

MODULE SPECIFICATION

1. **KentVision Code and title of the module**
Professional Studio Project - PRSN6002
2. **Division and School/Department or partner institution which will be responsible for management of the module**
Escape Studios
3. **The level of the module (Level 4, Level 5, Level 6 or Level 7)**
Level 6
4. **The number of credits and the ECTS value which the module represents**
60 (30 ECTS)
5. **Which term(s) the module is to be taught in (or other teaching pattern)**
Autumn/Spring Term (Term 1 - 2)
6. **Prerequisite and co-requisite modules and/or any module restrictions**
None
7. **The course(s) of study to which the module contributes**
Compulsory to the following courses:
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)
MArt Art of Visual Effects
MArt Art of Video Games
MArt Art of Computer Animation

MODULE SPECIFICATION

8. The intended subject specific learning outcomes.

On successfully completing the module students will be able to:

- 8.1. demonstrate an advanced understanding of the theories and principles of the creative technical process and their application to deliver a professional project
- 8.2. critically evaluate state-of-the-art creative and technical solutions and apply concepts to solve a range of complex problems appropriate to collaborative working in a professional studio environment
- 8.3. reflect on and evaluate the progress of a collaborative project, adapting approaches and practices in response to changing demands and circumstances to ensure success
- 8.4. communicate effectively to specialist and non-specialist audiences on technical work in a creative context, working at the limits of their knowledge, sharing and learning new skills when necessary

9. The intended generic learning outcomes.

On successfully completing the module students will be able to:

- 9.1. manage time and resources to deliver a complex project within a changing environment
- 9.2. collaborate with others to produce discipline-specific work as a team and improve their technical craft
- 9.3. effectively communicate complex information and defend decisions to a variety of audiences in a creative and technical context

10. A synopsis of the curriculum

- Working with client briefs and expectations
- Collaborating with others
- Applying technical skills to a creative challenge
- Reflecting to improve practice
- Using regular feedback to support others

11. Reading list

We are committed to ensuring that core reading materials are in accessible electronic format in line with the Kent Inclusive Practices. The most up to date reading list for each module can be found on our reading list pages.

12. Contact Hours

Total: 600

MODULE SPECIFICATION**13. Assessment methods**

Project - 75% (420 hours workload) - pass-compulsory

Retrospective - 25% (4000 words)

14. Map of module learning outcomes (sections 8 & 9) to learning and teaching methods (section 12) and methods of assessment (section 13)

Module learning outcomes against learning and teaching methods:

Module learning outcome	8.1	8.2	8.3	8.4	9.1	9.2	9.3
Private Study				x	x	x	
Studio Skill Sessions	x	x	x				x

Module learning outcomes against assessment methods:

Module learning outcome	8.1	8.2	8.3	8.4	9.1	9.2	9.3
Project	x	x	x		x	x	x
Retrospective				x	x	x	x

15. Inclusive module design

Escape Studios recognises and has embedded the expectations of current equality legislation, by ensuring that the module is as accessible as possible by design. Additional alternative arrangements for students with Inclusive Learning Plans (ILPs)/declared disabilities will be made on an individual basis, in consultation with the relevant policies and support services.

The inclusive practices in the guidance (see Annex B Appendix A) have been considered in order to support all students in the following areas:

- a) Accessible resources and curriculum
- b) Learning, teaching and assessment methods

16. Campus(es) or centre(s) where module will be delivered

Escape Studios London Campus

MODULE SPECIFICATION

17. Internationalisation

The Creative Industries are by their nature international disciplines, and learning resources, materials and directed learning will include resources, examples and case studies from across the world.

18. Partner College/Validated Institution

Escape Studios

19. University Division responsible for the course

Computing, Engineering and Mathematical Sciences

DIVISIONAL USE ONLY

Module record – all revisions must be recorded in the grid and full details of the change retained in the appropriate committee records.

Date approved	New/Major/minor revision	Start date of delivery of (revised) version	Section revised (if applicable)	Impacts PLOs (Q6&7 cover sheet)