

## **MODULE DESCRIPTOR**

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| <b>Module Title</b>                          | <b>Collaborative Practices (Existing)</b>   |
| <b>Course Title</b>                          | BA Film Practice  |
| <b>School</b>                                | <input type="checkbox"/> ASC <input checked="" type="checkbox"/> ACI <input type="checkbox"/> BEA <input type="checkbox"/> BUS <input type="checkbox"/> ENG <input type="checkbox"/> HSC <input type="checkbox"/> LSS   |
| <b>Division</b>                              | Film  |
| <b>Parent Course (if applicable)</b>         |   |
| <b>Level</b>                                 | 5   |
| <b>Semester</b>                              | 2   |
| <b>Module Code (showing level)</b>           | AME_5_CLP   |
| <b>JACS/HECoS Code (completed by the QA)</b> |   |
| <b>Credit Value</b>                          | 20 credit points  |
| <b>Student Study Hours</b>                   | 48 Contact hours:<br><br>152 Student managed learning hours:<br><br>Placement hours: 0  |
| <b>Pre-requisite Learning</b>                |   |
| <b>Co-requisites</b>                         | None  |
| <b>Excluded combinations</b>                 | None  |
| <b>Module co-ordinator</b>                   | Name:<br><br>Email:   |
| <b>Short Description (max. 100 words)</b>    | <p>This Module allows students to develop their professional CV by working collaboratively to address a set brief, and to see a project through from initial idea to final production. The project brief encourages innovative approaches to addressing the brief and creative solutions to working collaboratively on all stages in the production of work.</p> <p>The module's key practice concerns are collaboration, team-working skills and professional engagement. As such, it is a major opportunity to work with fellow students across disciplines to gain experience of creative collaboration; bringing differing skills, experiences and perspectives together to produce a creative output to meet the needs of a set brief.</p> |
| <b>Aims</b>                                  | The aims of this Module are to:   |

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|   | <ol style="list-style-type: none"> <li>1. Enable students to understand their skills and talents in relation to other creative and conceptual practices, and in the face of the demands imposed by the imperatives of delivery</li> <li>2. Demonstrate the interdependent relationship between new and existing technologies over time and their impact on creative practice</li> <li>3. Engage with the experiential parameters of the brief for audiences and producers alike</li> <li>4. Enable experimentation across practices and disciplines within the framework of the brief</li> </ol> <p>Enable, where possible, a specific experience of industry working practices, through shadowing or professional engagement</p>  |  |   |  |   |                                     |   |   |  |
| <p><b>Learning Outcomes<br/>(4 to 6 outcomes)</b></p> | <p>Knowledge and Understanding:</p> <ol style="list-style-type: none"> <li>1. Demonstrate an understanding of the various production methods through which Screen based Projects are realised (in relation to specific live brief)</li> </ol> <p>Intellectual Skills:</p> <ol style="list-style-type: none"> <li>2. Demonstrate knowledge and critical understanding of approaches appropriate to both the development and analysis of their practice, whether through presentation, report and reflective statement.</li> </ol> <p>Practical Skills:</p> <ol style="list-style-type: none"> <li>3. Develop a collaborative and interdisciplinary practice resulting in a piece of creative work that addresses the constraints of the brief</li> </ol> <p>Transferable Skills:</p> <ol style="list-style-type: none"> <li>4. Come to understand the place of different creative practices and disciplines within a convergent media ecology.</li> </ol> |  |   |  |   |                                     |   |   |  |
| <p><b>Employability</b></p>                           | <p>Future trends in the creative industries, mapped by Nesta (BCI/20), identify the soft skills, such as teamwork, communication, critical thinking, analysing and evaluating conflicting ideas, as key drivers of the creative economy. The module enables students to develop this skillset through emergent practices of creatively responding to a set brief. The conception and production of creative media content for a wide range of areas is a growing element of the creative industries and this module will provide students with first-hand experience of collaborative working in a real world context for a public audience. It will also develop the application of their specific media skills to professional contexts.</p>   |  |   |  |   |                                     |   |   |  |
| <p><b>Teaching and learning pattern</b></p>           | <p>Contact hours includes the following:<br/>(please click on the checkboxes as appropriate)</p> <table style="width: 100%; border: none;"> <tr> <td><input checked="" type="checkbox"/> Lectures</td> <td><input checked="" type="checkbox"/> Group Work:</td> </tr> <tr> <td><input checked="" type="checkbox"/> Seminars</td> <td><input checked="" type="checkbox"/> Tutorial:</td> </tr> <tr> <td><input type="checkbox"/> Laboratory</td> <td><input checked="" type="checkbox"/> Workshops</td> </tr> <tr> <td><input checked="" type="checkbox"/> Practical</td> <td><input checked="" type="checkbox"/> VLE Activities</td> </tr> </table>  | <input checked="" type="checkbox"/> Lectures | <input checked="" type="checkbox"/> Group Work: | <input checked="" type="checkbox"/> Seminars | <input checked="" type="checkbox"/> Tutorial: | <input type="checkbox"/> Laboratory | <input checked="" type="checkbox"/> Workshops | <input checked="" type="checkbox"/> Practical | <input checked="" type="checkbox"/> VLE Activities |
| <input checked="" type="checkbox"/> Lectures          | <input checked="" type="checkbox"/> Group Work:  |  |   |  |   |                                     |   |   |  |
| <input checked="" type="checkbox"/> Seminars          | <input checked="" type="checkbox"/> Tutorial:  |  |   |  |   |                                     |   |   |  |
| <input type="checkbox"/> Laboratory                   | <input checked="" type="checkbox"/> Workshops  |  |   |  |   |                                     |   |   |  |
| <input checked="" type="checkbox"/> Practical         | <input checked="" type="checkbox"/> VLE Activities   |  |   |  |   |                                     |   |   |  |

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| <p><b>Indicative content</b></p>   | <p>The module will operate in option mode with a number of live briefs set each year, reflecting current issues in arts, media and creative industries.</p> <ul style="list-style-type: none"> <li>• Live briefs and client briefs</li> <li>• Team Roles and negotiating as part of a creative production team</li> <li>• Pitching and presentation</li> <li>• Reflexive practice and method</li> <li>• Transmission, Exhibition or curation</li> <li>• Audience Development</li> </ul> <p>Modes of evaluation</p>  |
| <p><b>Assessment method<br/>(Please give details – of components, weightings, sequence of components, final component)</b></p> | <p>Summative assessment:</p> <p><b>CW 1. Portfolio (100%) - SUMMATIVE</b></p> <p>The portfolio will be defined (and assessed) according to roles that the student performs on the Shared Project from inception to delivery. The student will address their contribution to the project in reflective statement that critically engages with the ambitions of the work as an aesthetic, cultural, political and/or functional response to the brief. The student will also need to address the key terms of the brief and explain how the specific parameters of the brief function in their work, and in the world more broadly (including the worlds of media and industry).</p>  |
| <p><b>Mode of resit assessment (if applicable)</b></p>   | <p>Formative assessment:</p> <p>Summative assessment:</p>   |
| <p><b>Indicative Sources<br/>(Reading lists)</b></p>   | <p>Core materials:</p> <ol style="list-style-type: none"> <li>1. Hartley, Peter, (2010) <i>Success in Group Work</i>. Palgrave. Hampshire, UK</li> <li>2. Bordwell, David &amp; Thompson, Kristin (2019), <i>An Introduction to Film Art</i>. McGraw, NY.</li> <li>3. Taylor. N. (2012) <i>Cinematic Perspectives on Digital Culture: Consorting with the Machine</i>. London. Palgrave</li> </ol> <p>Optional reading:</p> <ol style="list-style-type: none"> <li>1. Handler Miller, Carolyn. (2014) <i>Digital Storytelling: A creator's guide to interactive entertainment</i>. Focal Press</li> <li>2. Graham, B. and S. Cook (2010) <i>Rethinking Curating: After New Media</i>. Massachusetts. MIT</li> <li>3. Dewdney, A and P. Ride (2013) <i>The Digital Media Handbook</i>. London: Routledge.</li> </ol> <p>Presentations, online journals, manuals, the module guide and other relevant materials will be available through the University's Virtual Learning Environment (VLE) Moodle.</p> |
| <p><b>Other Learning Resources</b></p>   | <p>WEB resources:</p>   |

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|  | <p>Creative Cow: The peer to peer support community for media production professionals, including forums and tutorials; <a href="http://www.creativecow.net/">http://www.creativecow.net/</a><br/>Screenskills.org / filmlondon.org.uk / creativeEngland.co.uk /<br/>careers.channel4.com / bectu.org.uk / network.bfi.org.uk /<br/>stephenfollows.com / wearealbert.org / crafttruck.com /<br/>bbc.co.uk/academy/production</p> |
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