MODULE SPECIFICATION

1. **KentVision Code and title of the module**

    Professional Practice - PRSN6001

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**

    30 (15 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)
    The Art of Video Games BA/MArt
    The Art of Visual Effects BA/MArt
    The Art of Computer Animation BA/MArt

8. **The intended subject specific learning outcomes.
    On successfully completing the module students will be able to:**

8.1.   demonstrate advanced knowledge and understanding of the range of professions and roles in the creative sector and strategies and processes involved in developing a career

8.2.   critically evaluate established and emerging issues relating to a chosen area of professional practice, including ethical and legal issues

8.3.   research and identify current and emerging requirements of different roles within their discipline and relating these to their own practice

9.   **The intended generic learning outcomes.**
 On successfully completing the module students will be able to:

9.1.   communicating effectively in the context of professional assessment and selection processes

9.2.   Reflective on their practice and self-analyse to identify and act on personal development in order to become a practising professional

10.   **A synopsis of the curriculum**

- Personal development to become a reflective practitioner
- Freelancing, contracting and the studio
- Communities of practice: being part of a bigger picture
- Ethical and legal responsibility
- Sustainable working: avoiding the crunch.

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**

Private Study: 250
Contact Hours: 50
Total: 300

13.   **Assessment methods**

Project, assessed via several deliverables including a project pitch, research, portfolio and supporting artifacts (120 hours) (100%)

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	9.1	9.2
Private Study	x	x	x	x	x
Studio Skill Sessions	x	x	x	x	x

    Module learning outcomes against assessment methods:

Module learning outcome	8.1	8.2	8.3	9.1	9.2
Project	x	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

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

MODULE SPECIFICATION

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)

Module Specification Template with Guidance (last revised December 2022)