PART A: GENERAL INFORMATION

1.	**Module Title**	Specialism EXCR5001
2.	**School**	Escape Studios
3.	**Level**	5
4.	**Total Credits/ ECTS Value**	15 (7.5 ECTS)
5.	**Total Synchronous Contact Hours**	48
6.	**Programme(s) to which the Module Contributes**	BA/MArt The Art of Video Games
		BA/MArt The Art of Visual Effects
		BA/MArt The Art of Computer Animation (2D/3D)
		Technical Art for Games & VFX BSc (Hons)
		Technical Art for Games & VFX (Integrated Masters) MSci (Hon)
		Video Games Design BSc (Hons)
		Video Games Design (Integrated Masters) MSci (Hon)
		Character Creation for Animation, Games & VFX BSc (Hons)
		Character Creation for Animation, Games & VFX (Integrated Masters) MSci (Hon)
7.	**Related Modules**	**Pre-requisites**	None
		Co-requisites	None
		Post-requisites	None
		Excluded Combinations	None
8.	**External Accrediting Body** *(If applicable)*	N/A
9.	**Modes of Study**	Full-time
10.	**Delivery Site(s)**	Escape Studios, London

PART B: MODULE LEARNING OUTCOMES

11. Learning Outcomes

On successfully completing the module students will be able to:

Demonstrate Knowledge & Understanding of…

1. The impact that trends relating to their chosen specialism have on the theory and techniques involved in the production process

2. The effective application of the theories, principles and tools of their chosen specialism.
3. The relationship between changes in technology and their chosen specialism

Demonstrate Intellectual Skills in...

4. Critically evaluating existing practice and selecting smart artistic and technical solutions to problems
5. Exploring the interplay between design, art, business, and technical craft, in the process of their chosen specialism

Demonstrate Subject Specific Skills in...

6. Developing innovative solutions to specialist problems to improve their own practice
7. Providing and acting on effective feedback from a wide community of practice to further their craft

Demonstrate Transferable Skills in...

8. Communicating and presenting to a variety of audiences in a technical and creative context
9. Identifying their personal development needs and accessing appropriate resources to address those needs
10. Designing, planning and delivering a project that can adapt to meet a strict set of industry objectives within time and in technical budget

PART C: RATIONALE AND DELIVERY

12. Synopsis of the Curriculum

This module is about the development of the individual's craft in their chosen specialism in the context of current practice. Peers will support each other to learn and develop using the Escape Studios methods that they have been using in their studies so far.

Tutors will support students to develop a proposal for what their specialism is going to be, and help them to identify specific learning goals, set realistic challenges for themselves, and point them to relevant learning resources for them to pursue in their own time. The resultant portfolio will identify the students as specialists in their discipline.

This is typical of the creative industries. Professionals will often highlight examples of their contribution to collaborative projects, to demonstrate to future employers that they have a specific skillset and can work with others to make the most of that.

This approach enables students to develop their knowledge, skills and practice in their specialist area whilst developing their craft in the context of established techniques and tools, drawing from their community of practice to grow an identifiable specialism.

Keywords: Specialism, collaborative, technical, portfolio

Outline syllabus:

- Research methods
- Developing a specialism
- Reflective practice
- Communities of practice

13. Learning and Teaching Methods

The module follows the Craft module model, but with self-directed study under the guidance of a tutor becoming the primary learning mechanism. These may be augmented with tutor-led sessions, peer learning and masterclasses from visiting tutors and professionals, depending on the nature of the specialism. Through this theory is considered in the wider context of the specialism, building their knowledge and understanding alongside their intellectual and practical skills.

14. Contact Hours

Module Credit Value	Scheduled Learning Activities	Guided Independent Study	Total Learning Hours
15 credits	Tutorial sessions (16 hours) Studio time (32 hours)	Preparation for classes, guided research, assignment preparation and development (102 hours)	150 hours

15. Assessment Methods

Formative Assessment

Formative assessment will be provided throughout the module, both in terms of feedback on work in progress during the contact hours.

Summative Assessment

Assignment 1: Individual Portfolio (100%)

Approximately 6 weeks of development work.

Re-sits

Students who fail this Module will be permitted to submit revised assessment components in accordance with the Academic Regulations

16. **Map of Module Learning Outcomes to Learning, Teaching and Assessment Methods**

Learning outcome	1	2	3	4	5	6	7	8	9	10
Learning/ teaching										
Tutorial Sessions	X	X	X	X	X	X	X	X	X	X
Studio Time	X	X	X	X	X	X	X	X	X	X
Assessment method										
Individual Portfolio	X	X	X	X	X	X	X	X	X	X

17. **Indicative Reading List**

As the focus of the 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 on inspiration, deepening conceptual understanding, and effective working processes, rather than technical knowledge

18. **Inclusive Module Design**

We recognise and have incorporated the expectations of current equality legislation, by ensuring that the module is as accessible as possible by design. Additional alternative arrangements for students with Inclusive Learning Plans (ILPs)/declared disabilities will be made on an individual basis, in consultation with relevant policies and support services. Furthermore, the module design has sought to embed inclusive curriculum content.

Date of initial approval	July 2023
Date of revision	N/A
Version number	1
Effective from	September 2024