PART A: GENERAL INFORMATION

1.	**Module Title**	Advanced Specialism (EXCR6001)
2.	**School**	Escape Studios
3.	**Level**	6
4.	**Total Credits/ ECTS Value**	30 (15 ECTS)
5.	**Total Synchronous Contact Hours**	90
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. <u>Learning Outcomes</u>

On successfully completing the module students will be able to:

Demonstrate Knowledge & Understanding 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

Demonstrate Intellectual Skills in...

3. Critically evaluating existing practice, eliciting requirements, and developing a chosen area of professional specialism
4. Researching and evaluating new solutions to existing and emerging problems within their field

Demonstrate Subject Specific Skills in...

5. Evaluating solutions to discipline-specific problems and successfully integrating these into their own practice
6. Advancing their critical judgement of their own practice and that of their community

Demonstrate Transferable Skills in...

7. Communicating cutting-edge technical and creative issues within their community of practice and beyond
8. Reflective practice and self-analysis to identify and act on development needs.

PART C: RATIONALE AND DELIVERY

12. Synopsis of the Curriculum

This module is largely individual work and deepens the student's 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 Escape Studios methods. Tutors will guide and support by helping students decide the subject of their specialism, directing them to suitable learning resources and then through formative feedback on their personal practice.

This enables students to become autonomous learners, capable of identifying their own development needs and address them by deepening their knowledge, expanding skills and honing their practice in their specialist area. 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

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
30 credits	Tutorial sessions (36 hours) Studio time (54 hours)	Preparation for classes, guided research, assignment preparation and development (210 hours)	300 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 12-16 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
Learning/ teaching								
Tutorial Sessions	X	X	X	X	X	X	X	X
Studio Time	X	X	X	X	X	X	X	X
Assessment method								
Individual Portfolio	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.

MODULE SPECIFICATION

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