Module Descriptor

Title	Creative Practice Project		
Session	2026/27	**Status**	
Code	GRAM08001	**SCQF Level**	L8
Credit Points	40	**ECTS (European Credit Transfer Scheme)**	20
School	**BCIBusiness and Creative Industries**		
Module Co-ordinator	Alison Clifford		

Summary of Module

The Creative Practice Project is a two-trimester module designed to offer students the chance to develop a project within their chosen specialist medium. By the end of the module, students will have the opportunity to showcase their creative and technical skills in their final project, underpinned by in-depth research and development work. Close collaboration with staff will provide guidance and support throughout the creative process.

The module is structured as follows:

In trimester one, students focus on creating a research and development portfolio and a proposal for their final project. The research and development portfolio will document: knowledge of the scope, defining features and main areas of the selected area of creative practice, development of the relevant technical skills, and will identify a clear conceptual foundation for their practice. This then leads to the creation of a project proposal detailing the planning and setting of project milestones and timelines for their final project to be realised in the second trimester.

In trimester two, students focus on realising their final creative project as per their project proposal. A work-in-progress review ensures that projects are evolving effectively, and the subsequent completion phase allows for refinement and preparation of project work for the final submission. Finally, in addition to the completed creative practice project, students will produce a written statement reflecting on the conceptual and contextual thinking, and creative decision-making process that underpins their project.

Module Delivery Method	On-Campus[1] ☒	Hybrid[2] ☐	Online[3] ☐	Work -Based Learning[4] ☐
Campuses for Module Delivery	☐ Ayr ☒ Dumfries	☐ Lanarkshire ☐ London ☐ Paisley	☐ Online / Distance Learning ☐ Other (specify)	

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 knowledge of the scope, defining features, and main areas of the chosen specialism evidenced through a documented research and development folio.
L2	Take the lead on planning and setting project milestones and timelines in a self-defined creative project.
L3	Apply knowledge, skills and understanding using a range of professional skills, techniques, practices and/or materials associated with the chosen specialism evidenced through a body of creative work.
L4	Use a range of approaches to formulate and critically evaluate creative responses to a self-defined creative project.
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)	**Please select SCQF Level** SCQF Level 8 Demonstrate and/or work with: • A knowledge of the scope, defining features, and main areas of the chosen specialism. • Specialist knowledge in some areas.

[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

Practice: Applied Knowledge and Understanding	**SCQF 8** Apply knowledge, skills and understanding: • In using a range of professional skills, techniques, practices and/or materials associated with the chosen specialism, a few of which are advanced and/or complex.
Generic Cognitive skills	**SCQF 8** • Use a range of approaches to formulate and critically evaluate self-generated creative responses to a self-defined brief.
Communication, ICT and Numeracy Skills	**SCQF 8** Use a wide range of routine skills and some advanced and specialised skills associated with the chosen specialism, for example: • Use and evaluate graphical data to measure progress and achieve goals/targets.
Autonomy, Accountability and Working with Others	**SCQF 8** • Exercise autonomy and initiative in some activities at a professional level in practice/ defined specialism. • Manage resources within defined areas of specialism. • Take the lead on planning and setting project milestones and timelines in a self-defined creative project.

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

Learning and Teaching	
In line with current learning and teaching principles, a 40-credit module includes 200 learning hours, normally including a minimum of 36 contact hours and maximum of 48 contact hours.	
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	72
Laboratory / Practical Demonstration / Workshop	12
Tutorial / Synchronous Support Activity	12
Independent Study	304
Please select	
Please select	
TOTAL	400

Indicative Resources
The following materials form essential underpinning for the module content and ultimately for the learning outcomes: Brereton, R. (2014) Sketchbooks: The hidden art of designers, illustrators & creatives. London: Laurence King Fletcher, A. (2010) The art of looking sideways. London: Phaidon. Gauntlett, D. (2023) Creativity: Seven Keys to unlock your creative self. Cambridge, UK: Polity Press.
(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:** Students are required to attend all scheduled classes and participate with all delivered elements of the module as part of their engagement with their programme of study.

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 X 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	TBC
External Examiner	TBC
Accreditation Details	
Module Appears in CPD catalogue	☐ **Yes** ☒ **No**
Changes / Version Number	

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
Assessment 1: Research/ development portfolio and project proposal 50%
Assessment 2
Assessment 2: Portfolio of work/artefact 40%
Assessment 3
Assessment 3: Written statement: reflecting on the conceptual and contextual thinking, and creative decision-making process. 10%
(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**
Research and Development Portfolio	☒	☒	☐	☐	☐	50	2

Component 2							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
Portfolio of practical work	☐	☒	☒	☐	☐	40	2

Component 3							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
Written Statement	☐	☐	☐	☒	☐	10	1
Combined total for all components						100%	hours

Change Control

What	**When**	**Who**
Clarification of assessment details	March 25	AC
Clarification of module summary	March 25	AC
No changes	March 26	AC