



Module Specification

Summary Information

Module Code	7603FACT
Formal Module Title	Collaborative Studio - Innovation Lab
Career	Postgraduate Taught
Credits	30
Academic level	FHEQ Level 7
Module Pass Mark	50%

Learning Methods

Learning Method Type	Hours
Practical	50
Workshop	30
Private Study	220

Module Offering(s)

Start Month	Duration
January	15 Weeks

Aims and Outcomes

Aims	This module provides a framework for interdisciplinary collaboration and innovation within filmmaking and creative technologies. Students work collectively to design and deliver an original project responding either to a live industry brief or to a speculative challenge informed by emergent screen-sector practices. The emphasis is on collaborative creativity, agile production methodologies, and critical reflection on process. Working within mixed-disciplinary teams, students will apply advanced creative, technical, and organisational skills to develop a prototype, short film, interactive artefact, or other screen-based output. The studio model replicates professional production environments and encourages collective problem-solving, experimentation, and iterative design. Alongside production, students will evaluate their collaborative processes through reflective documentation and critical self-assessment.
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Learning Outcomes

After completing the module the student should be able to:

Code	Description
MLO1	Plan and implement collaborative strategies that demonstrate initiative, leadership, and adaptability within dynamic creative environments.
MLO2	Apply agile and iterative methodologies to the design, development, and delivery of an innovative screen-based or technology-driven project.
MLO3	Integrate creative, technical, and strategic thinking to address complex real-world or speculative briefs with originality and critical insight.
MLO4	Analyse and synthesise collaborative methodologies, identifying effective strategies for innovation and problem-solving within interdisciplinary practice.
MLO5	Position the collaborative project within relevant industrial, cultural, and technological contexts, articulating its significance and potential impact.

Module Content

Outline Syllabus
This 30-credit module is delivered over a fifteen-week period and is structured to replicate a professional collaborative studio environment. It enables students to plan, implement, and evaluate innovative creative projects through interdisciplinary teamwork. The module develops students' capacity for leadership, strategic thinking, and collective problem-solving in response to complex, real-world or speculative briefs drawn from the contemporary screen and creative-technology sectors. The module is organised around three progressive phases: initiation and ideation (Weeks 1–4), development and prototyping (Weeks 5–9), and delivery and evaluation (Weeks 10–15). Each phase combines taught sessions, group workshops, and supervised studio practice, ensuring the integration of creative experimentation, agile methodology, and critical reflection. During the initiation phase, students are introduced to collaborative planning, design-thinking, and project management frameworks appropriate to advanced creative production. Industry or institutional partners present live or speculative briefs that reflect current technological and cultural challenges in filmmaking and media innovation. Teams are formed to ensure a mix of disciplines and skills, and through facilitated sessions they identify shared goals, allocate roles, and construct project roadmaps. Sessions at this stage focus on leadership, negotiation, and ethical collaboration, supporting Learning Outcome 1.

The development and prototyping phase emphasises experimentation, iteration, and collective decision-making. Weekly stand-up meetings, progress reviews, and peer-critique sessions enable teams to test and refine their creative concepts using agile and iterative approaches. Tutors act as mentors, providing targeted feedback on creative direction, workflow, and technical integration. Formative assessment occurs around Weeks 6–7, where teams deliver an interim presentation or prototype demonstration for feedback on innovation, feasibility, and collaboration dynamics.

In the delivery and evaluation phase, students focus on completing their collaborative artefacts and preparing for professional presentation. This stage consolidates project delivery skills, critical reflection, and analysis of collaborative methodologies (Learning Outcome 4).

Sessions in Weeks 10–13 address strategies for evaluating innovation, documenting process, and articulating project impact. The module culminates in a showcase or presentation events (Weeks 14-15) at which teams present their completed projects to peers, staff, and external stakeholders.

Assessment activity is embedded throughout the module. The team project (60%) constitutes the principal outcome, evidencing innovation, technical competence, and collaborative achievement. The group presentation (20%) evaluates the clarity, professionalism, and contextual articulation of the team's work. The individual evaluation (20%) provides a written or recorded reflection (1500 words) analysing personal contribution, leadership, and learning, and synthesising insights into collaborative methodology and problem-solving.

The module represents approximately 300 hours of total student learning time, distributed as follows:

- Scheduled contact: c. 30 hours (workshops)
- Guided and group learning: c. 50 hours (practical sessions to include team meetings, research, testing, review sessions)
- Independent study and project work: c. 220 hours (development, documentation, reflection, assessment preparation)

Learning and teaching are delivered through a studio-based model that integrates creative experimentation with professional practice. The structure ensures that students demonstrate the autonomy, initiative, and analytical depth expected at QAA Level 7, developing the ability to lead, evaluate, and innovate within collaborative creative environments.

Module Overview

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Learning Outcome Mapping
Portfolio	Group Project	60%		ML01, ML02, ML03, ML04
Presentation		20%		ML01, ML02, ML03, ML04, ML05
Reflection	Evaluation	20%		ML01, ML02, ML03, ML04, ML05