



Module Descriptor

Title	Creative Portfolio		
Session	2025/26	Status	
Code	CMPG11013	SCQF Level	11
Credit Points	20	ECTS (European Credit Transfer Scheme)	10
School	Business and Creative Industries		
Module Co-ordinator	Tony Grace		
Summary of Module			
Creative Portfolio allows students to explore their chosen creative practice areas; developing their individual creative identity as a practitioner, while consolidating the creative and technical skill areas they will require in the context of the production of relevant creative projects and other relevant creative media outputs. There will be key skills development workshops in various relevant creative areas such as: Digital Filmmaking; Documentary ; Motion Graphics; Audio recording; podcasting ; Artist Filmmaking; photography; creative writing; post-production. Students will undertake a skills audit and work individually and with small teams on creative projects to develop a creative portfolio tailored to their needs. These skills will be deployed in projects related to intensive workshops in relevant areas (these areas can be adjusted to suit the requirements of the cohort).			

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	Explore their own creative practice and creative identity and provide evidence of development in a portfolio
L2	Extend and apply a significant range of advanced creative skills in creative industries practice – developing and drawing on craft and technical skills to produce for example , scripts and production outputs and documentation
L3	In a project apply a significant range of the principal skills, techniques, practices and/or materials associated with professional practice in a given area of creative media practice and the creative industries.
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 11 Students will demonstrate and/or work with; Knowledge that covers and integrates most if not all of the principal areas, features, boundaries, terminology and conventions of creative media practice. Extensive, detailed and critical knowledge and understanding in one or more creative media practice specialisms, much of which is at or informed by developments at the forefront of creative media practice including multiplatform delivery.
Practice: Applied Knowledge and Understanding	SCQF 11 Students will gain experience of the following areas relevant to Creative Media Practice; The use and application of a significant range of the principal skills, techniques, practices and/or materials which are associated with developing and working on creative media projects and functioning as a practitioner. The use of a range of specialised skills, techniques, practices and/or materials which are at the forefront or informed by forefront developments in screen and broadcast industries and associated creative media practice.
Generic Cognitive skills	SCQF 11

	In the course of the development of their practice and work on Creative Media Projects and the assignments associated with the module students will; Develop original and creative responses to a range of problems and issues arising in the course of carrying out the functions of a creative practitioner and dealing with complex issues arising from the development of their practice and from working on projects with peers, making informed judgements in professional level situations in the absence of complete or consistent data/information.
Communication, ICT and Numeracy Skills	SCQF 11 Use a range of advanced and specialised skills relevant to creative media practice – for example; Communicate, using appropriate methods, to a range of audiences such as a specialist creative media professionals and academic staff commissioning panel and a production team of peers with different levels of knowledge/expertise. Use a wide range of software such as Adobe Creative Cloud to support and enhance work at this level
Autonomy, Accountability and Working with Others	SCQF 11 Participating in the module , in workshops and project exercises and assignments will require students to; Exercise substantial autonomy and initiative in the course of professional and equivalent creative media activities. Take responsibility for their own work and for a significant range of equipment and resources while working and developing their creative media practice in ways which draw on critical reflection on own and others’ roles and responsibilities.

Prerequisites	Module Code	Module Title
	Other	
Co-requisites	Module Code	Module Title

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.	
Learning Activities	Student Learning Hours
During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:	(Note: Learning hours include both contact hours and hours spent on other learning activities)
Lecture / Core Content Delivery	12
Tutorial / Synchronous Support Activity	12
Laboratory / Practical Demonstration / Workshop	48
Independent Study	152

Please select	
Please select	
TOTAL	200

Indicative Resources
The following materials form essential underpinning for the module content and ultimately for the learning outcomes: Bernard, S.C. (2016) Documentary storytelling: creative nonfiction on screen. 2nd ed. Abingdon: Focal Press. Billinge, S. (2017) The practical guide to documentary editing: techniques for tv and film. Abingdon: Focal Press Brown, B. (2016) Cinematography: theory and practice: image making for cinematographers and directors. 2nd ed. Abingdon: Routledge. Yorke, J. (2014) Into the woods: how stories work and why we tell them. London: Penguin (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: As above including attendance at workshops and classes, continuous development of project work, engagement with learning resources and completion and submission of project assignments.

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 & Media
Moderator	Dr. Blane Savage
External Examiner	Dr. David Griffiths
Accreditation Details	
Module Appears in CPD catalogue	☐ Yes ☒ No
Changes / Version Number	1.3

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
Creative Portfolio - comprised of individual project work and contributions to collaborative projects with four selected outputs demonstrating developing creative identity at 25% each - comprising 100% of module marks
Assessment 2
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	☒	☒	☒	☐	☐	100	0

Component 2							
Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours
	☐	☐	☐	☐	☐		

Component 3							
Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours
	☐	☐	☐	☐	☐		
Combined total for all components						100%	hours

Change Control

What	When	Who
simplify summary description of module activity; combine assignments 1&2	14 Mar 25	T Grace