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Confirmation that this version of the module specification has been approved by the School Learning and Teaching Committee:

...................................................................................(date)

MODULE SPECIFICATION

1. Title of the module
   Advanced Specialism (PRSN6000)

2. School or partner institution which will be responsible for management of the module
   Pearson College London / Escape Studios

3. Start date of the module
   September 2018

4. The number of students expected to take the module
   c. 60 students

5. Modules to be withdrawn on the introduction of this proposed module and consultation with other relevant Schools and Faculties regarding the withdrawal
   N/A

6. The level of the module
   Level 6

7. The number of credits and the ECTS value which the module represents
   30 credits (15 ECTS)

8. Which term(s) the module is to be taught in (or other teaching pattern)
   1 (Autumn) and 2 (Summer)

9. Prerequisite and co-requisite modules
   Pre-requisites: Industry Studio Project
10. **The programmes of study to which the module contributes**
   - BA/MArt Art of Video Games
   - BA/MArt Art of Computer Animation
   - BA/MArt Art of Visual Effects

11. **The intended subject specific learning outcomes**
    On successful completion of this module, students will have Knowledge & Understanding (K) of…
    1. Established and emerging issues relating to a chosen area of specialist professional practice
    2. Advanced theories, principles and tools at the forefront of their chosen specialism

    On successful completion of this module, students will have Intellectual Skills (I) in…
    1. Critically evaluating existing practice, eliciting requirements, and developing a chosen area of professional specialism
    2. Researching and evaluating new solutions to existing and emerging problems within their field

    On successful completion of this module, students will have Subject Specific Skills (S) in…
    1. Evaluating solutions to discipline-specific problems and successfully integrating these into their own practice
    2. Advancing their critical judgement of their own practice and that of their community

12. **The intended generic learning outcomes**
    On successful completion of this module, students will have Transferable Skills (T) in…
    1. Communicating cutting edge technical and creative issues within their community of practice and beyond
    2. Reflective practice and self-analysis to identify and act on development needs

13. **A synopsis of the curriculum**
    As this module sits alongside “Professional Practice” and “Professional Studio Project” it is largely individual work and deepens students’ knowledge, skills and practices in their chosen specialism in the context of current and emerging practice. Peers will support each other to learn and grow using the Pearson College / Escape Studios methods that they have been using for the last two stages. Tutors and industry professionals will support through formative feedback on their personal practice, using this highly developed professionalism to contribute to the collaborative project.

    The final portfolio of work is assessed by tutors and industry.
This enables students to deepen their knowledge, skills and practice in their specialist area in the creative industries. It allows them to develop their craft in the context established and emerging techniques and tools, drawing from and contributing to their community of practice and advancing the state-of-the-art in their discipline.

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

Outline syllabus:
- Research methods and approaches
- Strategies for finding solutions
- Communities of practice: using and contributing

14. **Indicative Reading List**

In a similar manner to the “Specialism” project in Stage Two, as the focus of the advanced specialism differs for each individual student, readings will be defined in dialogue with tutors. Given the position of this module in the programme, readings are likely to be focused around deepening conceptual understanding, effective working processes, and knowledge of industry trends and practices, rather than technical knowledge.

15. **Learning and Teaching Methods, including the nature and number of contact hours and the total study hours which will be expected of students, and how these relate to achievement of the intended module learning outcomes**

Learning and teaching takes place through four key modes of delivery. These provide a blend of technical skills training, exploration of theory and praxis, application in the studio, and self-directed study and development time. The balance differs depending on the type of module. Tutorials allow discussion and building of community, self-directed study supports the development of the individual.

<table>
<thead>
<tr>
<th>Skills Sessions</th>
<th>c. 10 hrs</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tutorials</td>
<td>c. 60 hrs</td>
</tr>
<tr>
<td>Studio Time</td>
<td>c. 0 hrs</td>
</tr>
<tr>
<td>Self-Directed</td>
<td>c. 230 hrs</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td><strong>300 hours</strong></td>
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</tbody>
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16. **Assessment methods and how these relate to testing achievement of the intended module learning outcomes**

Formative assessment will be provided throughout the module, both in terms of feedback on work in progress during Tutorials.
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Summative assessment will be based on a Portfolio and Retrospective, and assessed using one or more of the Assessment Types (see Programme Specification).

Assignment 1: Proposal exercise (Formative 0%)
The student will be required to review their skills in the context of their collaborative studio project and propose a way to develop their specialist craft whilst contributing to the successful completion of the team project. They will present for formative feedback at a 1-on-1 Crit with a tutor and a peer from their group.

Assignment 2: Progress presentation exercise (Formative 0%)
This will take the form of an individual presentation of 5 minutes presenting the progress of the student's personal contributions to the team project. The student will present for formative feedback at a Panel Crit.

Assignment 3: Individual Portfolio (100%)
The assessment will test Learning outcomes: K1, K2, I1, I2, S1, S2, T1, T2

The student will present a portfolio of evidence showing development in their specialisation in the context of the team studio project and current theory and practice. They should highlight where specific learning outcomes have been met. The Portfolio Review with a tutor will support this.

17. Implications for learning resources, including staff, library, IT and space
   No implications.

18. The Collaborative Partner recognises and has embedded the expectations of current disability equality legislation, and supports students with a declared disability or special educational need in its teaching. Within this module we will make reasonable adjustments wherever necessary, including additional or substitute materials, teaching modes or assessment methods for students who have declared and discussed their learning support needs. Arrangements for students with declared disabilities will be made on an individual basis, in consultation with the Collaborative Partner’s disability/dyslexia support service, and specialist support will be provided where needed.

19. Campus(es) or Centre(s) where module will be delivered:
    Pearson College London / Escape Studios

20. Partner College/Validated Institution:
    Pearson College London / Escape Studios

21. University School responsible for the programme: