

## Module Specification

### Summary Information

|                            |               |
|----------------------------|---------------|
| <b>Module Code</b>         | 5601FACT      |
| <b>Formal Module Title</b> | Project 2     |
| <b>Career</b>              | Undergraduate |
| <b>Credits</b>             | 30            |
| <b>Academic level</b>      | FHEQ Level 5  |
| <b>Module Pass Mark</b>    | 40            |

### Learning Methods

| <b>Learning Method Type</b> | <b>Hours</b> |
|-----------------------------|--------------|
| Lecture                     | 30           |
| Practical                   | 30           |
| Tutorial                    | 10           |
| Workshop                    | 30           |

### Module Offering(s)

| <b>Start Month</b> | <b>Duration</b> |
|--------------------|-----------------|
| September          | 28 Weeks        |

### Aims and Outcomes

|             |                                                                                                                                                                                                                                                                                 |
|-------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Aims</b> | 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. |
|-------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

## Learning Outcomes

After completing the module the student should be able to:

| Code | Description                                                                                                                                 |
|------|---------------------------------------------------------------------------------------------------------------------------------------------|
| ML01 | Plan and propose a creative project.                                                                                                        |
| ML02 | Describe the historical development of a tradition in the Film and Creative Arts and explain its significance.                              |
| ML03 | Identify a number of key theories and explain their significance to the performing arts.                                                    |
| ML04 | 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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>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.</p> <p>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.</p> |
| Module Overview                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| <p>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.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| 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                        | MLO1, MLO2, MLO3, MLO4   |
| Portfolio           | Project Delivery   | 50     | 0                        | MLO5, MLO6, MLO7         |
| Reflection          | Project Reflection | 25     | 0                        | MLO2, MLO3, MLO4, MLO8   |