



Module Descriptor

Title	Constructed Narratives		
Session	2025/26	Status	
Code	GRAM09002	SCQF Level	9
Credit Points	20	ECTS (European Credit Transfer Scheme)	10
School	Business and Creative Industries		
Module Co-ordinator	Blane Savage		
Summary of Module			
This module introduces the student to the art and design processes involved in creating narrative artefacts in a variety of formats and delivery methods, utilising a range of media, practices and methodologies. Through both critical analysis of the subject and practical application of skills, students will develop knowledge of this media from an historical and contemporary perspective, enabling them to produce a significant body of work that reflects their understanding of narrative construction in an applied and theoretical context. This will involve examination of past and contemporary trends in narrative production and practice in art and design focusing on traditional, digital and screen-based delivery systems, and subsequent applied creation of relevant products or artefacts which engage with society in powerful ways.			

Module Delivery Method	On-Campus¹ ☒	Hybrid² ☐	Online³ ☐	Work -Based Learning⁴ ☐
Campuses for Module Delivery	☒ Ayr ☒ Dumfries	☐ Lanarkshire ☐ London ☐ Paisley	☐ Online / Distance Learning ☐ Other (specify)	

¹ Where contact hours are synchronous/ live and take place fully on campus. Campus-based learning is focused on providing an interactive learning experience supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus contact hours will be clearly articulated to students.

² The module includes a combination of synchronous/ live on-campus and online learning events. These will be supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus and online contact hours will be clearly articulated to students.

³ Where all learning is solely delivered by web-based or internet-based technologies and the participants can engage in all learning activities through these means. All required contact hours will be clearly articulated to students.

⁴ Learning activities where the main location for the learning experience is in the workplace. All required contact hours, whether online or on campus, will be clearly articulated to students

Terms for Module Delivery	Term 1	☒	Term 2	☒	Term 3	☐
Long-thin Delivery over more than one Term	Term 1 – Term 2	☐	Term 2 – Term 3	☐	Term 3 – Term 1	☐

Learning Outcomes	
L1	Demonstrate detailed knowledge of theory and practice in narrative construction.
L2	Demonstrate the ability to research, develop and present concepts for a specified audience and a critical awareness of contemporary production contexts.
L3	Demonstrate significant range of the principal skills, techniques, practices and materials associated with development of constructed narratives.
L4	
L5	

Employability Skills and Personal Development Planning (PDP) Skills	
SCQF Headings	During completion of this module, there will be an opportunity to achieve core skills in:
Knowledge and Understanding (K and U)	SCQF 9 Demonstrate and/or work with: a critical understanding of the role of technology in terms of media production, access and use. A critical detailed knowledge of the scope, defining features, and main areas of a subject/discipline. Understand the artist's or designer's relationship with audiences, clients, markets, users, consumers, and/or participants
Practice: Applied Knowledge and Understanding	SCQF 9 Use a significant range of the principal skills, techniques, practices and materials associated with constructed narratives. Use and enhance a range of complex skills, techniques, practices and materials at the forefront of one or more specialisms
Generic Cognitive skills	SCQF 9 Apply a constant and integrated approach to critical analysis, evaluation and synthesis of new and complex ideas, information and issues.
Communication, ICT and Numeracy Skills	SCQF 9 communicate at an appropriate level to a range of audiences and adapt communication to the context and purpose
Autonomy, Accountability and Working with Others	SCQF 9 Take responsibility for own work in professional and equivalent activities. Work in ways which are reflective, self- critical and based on research/ evidence

Prerequisites	Module Code N/A	Module Title N/A
	Other N/A	
Co-requisites	Module Code N/A	Module Title N/A

Learning and Teaching

In line with current learning and teaching principles, a 20-credit module includes 200 learning hours, normally including a minimum of 36 contact hours and maximum of 48 contact hours.

Classes are delivered in three-hour blocks on a weekly basis. Lectures will introduce and explore alternative media forms and exemplify key critical concepts that can be applied to a wide range of visual texts and narratives.

The approach is learner-centred with students actively engaged in a range of workshops to promote engagement with and analyses of different kinds of narrative constructions.

Students will utilize and demonstrate their understanding of these key theoretical and critical concepts through self-driven, practice-based projects. Support will be given to students through their project-based learning on a one-to-one basis in the development of constructed narratives.

Learning Activities

During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:

Student Learning Hours

(Note: Learning hours include both contact hours and hours spent on other learning activities)

Lecture / Core Content Delivery

30

Tutorial / Synchronous Support Activity

20

Independent Study

150

Please select

Please select

Please select

TOTAL

200

Indicative Resources

The following materials form essential underpinning for the module content and ultimately for the learning outcomes:

Helmbold U. (2023) The Narrative Power of Illustrations and Drawings - Mind the Gap, Verlag Niggli

3DTotal Publishing (2022) Beyond Art Fundamentals: A Guide to Emotion, Mood, and Storytelling for Artists

Koenitz H. (2023) Understanding Interactive Digital Narrative: Immersive Expressions for a Complex Time, Routledge

(N.B. Although reading lists should include current publications, students are advised (particularly for material marked with an asterisk*) to wait until the start of session for confirmation of the most up-to-date material)

Attendance and Engagement Requirements

In line with the [Student Attendance and Engagement Procedure](#), Students are academically engaged if they are regularly attending and participating in timetabled on-campus and online teaching sessions, asynchronous online learning activities, course-related learning resources, and complete assessments and submit these on time.

For the purposes of this module, academic engagement equates to the following:

Regularly attending and participating in timetabled on-campus teaching sessions,
Utilising course related learning resources
completing assessments and submissions on time

Equality and Diversity

The University's Equality, Diversity and Human Rights Procedure can be accessed at the following link: [UWS Equality, Diversity and Human Rights Code](#).

(N.B. Every effort will be made by the University to accommodate any equality and diversity issues brought to the attention of the School)

Supplemental Information

Divisional Programme Board	Arts Media
Overall Assessment Results	☐ Pass / Fail ☒ Graded
Module Eligible for Compensation	☒ Yes ☐ No If this module is eligible for compensation, there may be cases where compensation is not permitted due to programme accreditation requirements. Please check the associated programme specification for details.
School Assessment Board	Arts and Media
Moderator	Chris MacKenzie
External Examiner	Nikki Kane
Accreditation Details	
Module Appears in CPD catalogue	☐ Yes ☒ No
Changes / Version Number	

Assessment (also refer to Assessment Outcomes Grids below)**Assessment 1**

Artefact/artwork 80%

Assessment 2

Reflective essay, (500 words) 20%

Assessment 3

(N.B. (i) Assessment Outcomes Grids for the module (one for each component) can be found below which clearly demonstrate how the learning outcomes of the module will be assessed.

(ii) An indicative schedule listing approximate times within the academic calendar when assessment is likely to feature will be provided within the Student Module Handbook.)

Component 1

Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours
Portfolio of Practical work	☒	☒	☒	☐	☐	80%	18

Component 2

Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours
Essay	☒	☐	☐	☐	☐	20%	6

Component 3

Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours
	☐	☐	☐	☐	☐		
Combined total for all components						100%	24 hours

Change Control

What	When	Who