MODULE SPECIFICATION

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

   Industry Studio Project - PRSN5004

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 5

4. **The number of credits and the ECTS value which the module represents**

   45 (22.5 ECTS)

5. **Which term(s) the module is to be taught in (or other teaching pattern)**

   Spring Term (Term 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) i800
   Technical Art for Games & VFX (Integrated Masters) MSci (Hon) i801
   Video Games Design BSc (Hons) i802
   Video Games Design (Integrated Masters) MSci (Hon) i803
   Character Creation for Animation, Games & VFX BSc (Hons) i804
   Character Creation for Animation, Games & VFX (Integrated Masters) MSci (Hon) i805
   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 a critical understanding of theories, technology and tools relevant to the requirements of their group project brief

8.2. critically evaluate established technical and creative solutions and apply concepts to solve a range of problems appropriate to collaborative working in a professional studio environment

8.3. effectively use a range of creative and technical practices to deliver a high-quality project in a professional studio environment within resource and time constraints.

8.4. develop effective communication on technical work in a creative context, working at the limits of their knowledge, and learning new skills when necessary

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

   9.1. Effective collaboration in a team, including the management of time, skills, and resources

   9.2. Communicating creative and technical ideas to peers and clients.

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**

    Private Study: 300
    Contact Hours: 150
    Total: 450

13. **Assessment methods**

    Project - 75% (150 hours workload) - pass-compulsory

    Retrospective - 25% (3000 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
Private Study	x	x	x	x	x	x
Studio Skill Sessions	x	x	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
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.

18. **Partner College/Validated Institution**

MODULE SPECIFICATION

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)

Module Specification Template with Guidance (last revised December 2022)