

MODULE SPECIFICATION

1. KentVision Code and title of the module

PRSN7050 Commercial Studio Project

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 7

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 (Integrated Masters) MSci (Hon)

Video Games Design (Integrated Masters) MSci (Hon)

Character Creation for Animation, Games & VFX (Integrated Masters) MSci (Hon)

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

8.1. demonstrate advanced knowledge and systematic understanding of current and emerging tools and techniques of their craft

8.2. critically evaluate and apply new and emerging theories, practices and trends in the creative industries

8.3. evaluate or develop processes and tools needed to build innovative products and services

MODULE SPECIFICATION

8.4. solve production and process problems through research and innovation as they arise to meet evolving requirements and constraints

8.5. create state-of-the-art tools and techniques to meet an open brief

8.6. apply personal and shared knowledge and understanding to develop new products and services

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

9.1. design, plan and deliver a project that provides an innovative solution to a problem under varying constraints and requirements

9.2. contribute to their wider community of practice to advance their craft

10. **A synopsis of the curriculum**

- Developing ideas and a shared vision
- Fostering creativity and innovation
- Working with briefs and expectations
- Collaborating with others in and between teams
- 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**

Private Study: 450

Contact Hours: 150

Total: 600

13. **Assessment methods**

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

Retrospective - 25% (5000 words)

MODULE SPECIFICATION

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	8.5	8.6	9.1	9.2
Private Study			x	x				x
Studio Skill Sessions	x	X	x	x	x	x	x	

Module learning outcomes against assessment methods:

Module learning outcome	8.1	8.2	8.3	8.4	8.5	8.6	9.1	9.2
Project	x	X	x		x	x	x	
Retrospective				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.

MODULE SPECIFICATION

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)