

Module Specification

Summary Information

Module Code	6601FACT
Formal Module Title	Project 3
Career	Undergraduate
Credits	30
Academic level	FHEQ Level 6
Module Pass Mark	40

Learning Methods

Learning Method Type	Hours
Lecture	30
Practical	30
Tutorial	10
Workshop	30

Module Offering(s)

Start Month	Duration
September	28 Weeks

Aims and Outcomes

Aims	The aim of this module is to draw together learning in the other programme modules and apply skills and understanding to the specifics of a live project. All the features of the module are designed to simulate or recreate professional working conditions or circumstances.
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Learning Outcomes

After completing the module the student should be able to:

Code	Description
MLO1	Plan and propose a creative project.
MLO2	Describe the historical development of a tradition in the Film and Creative Arts and explain its significance.
MLO3	Identify a number of key theories and explain their significance to the performing arts.
MLO4	Identify key planning skills and approaches to working with others.

ML05	Collaborate with other practitioners to realise and deliver a creative project.
ML06	Utilise professional skills to realise a creative project.
ML07	Devise strategies for the use of technology in creative planning and use appropriate technologies in the realisation of a creative project.
ML08	Reflect on practice and plan for future projects.

Module Content

Outline Syllabus

The module will consider the development of Film and Creative Arts over time and key ideas and theories associated with that development. The module will also introduce core skills and concepts in respect of business planning, collaborative working and interpersonal dynamics.

Students will produce the equivalent of a funding application or business proposal where an idea will be clearly presented in project planning terms and be justified with reference to appropriate understanding of the art form and its traditions and its value and impact in the real world. They will be expected to apply skills developed in other modules. Project evaluation will include reference to key ideas covered in the course.

Module Overview

Students develop, propose and pitch a live creative project. They go on to make and deliver the project in line with their project plan and then report and reflect on the process.

Additional Information

This module will be a mixture of presentations, seminars and workshops.

The production phase of the module will be a full professionally simulated project and as such students will work in conjunction with a mentor and projects will be overseen by a tutor using feedback sessions and supervision tutorials.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Learning Outcome Mapping
Presentation	Project Pitch	25	0	ML01, ML02, ML03, ML04
Portfolio	Project Delivery	50	0	ML05, ML06, ML07
Reflection	Project Reflection	25	0	ML02, ML03, ML04, ML08