Industry Awareness 20 Credits

HVEM476 Production 1 20 Credits

**Level 5**

Semester 1

HVEM562 Action Props 20 Credits

HVEM563 Transformative Techniques 20 Credits

HVEM564 Creative Discussion 20 Credits

Semester 2

HVEM564 Professional Practice 20 Credits

HVEM567 Production 2 40 Credits

**Level 6**

Semester 1

HVEM661 Project Research and Preparation 40 credits

HVEM662 Dissertation / Report 20 credits

Semester 2

HVEM663 Final Major Project 40 credits

HVEM664 Final Show and Portfolio 20 credits

### Programme Diagram

This diagram indicates the proposed start and end dates for each module and shows teaching weeks only; holiday periods are not included. Further information on the structure of each module is included in your Module Handbooks. Dashed lines indicate assessment feedback points.

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| Level 4 - Week Number  |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 |  | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 |  |
|  | **INTERIM WEEK** |  |  |
| **Welcome Week/Induction** | **Weeks 1-7****Visual Communication**(20 Credits) | **Weeks 8-21** **Design Process**(20 Credits) |  |  |  |
| **Weeks 1-14****Core Workshop Skills**(20 Credits)  | **Weeks 15-28****Production 1**(20 Credits) |  | **WEEKS BETWEEN END OF TEACHING WEEKS AND END OF TERM: ASSESSMENT OF FINAL MODULES AND TUTORIALS** |
| **Weeks 1-16** **Creative Thinking**(20 Credits) |  | **Weeks 17-28****Industry Awareness**(20 Credits) |
|  |
|  |
| **Level 5 - Week Number** |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | **INTERIM WEEK** | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 |  |
|  |  |
| **Welcome Week/Induction** | **Weeks 1-14****Action Props**(20 Credits) |  | **Weeks 15-28****Production 2**(40 Credits) | **WEEKS BETWEEN END OF TEACHING WEEKS AND END OF TERM: ASSESSMENT OF FINAL MODULES AND TUTORIALS** |
| **Weeks 1-14****Transformative Techniques**(20 Credits) |   |
| **Weeks 1-16****Creative Discussion** (20 Credits) |  | **Weeks 17-28****Professional Practice**(20 Credits) |
|  |

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| --- |
| Level 6 |
| Week Numbers |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 |  | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 |  |
| WELCOME WEEK AND INDUCTION |  | INTERIM |  | **WEEKS BETWEEN END OF TEACHING WEEKS AND END OF TERM: ASSESSMENT OF FINAL MODULES AND TUTORIALS** |
| **Weeks 1 – 9** **Project Research and Preparation**(40 credits) |  | **Weeks 10 – 23****Final Major** **Project**(40 credits) |  |
|  |  |
| **Weeks 1 – 14****Dissertation/ Report**(20 credits) | **Weeks 15-28****Final Show and Portfolio****(20 Credits)** |  |
|  |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Level 4 OutcomesOn successful completion of Level 4, you will be able to: | Visual Communication20 Credits | Core Workshop Skills20 Credits | Creative Thinking20 Credits | Design Process20 Credits | Production 120 Credits | Industry Awareness20 Credits |
| Describe, explain and use key elements of knowledge and key concepts of, and influences on Model Making and Visual Effects |  |  | LO1 | LO1 |  |  |
| Gather, describe and apply research from a defined range of primary and secondary sources |  |  | LO2 |  |  | LO1 |
| Apply defined methods to problem-solving and recognise the changing nature of knowledge and concepts relevant to Model Making and Visual Effects | LO1 |  |  | LO2 | LO1 |  |
| Apply a range of approaches to learning and identify your strengths and areas for development in order to manage work and meet deadlines |  | LO3 |  |  |  | LO2 |
| Apply a range of practical and technical skills relevant to model making and visual effects in defined contexts |  | LO1 |  | LO3 |  |  |
| Demonstrate the qualities and transferable skills necessary for employment requiring the exercise of some personal responsibility | LO2 | LO2 |  |  | LO2 |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Level 5 OutcomesOn successful completion of Level 5, you will be able to: | Action Props20 credits | Transformative Techniques20 credits | Creative Discussion20 credits | Production 240 credits | Professional Practice20 credits |
| Demonstrate knowledge and critical understanding of cultural, ethical and professional contexts and apply these to a range of activities. |  |  |  | LO3 | LO3 |
| Use a range of established techniques to initiate and undertake the critical analysis of information regarding industry practice. | LO3 |  | LO2 |  | LO1 |
| Critically evaluate the appropriateness of different approaches to problem-solving relating to a wide range of related industries. | LO1 | LO1 | LO1 | LO2 |  |
| Apply reflective practice and evaluation to the negotiation and management of your own learning and the identification of individual routes of inquiry. |  |  |  |  | LO2 |
| Select and apply appropriate practical and technical skills relevant to a range of industries relating to visual effects and modelmaking in order to develop existing skills and acquire new competencies. | LO2 | LO2 |  | LO1 |  |
| Effectively communicate information, arguments, concepts and analysis in a variety of forms to specialist and non- specialist audiences. |  | LO3 |  | LO4 |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Level 6 OutcomesOn successful completion of Level 6, you will be able to: | Project Research and Preparation40 credits | Dissertation / Report20 credits | Final Major Project40 credits | Final Show and Portfolio20 credits |
| Demonstrate a systematic understanding of key areas of your field of study and its cultural, ethical and professional contexts | LO1 |  | LO1 | LO1 |
| Synthesise, evaluate, reference and apply research from appropriate sources to make independent judgements and to initiate and carry out projects | LO2 | LO1 |  |  |
| Demonstrate conceptual understanding that enables you to devise and sustain arguments, solve problems, and use ideas and techniques appropriate to your field of study | LO3 | LO2 | LO2 |  |
| Manage your own work and learning as an autonomous practitioner and collaborate with others in preparation for employment, continuing professional development and/or further study | LO4 | LO3 | LO3 |  |
| Apply an appropriate range of practical and technical skills to produce solutions and outcomes relevant to your field of study and related professional practice |  |  | LO4 |  |
| Communicate information, ideas, problems and solutions in a range of appropriate formats to specialist and non-specialist audiences, including potential employers and professional networks |  | LO2 |  | LO2  |

**Level 4 Modules**

**Module Title: Visual Communication**

Module Code: HVEM

Level: 4

Credit Points: 20

Weighting: 1.0

Study Time : 200 hours

**Description**

This module is designed to support study in all other modules. It introduces a wide range of fundamental visualisation skills, and it will enable you to develop these in communicating your ideas for your studio and workshop studies. In short, it will help you to understand the development process an undergraduate needs to explore work through this level of study. You will initially investigate the formal elements of drawing, visual composition and the development of a range of materials and processes. The purpose of this module is to allow you to experiment and develop your skills and through this module, you will explore freehand drawing, technical drawing and presentation drawing. Technical drawing will be used for the development of 3D white card models, through future study, which will help you to visualise your ideas quickly and is a fundamental skill all artists working in 3D will need. The module will make you aware of the importance of visual research as a foundation for the communication of your ideas. It will also help you to prepare for work in the ‘Core Workshop Skills’ module which is also studied through this first semester of study. This short seven week module (most modules are 14 weeks or more on the programme) is also designed to balance out the assessment processes and introduce you as new undergraduates to the assessment process at this level of study

**Indicative outline syllabus**

An indicative guide to the content covered by this module:

* Introduction of the importance of drawing in Model Making & Visual FX
* To develop initial 2D visualisation methods, sketching and drawing.
* Develop a range of drawing equipment
* Perspective drawing, both single and two point perspective
* Develop Technical Drawing and the use of traditional drawing aids.
* Digital and Traditional presentation of drawings.

**Method of delivery**

Studio-based teaching, demonstrations, student centred workshops, critiques, tutorials and independent learning through set assignment briefs and tasks.

Educational visits and visiting speakers may be used, where appropriate, to support the module delivery.

**Aims**

A1 To enable an understanding of a wide range of fundamental visualisation and problem solving skills.

A2 To gain an understanding of the use of studio techniques and equipment pertinent to your specialist area of study.

**Learning Outcomes**

On completion of this module, you will be able to:

LO1 Apply defined methods to problem-solving and recognise the changing nature of knowledge and concepts relevant to Model Making and Visual Effects

LO2 Demonstrate the qualities and transferable skills necessary for employment requiring the exercise of some personal responsibility.

**Assessment Components**

1 A journal of 2D visualisation techniques, which is to be submitted as a digital presentation.

100%

**All learning outcomes must be passed to successfully complete the module.**

**Reference material**

A list of reference material for this module, including key and recommended texts and online resources, is included in the Module Handbook. In addition, you should work with your tutors and Library staff to identify material that is appropriate to the individual nature of your research.

**Module Title: Core Workshop Skills**

Module Code: HVEM

Level: 4

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

This module is designed to introduce you to safe workshop practice using a range of traditional workshop equipment, machines, tools and fixings. You will safely learn how workshop tools and machines operate and also how to service and care for the equipment. You will also be introduced to a broad range of materials, techniques and processes. Then through the safe application of this knowledge, you will investigate and experiment recording the development of your new practical and technical skills, through a series of tasks whilst analysing and evaluating the results in a Technical File. This is not only a key assessment component of this module but must be developed as a document to which you can refer back to through future studies and hopefully throughout your working life.

This module will form the foundation of your practical learning experience and underpin your development through future specialist modules. It also aims to promote a problem-solving and flexible approach to your practical work and enables you to develop your skills in planning, organisation and working both individually and as a member of a team. Through this safe application of knowledge, you will investigate and experiment, recording the development of your new practical and technical skills in a technical diary which you will build upon throughout study at this level and will become a reference work for your working practice.

**Indicative outline syllabus**

An indicative guide to the content covered by this module:

* Technical, practical and theoretical research
* Visualising and prototyping
* 2D and 3D media application
* Modelmaking using traditional materials
* Health & Safety
* Workshop materials, wood, plastic and card.
* Hand tools, saws, drills, screwdrivers etc.
* Workshop power tools sanders pillar drill, band saw.
* Sculptural materials.
* Mould making.
* Adhesives.
* Temporary fixings (rivets screws and bolts)
* Paint and finishing techniques
* Vacuum forming and the production of vac forming patterns.
* Technical file.

**Method of delivery**

Studio-based teaching, tutor led demonstrations, Individual and group critiques,

Workshop practical exploration, tutorials and independent learning through set assignment briefs and tasks. Educational visits and visiting speakers may be used, where appropriate, to support the module delivery. The development of spray paint and other finishes will be explored through a series of hands-on workshops.

**Aims**

A1 Use appropriate workshop materials and equipment with the application of safe workshop practice.

A2 To explore a range of relevant skills, which will support your working practice.

A3 To evaluate your progress and strengths throughout the module.

**Learning Outcomes**

On completion of this module, you will be able to:

LO1 Apply a range of practical and technical skills relevant to Model Making & Visual FX in defined contexts

LO2 Demonstrate the qualities and transferable skills necessary for employment requiring the exercise of some personal responsibility.

LO3 Apply a range of approaches to learning and identify your strengths and areas for development in order to manage work and meet deadlines.

***Assessment Components***

1 A work journal including research, development, technical notes, and practical Investigation.

2 A 500\* word evaluation.

100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

**All learning outcomes must be passed to successfully complete the module.**

**Reference material**

A list of reference material for this module, including key and recommended texts and online resources, is included in the Module Handbook. In addition, you should work with your tutors and Library staff to identify material that is appropriate to the individual nature of your research.

**Module Title: Creative Thinking**

Module Code: HVEM

Level: 4

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

Creative Thinking is an integral part of your programme as the material covered in this module unveils creativity in global and historical contexts, which will help inform your own practice as an artist. The Model Making lecturers work together to develop a curriculum that involves a wide range of sources and contexts. All of which are relevant to a team of individuals who are responsible for the design and development of a specific TV, Film or Theatre production. This module will encourage you to develop skills in critical thinking and analysis and to apply your knowledge and understanding to both this module and to your creative work.

This module outlines the importance of creative cultures by focusing chronologically on history and shows how Model Making and the visual effects which illustrate them are informed by developments in other contexts. It is designed to equip you with the skills necessary for the understanding of how creativity has evolved and how you will embed this in your own professional practice. It will also begin to prepare you for the development of a piece of academic writing at Level 6. Throughout the module, you will be encouraged to evidence your research as the module evolves and to further develop a specific topic through a piece of formal work.

**Indicative outline syllabus**

An indicative guide to the content covered by this module:

* Lectures that cover a range of art and design topics.
* Analysis of social and creative culture.
* An understanding of the connection between creative culture theory and your specialist area of study.
* Your specific specialism’s place in a wealth of industries
* The presentation of research using a range of methodology.
* Referencing and academic conventions
* The development of creative presentation
* Introduction to Research methodology.
* Development of Presentation work.

**Method of delivery**

Lecture based teaching, specific presentations relating to the specialist areas of study, workshops, group critiques and presentations, tutorials, Visits to museums and places of historic interest.

**Aims**

A1 To develop research skills and demonstrate the selection of information and create an understanding of its relevance to individual creative practice.

A2 To demonstrate your ability to organise and communicate ideas at an appropriate level.

**Learning Outcomes**

On completion of this module, you will be able to:

LO1 Describe, explain and use key elements of knowledge and key concepts of, and influences on Model Making and Visual Effects

LO2 Gather, describe and apply research from a defined range of primary and secondary sources

***Assessment Components***

1 A 2000\* word illustrated essay.

100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

**All learning outcomes must be passed to successfully complete the module.**

**Reference material**

A list of reference material for this module, including key and recommended texts and online resources, is included in the Module Handbook. In addition, you should work with your tutors and Library staff to identify material that is appropriate to the individual nature of your research.

**Module Title: Design Process**

Module Code: HVEM

Level: 4

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

The ‘Design Process’ module continues to help you develop a variety of media, materials, equipment, processes, techniques and technologies pertinent to model making, which will support your professional practice. While exploring more digital drawing techniques, you will develop an understanding of how this technology can support your model design work. You will explore how digital line drawing using vector graphics will allow you to use a laser cutter to precisely output professional components for your model making.

You will be introduced to the development of 3D models created initially from card and paper, which will help you to understand form, function, scale, and problem solving. The term CGI (Computer Generated Imagery) is a term most commonly used to refer to 3D computer graphics used for creating or enhancing individual model assets, scenes or visual effects in film and TV. Specifically, this module will introduce software, which allows you to develop these digital models and you will explore how these model assets can be lit, textured, animated and added to a scene. However, the basic skills here can be used to create STL files which equipment such as a 3D printer can read to print components for your traditional models.

As with other modules, your practical investigation will record the processes, tools and techniques you are developing here to produce a technical file which you can build on through future study.

**Outline syllabus**

An indicative guide to the content covered by this module:

* Application of theoretical and practical research
* 2D and 3D design development
* Visualisation and prototyping
* Development of introductory digital models using basic software packages.
* Development of advanced industry standard software.
* Including the creation of basic objects.
* Development of object modifiers.
* Creation and use of advanced digital materials.
* Material Mapping.
* Developing lighting and shadow.
* Setting up cameras.
* Basic link and path animation.
* An introduction to 3D printing.
* Development of a technical file exploring the development of technology throughout the industry.
* Design realisation including 3D digital modelmaking
* Presentation skills

**Method of delivery**

Studio-based teaching, demonstrations, critiques, workshops, tutorials and independent learning through set assignment briefs and tasks. Educational visits and visiting speakers may be used, where appropriate, to support the module delivery.

**Aims**

A1 To develop visualisation techniques and encourage the exploration of the design process through 2D and 3D exploration.

A2 To introduce you to a range of traditional and digital, processes.

A3 Develop an understanding of how specific skills can be used throughout the relevant industries

**Learning Outcomes**

On completion of this module, you will be able to:

LO1 Demonstrate an understanding of the appropriate 2D and 3D visualisation techniques.

LO2 Apply defined methods to problem-solving and recognise the changing nature of knowledge and concepts relevant to Model Making and Visual Effects.

LO3 Apply a range of practical and technical skills relevant to model making and visual effects in defined contexts

**Assessment Components**

1 A presentation showing the development of 2D and 3D techniques.

2 A self-evaluation of 500\* words

100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

**All learning outcomes must be passed to successfully complete the module.**

**Reference material**

A list of reference material for this module, including key and recommended texts and online resources, is included in the Module Handbook. In addition, you should work with your tutors and Library staff to identify material that is appropriate to the individual nature of your research.

**Module Title: Industry Awareness**

Module Code: HVEM

Level: 4

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

This module is designed to introduce you to the wealth of employment opportunities available in the established and emerging entertainment industries. This will be explored through a series of lectures and discussions designed to increase your awareness of these relevant industries. It will also introduce you to a host of skills, which are pertinent to professional practice. These will include communication skills, presentation skills and IT skills. It will strengthen your research skills, underpinning the independent learning, which is so important for study at this level. The module will also begin to introduce an awareness and importance of work experience throughout undergraduate study and will begin your individual enquiry into areas of the entertainment industries, which you yourself are becoming particularly focused on.

It will introduce how modelmaking and visual effects has been used to support some of the great cinematic achievements of our time from Fritz Lang’s ‘Metropolis’ and its groundbreaking visual effects and models to the cutting edge of John Lasseter’s and Pixar’s digital development work. To complement this, you will explore terminology associated with the TV and film industries, which will give you an understanding of a prop/modelmakers role in a creative team. Importantly it will explore just how models are an important asset of the Film and TV Industry and how technology, such as Compositing and Visual Effects are used to seamlessly include such assets in Film and TV. You will also look at starting to develop promotional work, which will include a CV, personal statement and portfolio building skills.

This module will introduce you to the research methodology and analysis within the development of a journal of learning. Looking at market awareness, social and material culture, this will form the foundation on which you are to develop a language, which will support your own professional practice throughout the three years of study and on into your professional careers.

**Indicative outline syllabus**

An indicative guide to the content covered by this module:

* Introduction to the history of the entertainment industries with relation to Model making and Visual effects.
* Exploration of Ethical and Cultural Changes in the Industry
* Research methodology
* Research ethics
* Referencing and academic conventions
* IT Skills
* Professional practice
* Communication and presentation skills.
* Terminology used in the TV, film and theatre industries
* Analysis of social and material culture
* Connection between material culture theory and specialist creative studies
* Communication and presentation skills
* CV and promotional work.

**Method of delivery**

Studio-based teaching, demonstrations, workshops, lectures and discussion, critiques, tutorials and independent learning through set assignment briefs and tasks. Educational visits and visiting speakers may be used, where appropriate, to support the module delivery.

**Aims**

A1 To enable you to develop an awareness and understanding of the research relating to appropriate creative industries and the specific roles within them.

A2 To develop a range of approaches to learning and identify your strengths and areas for development in order to manage work and meet deadlines

**Learning Outcomes**

On completion of this module, you will be able to:

LO1 Gather, describe and apply research from a defined range of primary and secondary sources.

LO2 Apply a range of approaches to learning and identify your strengths and areas for development in order to manage work and meet deadlines.

**Assessment Components**

1 A visual presentation of a wide range of research outlining the relevant industries.

2 A 2000\* - word report on one particular aspect of your research.

100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

**All learning outcomes must be passed to successfully complete the module.**

**Reference material**

A list of reference material for this module, including key and recommended texts and online resources, is included in the Module Handbook. In addition, you should work with your tutors and Library staff to identify material that is appropriate to the individual nature of your research.

**Module Title: Production 1**

Module Code: HVEM

Level: 4

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

This module introduces more advanced equipment and materials that concentrate on the finishes associated with the production of high-quality prop and modelmaking assets. The module continues to develop the learning explored through the ‘Core Workshop Skills’ module but now utilises model design development using drawing and other techniques explored through the ‘Design Process’ module in more depth. The importance of research into materials, techniques and processes is again of paramount importance here, and through this module, you are expected to record and evaluate the results of your experiments and investigation including material process, cultural and ethical considerations and especially safe workshop practice, in your technical journal. You will also explore how your models (both traditional and perhaps the digital ones explored through the ‘Design Process’ Module) will be used by the film and TV industries using compositing or Visual Effects.

This module will also introduce distressing, and other paint finishes as well as new casting materials such as resin and silicone and more advanced mold making for the development of components for props. You will also be introduced to the design and development of jigs for model making, which can often be used in the production of components. There is a chance to use Photography or Visual Effects to introduce you to how your models may be used in the TV and Film industry.

**Outline syllabus**

An indicative guide to the content covered by this module:

* Advanced workshop equipment power saws, routers
* Application of workshop tools/machinery
* Specialist paint finishes and spray painting
* Moulding and casting techniques and materials
* Silicone mould development and the use of resins in cast components
* Development of laser cut components
* Introduction to modelmaking lathe work
* Jigs used in modelmaking
* Research into materials and processes
* The exploration of Visual Effects and Photography.
* The development of a technical journal
* Application of theoretical and practical research
* Visualisation and prototyping
* Design realisation including 3D modelmaking
* Presentation skills

**Method of delivery**

Studio/workshop-based teaching, demonstrations, group seminars, research, tutorials, independent study. Educational visits and visiting speakers may be used, where appropriate, to support the module delivery.

**Aims**

A1 To enable you to explore relevant research in order to develop ideas and concepts for Production Arts.

A2 To enable you to develop your independent skills and professional understanding.

**Learning Outcomes**

On completion of this module, you will be able to:

LO1 Apply defined methods to problem-solving and recognise the changing nature of knowledge and concepts relevant to Model Making and Visual Effects.

LO2 Demonstrate the qualities and transferable skills necessary for employment requiring the exercise of some personal responsibility.

**Assessment Components**

1 A body of work exploring the 2D and 3D realisation of designs, relevant to your area of specialism, with supporting research and development.

2 A self-evaluation of 500\* words

100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

**All learning outcomes must be passed to successfully complete the module.**

**Reference material**

A list of reference material for this module, including key and recommended texts and online resources, is included in the Module Handbook. In addition, you should work with your tutors and Library staff to identify material that is appropriate to the individual nature of your research.

**Level 5 Modules**

**Module Title: Action Props**

Module Code: HVEM

Level: 5

Credit Points: 20

Weighting: 2.0

Study Time: 200 hours

**Description**

This module is designed to demonstrate working models and mechanisms. Action props is a term that relates to anything an actor has to hold or operate. This will normally consist of moving parts or mechanisms within the design and production of a prop, which when demonstrated on set, must work correctly every time. Action props can also be seen in various settings including museums and exhibitions in the form of interactives and of course, theatre.

You will also be introduced to mechanisms such as leavers, pulleys, cams and gears. These make up the basics for complex machines such as a car engine or an animatronic puppet. Initially you will develop simple machines or mechanisms. You are also encouraged to produce accurate technical drawings which you will use in the workshop to help create your working models and mechanisms. Through this module you will also explore control systems such as hydraulics, motors and remote and radio control, which are often used to move props and models on set. You will be introduced to electrical systems and develop a working knowledge of the safe use of low voltage electric circuits including lights, switches and motors. There is an opportunity here to develop this exploration further and to produce a digital, animated model which would demonstrate a mechanism or machine but an understanding of mechanisms using traditional model making techniques would have to be explored first for you to be successful in this area.

The development work which you are undertaking here may form the foundation through future study through semester two, or level 6. It may also develop a useful skill for conclusion in the ‘Transformative Techniques’ module which runs alongside this module. You are encouraged to present your final piece using photography and or film.

**Outline syllabus**

An indicative guide to the content covered by this module:

* Machine mechanics
* Hydraulics
* Radio control systems
* Electrical systems
* Working drawings
* Working models
* Finished props
* Sourcing materials
* Learning agreement
* Technical drawing
* Digital model making and compositing.
* Problem solving and experimentation
* Prototyping
* Design realisation
* Health & Safety

**Method of delivery**

Studio and workshop practice, practical workshops, research specifically into mechanisms, tutorials and critiques. Educational visits and visiting speakers may be used, where appropriate, to support the module delivery.

**Aims**

A1 To extend your problem-solving skills through the critical analysis of your learning.

A2 To support the development of professional workshop practice and the use of appropriate media, materials, equipment and technology.

A3 To enable you to develop, record and evaluate your qualities and transferable skills as a practitioner.

**Learning Outcomes**

On completion of this module, you will be able to:

LO1 Critically evaluate the appropriateness of different approaches to problem-solving relating to a wide range of related industries.

LO2 Select and apply appropriate practical and technical skills relevant to a range of industries relating to visual effects and modelmaking in order to develop existing skills and acquire new competencies.

LO3 Use a range of established techniques to initiate and undertake the critical analysis of information regarding industry practice.

**Assessment Components**

1 A journal of 2D/3D development work illustrating problem-solving, practical research, theoretical research and samples of experimental work.

2 A final ‘Action Prop.’

3 A critical self-evaluation of 500\* words.

100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

**All learning outcomes must be passed to successfully complete the module.**

**Reference material**

A list of reference material for this module, including key and recommended texts and online resources, is included in the Module Handbook. In addition, you should work with your tutors and Library staff to identify material that is appropriate to the individual nature of your research.

**Module Title: Transformative Techniques**

Module Code: HVEM

Level: 5

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

In this module, you will be introduced to transformative techniques which relate to sculptural work through workshop practice. The development of sculptural materials such as clay, wax, and polymer clays are used to create sculptural pieces. You will develop mould making skills using materials such as latex, plaster, silicone and resins.

You will be introduced the techniques materials and equipment a modelmaker would need to develop large-scale work, using materials such as polystyrene or foam.

This module will include an introduction to the development of armature for static and animated models including materials such as wire, rod and spun armatures and an introduction to ball jointed metal armatures will be included such as is used in animated models used in TV and Film animation. You may also explore how these traditional techniques may be enhanced or developed further using visual effects and post production techniques to be included in such as an animated film or composite scene using appropriate software.

This module may include an introduction to techniques, materials and equipment a modelmaker would need to develop large-scale work and point of sale, using materials such as polystyrene or foam. Workshop tools such as saws, hot wire cutters and abrasive discs would be used to cut away material to explore this process

In your journal, you will critically evaluate the appropriateness of different approaches to problem-solving relating to your final outcome, including arguments, concepts and analysis in a variety of forms to specialist and non-specialist audiences. You will record the development of professional workshop practice and the use of appropriate media, materials, equipment and technology in realising your outcome.

**Outline syllabus**

An indicative guide to the content covered by this module:

* Drawing
* Sculptural work
* Sculptural materials
* Mould making materials
* Armature design
* Armature materials and production
* Large-scale foam or polystyrene carving
* Visual Effects and Composite Software
* Technical drawing
* Design realisation
* Health & Safety

**Method of delivery**

Studio practice, practical workshops, independent study, research, tutorials and critiques. Educational visits, work experience and visiting speakers may be used, where appropriate, to support the module delivery.

**Aims**

A1 To critically evaluate the appropriateness of sculptural techniques relating to a wide range of mould making, sculpting and casting techniques.

A2 Effectively communicate a range of practical and technical skills relevant to model making and visual effects in defined contexts.

A3 To enable you to develop, record and evaluate your qualities and transferable skills as a practitioner.

**Learning Outcomes**

On completion of this module, you will be able to:

LO1 Critically evaluate the appropriateness of different approaches to problem-solving relating to a wide range of related industries.

LO2 Select and apply appropriate practical and technical skills relevant to a range of industries relating to visual effects and modelmaking in order to develop existing skills and acquire new competencies.

LO3 Effectively communicate information, arguments, concepts and analysis in a variety of forms to specialist and non- specialist audiences.

**Assessment Components**

1 A journal of 2D/3D development work illustrating problem-solving, practical research, theoretical research and samples of experimental work.

2 A final product.

3 A critical self-evaluation of 500\* words.

100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

**All learning outcomes must be passed to successfully complete the module.**

**Reference material**

A list of reference material for this module, including key and recommended texts and online resources, is included in the Module Handbook. In addition, you should work with your tutors and Library staff to identify material that is appropriate to the individual nature of your research.

**Module Title: Creative Discussion**

Module Code: HVEM

Level: 5

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

This module continues to explore creative cultures, its chronology and history as introduced in level 4. However, it will concentrate on specific aspects of cultures to develop your understanding of the world around you. It is designed to support your study at degree level and although all modules on the programme have research skills embedded in them this module will further develop research methodology and independent learning skills in preparation for the ‘Dissertation/Report’ module in Level 6. Again, it will help you to prepare a body of work, which will form the basis of research to underpin your design and practical work. However, practical research into how your work is to be developed within your specific area of exploration is of paramount importance here and may be explored through the presentation of a practical creative response to your research using photography or Special Effects. Workshops may take place to help you develop these skills which you were introduced to through Level 4.

This module will help you to prepare for the development of your Major Project in level 6 when you will have the opportunity for extended research and academic investigation into a self-initiated and negotiated topic. Furthermore. It will help you to develop a wide range of skills that can be applied to any area of analysis, and academic writing.

**Indicative outline syllabus**

An indicative guide to the content covered by this module:

* Contextual issues relating to creative cultures and their global perspective
* Critical analysis of information
* Evaluation and organisation.
* Development of a research document.
* Lectures and discussion.
* Professional presentation of work.
* Referencing and academic conventions.
* Photography
* Digital Compositing or Visual Effects
* Dissertation or Report preparation.
* Translation of research as a visual response.

**Method of delivery**

Lecture-based teaching, specific presentations relating to Model Making and Visual Effects, workshops, group critiques and presentations, tutorials, and Visits to museums and places of historic interest.

**Aims**

A1 To develop your Creative Cultures and influences on Model Making and Visual Effects enhancing your problem-solving and critical evaluation skills.

A2 To develop your ability to initiate and undertake the critical analysis of information regarding industry practice.

**Learning Outcomes**

On completion of this module, you will be able to:

LO1 Critically evaluate the appropriateness of different approaches to problem-solving relating to a wide range of related industries.

LO2 Use a range of established techniques to initiate and undertake the critical analysis of information regarding industry practice.

**Assessment Components**

1 A 3000\*-word essay.

100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

**All learning outcomes must be passed to successfully complete the module.**

**Reference material**

A list of reference material for this module, including key and recommended texts and online resources, is included in the Module Handbook. In addition, you should work with your tutors and Library staff to identify material that is appropriate to the individual nature of your research.

**Module Title: Professional Practice**

Module Code: HVEM564

Level: 5

Credit Points: 20

Weighting: 2.0

Study Time: 200 hours

**Description**

Through this module, you will learn to extend and develop your knowledge of professional practice and career structures in the Film and TV industries which utilise Model Making and Visual Effects and explore how you can locate your practice within them. Through this module, you will develop the practical skills you will need to promote yourself using a range of research techniques to analyse and identify potential pathways to employment and/or further study. This will include portfolio building, photography and presenting your work in a professional manner. The development of CV and promotional work. It will include digital skills to develop the presentation of your model making for portfolio of showreel

This module will explore specific areas of the profession that may be of particular interest to you, whether it is traditional or digital that you yourself find the most exciting. It may

You are encouraged to pursue work experience, which will prepare you fully for employment or further study. This module will help prepare you for the promotion of your work through level 6

**Outline syllabus**

An indicative guide to the content covered by this module:

* Careers research and planning
* Enterprise and entrepreneurship
* Networking
* Marketing and promotion
* Starting a business and freelance work
* Professional CVs and business plans
* Recording, photographing or filming your work
* Developing your work using Compositing or Visual Effects
* Costing and selling work
* Copyright and intellectual property
* Legal and ethical considerations
* Job applications and interviews
* Professional communication and IT skills
* Presenting work in a portfolio or show reel
* Development of an online presence

**Method of delivery**

Lectures, practical project works, independent study, research, tutorials and critiques. Educational visits and visiting speakers may be used, where appropriate, to support the module delivery.

**Aims**

A1 To further extend and develop your knowledge of career opportunities in the creative industries.

A2 To develop your skills in analysing your research to enhance your own employability.

A3 To enable you to professionally record and present key elements of knowledge and key concepts of, and influences on Model Making and Visual Effects.

**Learning outcomes**

On completion of this module, you will be able to:

LO1 Use a range of established techniques to initiate and undertake the critical analysis of information regarding industry practice.

LO2 Apply reflective practice and evaluation to the negotiation and management of your own learning and the identification of individual routes of inquiry.

LO3 Demonstrate knowledge and critical understanding of cultural, ethical and professional contexts and apply these to a range of activities.

**Assessment components**

1 A body of work illustrating examples of industry exploration.

2 A 1000-word self-evaluation.

100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

**All learning outcomes must be passed to successfully complete the module.**

**Reference material**

A list of reference material for this module, including key and recommended texts and online resources, is included in the Module Handbook. In addition, you should work with your tutors and Library staff to identify material that is appropriate to the individual nature of your research.

**Module Title: Production 2**

Module Code: HVEM565

Level: 5

Credit Points: 40

Weighting: 2.0

Study Time: 400 hours

**Description**

This module is designed to consolidate the learning which has taken place through the first half of the programme. You will have the opportunity to negotiate your learning focusing on areas of specialism, which you have a particular interest. For instance, it may extend and develop your individual pathway of study in a number of areas such as digital skills’ which will include, digital drawing, CAD software, digital media, 3D modelling software, 2D illustration software, 2D and 3D media applications, Compositing and Visual Effects. You may wish to explore traditional tools and workshop skills. Moulding and Casting techniques, Sculptural Techniques as developed through the Transformative Techniques module or Mechanisms as developed through the ‘Action Props’ module. A combination of pathways may be considered and explored here.

You will initially develop a learning agreement, which will identify these specific areas of interest and you are encouraged to review and critically evaluate your learning and develop opportunities to negotiate specific skills and abilities. This learning agreement will support your own individual specialism and extend practical, creative and transferable skills to support your future professional practice.

During this process, you will extend your knowledge and critical understanding in the development of your work through experimentation and risk-taking. You will critically evaluate the appropriateness of different approaches to problem-solving. Through experimentation and exploration of materials and processes. In short you will develop your creative, practical and technical skills as appropriate to your individual strengths and aspirations.

You will be required to complete a portfolio of project work as defined in the Learning Agreement, which will include a critical self-evaluation at the end. More importantly you are expected to present your final piece in a professional way for your portfolio or shoe reel. Again, the methods you use here are to be your own choice and may include photography, digital compositing or other visual effects.

**Outline syllabus**

An indicative guide to the content covered by this module includes:

* A Learning Agreement
* Digital drawing
* Research
* Photography
* CAD software
* Digital media, Compositing and Visual Effects
* Production of templates and drawings to be used in workshop practice.
* 3D modelling software
* 2D illustration software
* 2D and 3D media application
* Digital tools and equipment
* Critical thinking
* Problem-solving
* Legal and ethical considerations
* Employability skills
* Workshop skills
* Communication and presentation
* Health & Safety

**Method of delivery**

Live assignments, studio and workshop practice, practical workshops, independent study, research, tutorials and critiques. Educational visits and visiting speakers may be used, where appropriate, to support the module delivery.

**Aims**

A1 To extend your knowledge and critical understanding of professional processes in the development of work within your chosen specialist area/s..

A2 To critically evaluate the appropriateness of different approaches to problem-solving relating to your chosen specialist techniques.

A3 To develop for presentation a professional finished piece of work.

A4 To demonstrate and explore sound industry practice throughout the module.

**Learning Outcomes**

On completion of this module, you will be able to:

LO1 Select and apply appropriate practical and technical skills relevant to a range of industries relating to visual effects and modelmaking in order to develop existing skills and acquire new competencies.

LO2 Critically evaluate the appropriateness of different approaches to problem-solving relating to a wide range of related industries.

LO3 Demonstrate knowledge and critical understanding of cultural, ethical and professional contexts and apply these to a range of activities.

LO4 Effectively communicate information, arguments, concepts and analysis in a variety of forms to specialist and non- specialist audiences.

**Assessment Components**

1 A Portfolio of project work as defined in the Learning Agreement.

2 A finished professionally presented piece of work.

3 A critical self-evaluation of 1000\* words. 100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

**All learning outcomes must be passed to successfully complete the module.**

**Reference material**

A list of reference material for this module, including key and recommended texts and online resources, is included in the Module Handbook. In addition, you should work with your tutors and Library staff to identify material that is appropriate to the individual nature of your research.

**Level 6 Modules**

**Module Title: Project Research and Preparation**

Module Code: HGDF661

Level: 6

Credit Points: 40

Weighting: 2.0

Study Time: 400 hours

**Description**

This module provides you with the opportunity to initiate, negotiate and research an in-depth and challenging project that you can extend, develop and consolidate throughout Level 6. The aim of the Project Research and Preparation module is to enable you to prepare and produce extensive concept development, research, planning and creative investigation that forms the basis for further development and consolidation throughout the subsequent Level 6 modules.

Your proposal will be subject-related and referenced for an identified output or market. This focus of study will highlight your individual areas of interest and require you to work with increasing independence and autonomy, supported by effective reflection and evaluation and your ability to generate ideas and proposals. You will identify, negotiate and agree the range of research required, resource implications for the agreed course of action and the personal skills required to plan a project, which will include the topic of your dissertation or report.

You are expected to demonstrate your awareness of the current and future requirements of your relevant market or chosen sector and direct your development appropriately to your own requirements. You should also indicate how the proposed topic for the Dissertation / Report module will inform and enhance your practical work.

This module, negotiated within a detailed Learning Agreement, should also challenge and extend your knowledge and critical understanding of specialist practice, including its cultural, ethical and professional contexts, through intellectual, contextual and creative inquiry. Your time-management plan should highlight areas of collaboration and define how you will project manage individual elements of your Final Major Project, Dissertation / Report and Final Show and Portfolio modules.

**Outline syllabus**

An indicative guide to the content covered by this module:

* Learning Agreement
* Visual, contextual and market research
* Research ethics, methodologies, sources and bibliographies
* Research evaluation and analysis
* Concept development
* Experimental investigation and development work
* Selection and application of appropriate media, materials, processes and techniques
* Project scope within an agreed timescale
* Resource implications for the agreed course of action
* Problem-solving techniques, e.g. setting criteria to evaluate a solution
* Project planning and organisation, e.g. action plans and setting goals
* Reflective and analytical approaches to initiating, researching and devising a project
* Business skills and methods as applicable to specific sector needs
* Funding applications and business plans (if appropriate)
* Presentation of work

**Method of delivery**

This module will draw on several teaching and learning strategies including lectures, one to one tutorials with academic staff, directed learning, independent research, independent learning and practical workshop skills.

**Aims**

LA1 To extend your knowledge and understanding of the cultural, ethical and professional contexts of your field of study

LA2 To enable you to identify, analyse and apply research that informs your creative and personal development

LA3 To enable you to develop ideas and devise concepts for an individual specialist application that will provide you with opportunities for sustained investigation

LA4 To extend and develop your ability to take responsibility for your learning and working in preparation for professional practice or postgraduate study

**Learning outcomes**

On completion of this module you will be able to:

LO1 Demonstrate a systematic understanding of key areas of your field of study and its cultural, ethical and professional contexts

LO2 Synthesise, evaluate, reference and apply research from appropriate sources to make independent judgements and to initiate and carry out projects

LO3 Demonstrate conceptual understanding that enables you to devise and sustain arguments, solve problems, and use ideas and techniques appropriate to your field of study

LO4 Manage your own work and learning as an autonomous practitioner and collaborate with others in preparation for employment, continuing professional development and/or further study

**Assessment components**

Project planning and development portfolio that consists of a Learning Agreement with a personal study plan for the Final Major Project and Dissertation / Report modules, creative development work and referenced research 100%

The component will enable you to critically review and evaluate the direction of your work whilst also demonstrating the breadth and depth of research and analytical skills supporting the planning of your Learning Agreement and project proposal.

**All learning outcomes must be passed to successfully complete the module.**

**Reference material**

A list of reference material for this module, including key and recommended texts and online resources, is included in the Module Handbook. In addition, you should work with your tutors and Library staff to identify material that is appropriate to the individual nature of your research.

**Module Title: Dissertation / Report**

Module Code: HGDC662

Level: 6

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

This module provides you with the opportunity for extended research and academic investigation into a self-initiated and negotiated topic, and equips you with a wide range of skills that can be applied to any area of information retrieval and analysis, and academic writing. The nature and content of the dissertation or report is intended to inform and enhance your individual creative practice in your specialist subject.

Within the Project Research and Preparation module, you will negotiate the topic of your dissertation or report with subject-specialist academic staff alongside the research and preparation for your Final Major Project proposal. The initial teaching sessions for the Dissertation / Report module focus on extending your ability to reference and research practical and theoretical issues associated with your specialist subject.

You can select from one of the two following options, both of which must demonstrate rigorous adherence to the required academic protocols, including referencing, bibliography, presentation and the ethical implications of how to research your chosen topic.

**Option 1 - Dissertation**

A dissertation is a theory-based discussion presented as the answer to a key question. Based on a self-initiated topic relevant to your specialist subject, you will produce a structured and focused argument of 5000 words that demonstrates appropriate levels of critical understanding, analysis and theoretical application. Research activity should identify appropriate primary and secondary reference material to support your theoretical argument.

**Option 2 – Report**

A report is an evaluation of facts or results of data-based research, presented as evidence on a key theme. You will produce a factual report of 5000 words on a negotiated topic with an industrial, entrepreneurial or technical focus which aligns to your individual creative practice and career aspirations. The report should inform and evaluate ideas that will underpin business and professional practice, based on extensive and well-researched supporting evidence.

**Outline syllabus**

An indicative guide to the content covered by this module:

* Structure of written work and development of academic writing skills
* Development of critical argument through the application of research (dissertation)
* Development of analysis and evaluative outcomes of research (report)
* Use of theoretical frameworks
* Application of academic protocols, including compiling a bibliography, research ethics, referencing and presentation
* Realisation of dissertation or report

**Method of delivery**

Supervisory tutorials, seminars, independent study, research.

**Aims**

LA1 To develop your ability to compile a coherent evidence base for critical evaluation by using appropriate research methods and sources

LA2 To extend your ability to analyse evidence and to synthesise ideas within a specific area of study, either in critical writing or a report

LA3 To develop your autonomy as a learner and your communication skills by producing and presenting a sustained piece of academic writing using appropriate academic protocols

**Learning outcomes**

On completion of this module you will be able to:

LO1 Synthesise, evaluate, reference and apply research from appropriate sources to make independent judgements and to initiate and carry out projects

LO2 Demonstrate conceptual understanding that enables you to devise and sustain arguments, solve problems, and use ideas and techniques appropriate to your field of study communicated in an appropriate format to specialist and non-specialist audiences.

LO3 Manage your own work and learning as an autonomous practitioner and collaborate with others in preparation for employment, continuing professional development and/or further study

**Assessment components**

A 5000-word\* written dissertation or report based on a negotiated topic and which adheres to appropriate academic protocols 100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

**All learning outcomes must be passed to successfully complete the module.**

**Reference material**

Specialist reference material will be determined by the individual nature of your dissertation or report; guidance on primary and secondary sources and other appropriate material will be provided by your tutor or supervisor. A list of recommended texts about dissertation and report writing is included in the Module Handbook.

**Module Title: Final Major Project**

Module Code: HGDF663

Level: 6

Credit Points: 40

Weighting: 2.0

Study Time: 400 hours

**Description**

The Final Major Project module provides you with the opportunity to apply and consolidate the knowledge, technical skills and intellectual abilities acquired and developed during the programme within the practical, theoretical, technical, ethical and professional contexts of your specialist subject. It is designed to challenge you and enable you to demonstrate your understanding of a complex body of knowledge and practice, some of which may be at the current boundaries of the discipline.

Based on the planning and specialist creative concept defined in the Learning Agreement\* produced in the Project Research and Preparation module, you will develop your work to its final conclusions through extensive investigation, evaluation and critical analysis to produce a significant body of work appropriate to the level of Honours degree study. This will require you to collaborate effectively with others and to apply your specialist and creative abilities in order to achieve your goals and to produce resolved creative outcomes.

The module is also designed to enable you to critically reflect on the work you have produced during the Final Major Project against your Learning Agreement\* and the finished body of work.

\*Your proposed work may have moved on from your original Learning Agreement negotiated in the Project Research and Preparation module due to further development or a change of plan. If this is the case, you will be required to rationalise the reasons for the changes to your original Learning Agreement as an introduction to the Final Major Project module before starting your final body of work.

**Outline syllabus**

An indicative guide to the content covered by this module:

* Individual investigation and practice as defined in the Learning Agreement
* Project management
* Critical reflection and evaluation
* Use and application of appropriate media and materials
* Specialist techniques, processes and technical skills
* Professional practice and collaboration
* Evaluation and presentation of final work

**Method of delivery**

Studio and workshop practice on a group and individual basis, independent study and research, tutorials and critiques.

**Aims**

LA1 To provide you with the opportunity to apply and enhance your knowledge and abilities in the development and realisation of a body of creative work appropriate to Level 6 study

LA2 To encourage you to learn from the increased complexity and rigour of creative production required for this module

LA3 To provide you with the opportunity to work independently, but with access to support as required, in order to develop your work in a way that reflects contemporary professional practice

LA4 To encourage you to experiment with and apply practical and specialist technical skills that will enable you to produce a body of technically competent work

**Learning outcomes**

On completion of this module you will be able to:

LO1 Demonstrate a systematic understanding of key areas of your field of study and its cultural, ethical and professional contexts

LO2 Demonstrate conceptual understanding that enables you to devise and sustain arguments, solve problems, and use ideas and techniques appropriate to your field of study

LO3 Manage your own work and learning as an autonomous practitioner and collaborate with others in preparation for employment, continuing professional development and/or further study

LO4 Apply an appropriate range of practical and technical skills to produce solutions and outcomes relevant to your field of study and related professional practice

**Assessment components**

Project work as defined in the Learning Agreement, including a 1000-word\* critical self-evaluation

100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

**All learning outcomes must be passed to successfully complete the module.**

**Reference material**

You are expected to refer to books and journals appropriate to the individual nature of your investigation for this module. These could be available from the School Library, and it is your responsibility to work with your tutors and Library staff to identify material that is useful and appropriate for your research.

Online resources and websites should be based on individual research and specific to the specialist route of your Final Major Project.

**Module Title: Final Show and Portfolio**

Module Code: HGDF664

Level: 6

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

This module aims to consolidate your practice and knowledge of key aspects of self-promotion in developing, supporting and maintaining your future professional or postgraduate practice.

It is designed to provide you with the practical knowledge and theoretical understanding of the professional context of your specialist subject through the realisation of a final show and discipline-specific portfolio of work. These should be appropriate to your individual practice and aspirations, and will be supported by your own promotional or exhibition materials.

You will work individually and/or collaboratively to manage a final show from concept to preview night, and aim to deliver a professional exhibition or viewing that communicates your intentions and responds to audience expectations.

**Indicative outline syllabus**

An indicative guide to the content covered by this module.

* Reflection and evaluation of development
* Planning for progression to postgraduate study and/or engagement with the creative industries
* Production of individual promotional and business materials
* Portfolio building and networking
* Developing online presence, internet and social media
* Communication skills
* Professional and technical skills, specialist techniques and processes
* Planning and preparing individual or group exhibitions/viewings to professional standards as appropriate to your creative discipline

**Method of delivery**

Seminars, discussions, tutorials, research, independent study. Visiting speakers may be used, where appropriate, to support the module delivery.

**Aims**

LA1 To enhance your knowledge and understanding of professional practice within your field of study

LA2 To develop your skills in communication and presentation to a professional standard in the context of a public exhibition/viewing of your work

**Learning outcomes**

On completion of this module, you will be able to:

LO1 Demonstrate a systematic understanding of key areas of your field of study and its cultural, ethical and professional contexts

LO2 Communicate information, ideas, problems and solutions in a range of appropriate formats to specialist and non-specialist audiences, including potential employers and professional networks

**Assessment components**

A final portfolio of work specific to the professional context of your creative discipline with related promotional materials and the presentation of a final exhibition/viewing, including a 500-word\* personal statement 100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

**All learning outcomes must be passed to successfully complete the module.**

**Reference material**

A list of reference material for this module, including key and recommended texts and online resources, is included in the Module Handbook. In addition, you should work with your tutors and Library staff to identify material that is appropriate to the individual nature of your research.