



Module Descriptor

Title	Practice In Context		
Session	2025/26	Status	
Code	GRAM10002	SCQF Level	10
Credit Points	20	ECTS (European Credit Transfer Scheme)	10
School	Business and Creative Industries		
Module Co-ordinator	Blane Savage		
Summary of Module			
Practice in Context offers students the opportunity to gain credit for a specific contemporary practice developed professionally for a particular context. The specific contemporary practice can result in live art installations, exhibitions, performance, screenings or any other appropriate art form developed for a specific community or a particular context. The module is designed to assist students to enhance their skills in such a way that it facilitates professional career development in the arts sector where there are increasing opportunities for employment upon graduation. Students will be required to demonstrate practical skills with art or interdisciplinary work and will identify and deal with artistic, practical and ethical challenges. Students will be expected to demonstrate their awareness and the relevance of their choices leading them to deploy a range of professional creative skills to realise a contemporary practice-based project. Through this creative process the student will take responsibility for creative, technical and conceptual choices in their professional practice whilst noting how they managed all ethical, legal and regulatory practice. Create opportunities, contacts and professional skills in a real-world artistic environment Develop abilities in autonomous working, leadership skills and planning Consideration of applied theory in an identified context/environment/situation Develop new and existing professional creative skills associated with their chosen outputs Presentation and articulation of skills development and professional experience			

Module Delivery Method	On-Campus¹ ☒	Hybrid² ☐	Online³ ☐	Work -Based Learning⁴ ☐		
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 professional level insight into contemporary debates and issues in your chosen professional field of practice.
L2	Deploy a range of professional creative skills to realise contemporary practice.
L3	Critically engage with conventions related to presenting creative work, and specific contexts for this.
L4	Autonomously manage the practical, ethical, legal and regulatory elements of creative work.
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 10 Demonstrate critical insight into contemporary debates and issues related to the reception, creation and interpretation of contemporary art and design. Demonstrate command of a variety of advanced research methodologies.
Practice: Applied Knowledge and Understanding	SCQF 10 Deploy critical, integrated and comprehensive knowledge and understanding of the landscape of contemporary art and design theory.

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

	Apply a critical awareness of the interplay between creative and critical modes of enquiry in contemporary art and design. Apply specialist professional knowledge in contemporary art and design practice.
Generic Cognitive skills	SCQF 10 Offer professional insights, interpretations and solutions to problems and issues. Critically use information retrieval skills, involving the ability to gather, sift, manipulate, synthesise, evaluate and organise material. Conceive, develop and realise professional level collaborative dynamics. Conceive, develop and realise professional level collaborative dynamics.
Communication, ICT and Numeracy Skills	SCQF 10 Utilise and adapt specialist professional platforms to undertake and present outcomes. Convey individual research findings convincingly to expert audiences using appropriate professional modes. Communicate with peers, senior colleagues and specialists on a professional level.
Autonomy, Accountability and Working with Others	SCQF 10 Exercise autonomy and initiative in engaging with complex/professional problems and issues. Realise autonomous extended research activity. Exercise significant autonomy and initiative in professional activities. Communicate with peers, senior colleagues and specialists on a professional level. Manage complex ethical and professional issues in accordance with current professional and/or ethical codes or practices.

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.

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	1
Laboratory / Practical Demonstration / Workshop	12
Independent Study	175
Please select	
Please select	
TOTAL	200

Indicative Resources
The following materials form essential underpinning for the module content and ultimately for the learning outcomes: Doherty, C. (ed.) (2004a) Contemporary art?: from studio to situation . London?;,Black Dog Reilly, M. (2018) Curatorial activism [electronic book]?: towards an ethics of curating . Lucy R. Lippard (ed.). London?;, Thames & Hudson. Stallabrass, J. (2004) Art incorporated?: the story of contemporary art . Oxford?;, Oxford University 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:

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	Chris MacKenzie
External Examiner	Niki Kane
Accreditation Details	
Module Appears in CPD catalogue	☐ Yes ☐ No
Changes / Version Number	

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
Project [Portfolio of Practical Work] (100%) Presentation/Demonstration/Communication of contemporary arts practice Including sketchbook, preliminary drawings, contextualisation of the practice and accounts for creative and practical decisions
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 work	☒	☒	☒	☒	☐	100	25

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%	25 hours

Change Control

What	When	Who
Code Change from DAAD10007 to GRAM10002		