

University of the West of Scotland

Module Descriptor

Session: 2023-24

Title of Module: Creative Portfolio			
Code: CMPG11013	SCQF Level: 11 (Scottish Credit and Qualifications Framework)	Credit Points: 20	ECTS: 10 (European Credit Transfer Scheme)
School:	School of Business and Creative Industries		
Module Co-ordinator:	Tony Grace		
Summary of Module			
<p>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.</p> <p>There will be key skills development workshops in areas such as:</p> <p>Idea to pitch: concept development, writing proposals & treatments</p> <p>digital cinematography;</p> <p>location sound;</p> <p>production management/co-ordination;</p> <p>Screenwriting</p> <p>Creative Writing</p> <p>motion graphics</p> <p>post-production</p> <p>Students will undertake a skills audit and work with small teams on creative projects and with personal tutors and industry mentors 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). Students will also attend intensive CPD workshops in specific areas of professional and creative practice associated with the creative industries, for example:</p> <p>Phase 1: Documentary Practice - 5-8 minute project; Screenwriting - 10-15 minute script; Artists Moving Image - 15 minute max</p>			

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Phase 2: Digital Filmmaking - 3-5 minute; Sound Art –environment soundscape; Creative Writing – short story, poetry or play.

These project activities will allow students to gain a experience of production roles which will be built into their creative portfolio.

Creative Identity

Creative Skills

Technical and creative development

CPD workshops in relevant skill areas

Project portfolio

Module Delivery Method					
Face-To-Face	Blended	Fully Online	HybridC	Hybrid 0	Work-Based Learning
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
See Guidance Note for details.					

Campus(es) for Module Delivery						
The module will normally be offered on the following campuses / or by Distance/Online Learning: (Provided viable student numbers permit) (tick as appropriate)						
Paisley:	Ayr:	Dumfries:	Lanarkshire:	London:	Distance/Online Learning:	Other:
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Add name

Term(s) for Module Delivery					
(Provided viable student numbers permit).					
Term 1	<input checked="" type="checkbox"/>	Term 2	<input type="checkbox"/>	Term 3	<input type="checkbox"/>

Learning Outcomes: (maximum of 5 statements) These should take cognisance of the SCQF level descriptors and be at the appropriate level for the module. At the end of this module the student will be able to:	
L1	Explore their own creative practice and creative identity and provide evidence of development in a portfolio

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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.
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 Level 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 Level Choose an item. 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 Level Choose an item. 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 Level Choose an item.

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*Indicates that module

descriptor is not published.

	<p>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.</p>	
Autonomy, Accountability and Working with others	<p>SCQF Level Choose an item.</p> <p>Participating in the module , in workshops and project exercises and assignments will require students to;</p> <p>Exercise substantial autonomy and initiative in the course of professional and equivalent creative media activities.</p> <p>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.</p>	
Pre-requisites:	Before undertaking this module the student should have undertaken the following:	
	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 During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:	Student Learning Hours (Normally totalling 200 hours): (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	24	

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Independent Study	152
	Hours Total 200
**Indicative Resources: (eg. Core text, journals, internet access)	
<p>The following materials form essential underpinning for the module content and ultimately for the learning outcomes:</p> <p>Bernard, S.C. (2016) Documentary storytelling: creative nonfiction on screen. 2nd ed. Abingdon: Focal Press.</p> <p>Billinge, S. (2017) The practical guide to documentary editing: techniques for tv and film. Abingdon: Focal Press</p> <p>Brown, B. (2016) Cinematography: theory and practice: image making for cinematographers and directors. 2nd ed. Abingdon: Routledge.</p> <p>Yorke, J. (2014) Into the woods: how stories work and why we tell them. London: Penguin</p>	
<p>(**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)</p>	
Attendance and Engagement Requirements	
<p>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.</p>	
Equality and Diversity	
<p>The University's Equality, Diversity and Human Rights Procedure can be accessed at the following link: UWS Equality, Diversity and Human Rights Code.</p> <p>Please ensure any specific requirements are detailed in this section. Module Co-ordinators should consider the accessibility of their module for groups with protected characteristics.</p>	
<p>(N.B. Every effort will be made by the University to accommodate any equality and diversity issues brought to the attention of the School)</p>	

Supplemental Information

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Divisional Programme Board	Arts and Media
Assessment Results (Pass/Fail)	Yes <input type="checkbox"/> No <input checked="" type="checkbox"/>
School Assessment Board	Arts and Media
Moderator	Blane Savage
External Examiner	D.Griffiths
Accreditation Details	e.g. ACCA Click or tap here to enter text.
Changes/Version Number	1.2

Assessment: (also refer to Assessment Outcomes Grids below)
There are two assessments the Creative Portfolio (60%) and a reflexive Creative Profile assignment (40%)
Assessment 1 Creative Portfolio - comprised of individual project work and contributions to collaborative projects 60%
Assessment 2 Creative Profile - a reflexive output encapsulating work done on the module and developing creative identity 40%
(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.)

Assessment Outcome Grids (See Guidance Note)

Component 1							
Assessment Type (Footnote B.)	Learning Outcome (1)	Learning Outcome (2)	Learning Outcome (3)			Weighting (%) of Assessment Element	Timetabled Contact Hours
Portfolio of Practical Work						60%	0

Component 2							
Assessment Type (Footnote B.)	Learning Outcome (1)	Learning Outcome (2)	Learning Outcome (3)			Weighting (%) of Assessment Element	Timetabled Contact Hours
Creative Output						40%	0

Combined Total for All Components						100%	0 hours
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Change Control:

What	When	Who
Further guidance on aggregate regulation and application when completing template	16/01/2020	H McLean
Updated contact hours	14/09/21	H McLean
Updated Student Attendance and Engagement Procedure	19/10/2023	C Winter
Updated UWS Equality, Diversity and Human Rights Code	19/10/2023	C Winter
Guidance Note 23-24 provided	12/12/23	D Taylor
General housekeeping to text across sections.	12/12/23	D Taylor
Change Moderator	9/2/24	T Grace

Version Number: 1.2