



Module Descriptor

Title	Production Design		
Session	2025/26	Status	
Code	GRAM09006	SCQF Level	9
Credit Points	20	ECTS (European Credit Transfer Scheme)	10
School	Business and Creative Industries		
Module Co-ordinator	C Mackenzie		
Summary of Module			
Production design is the art of creating a film, television show, play or performance’s aesthetic through its set - and production designers are the architects of this setting. In this module students will examine the roles of the production designer and how collaborative working with directors and writers, actors and other members of a production are critical to its success. Students will embark on creating the production design for a specific brief, generating the style and tone of the production, researching the context, sketching, making models, creating mood boards, and referencing other media that will determine the imagined final product. This may include concept art, location photography, prop making, referencing fashion/costumes, interiors etc. This may also include collaboration with specialist creatives, e.g., sculptors, costume designers, joiners/carpenters, prop makers, decorators and set dressers. This will culminate in the submission of a comprehensive portfolio of research, development, and finished production artworks. Topics explored: Researching genre types Key practitioners and their work Scouting locations Concept art Creating Blueprints and prototypes Traditional and Digital (Virtual) Production methods			

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 knowledge and understanding of the practices, tasks and responsibilities of the production designer, citing key historical and contemporary practitioners and their work in the field of production design.
L2	Evidence research and development of appropriate design solutions in response to a production design brief.
L3	Apply creative and technical skills to a professional standard in the undertaking of a finished production design portfolio for a specified brief.
L4	Produce a detailed, reflective written account of development process and design to submission of final portfolio of 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 9 Demonstrate and/or work with: An understanding of the scope and defining features of production design, and an integrated knowledge of its main areas and practices. A capacity to critically appraise both traditional and current approaches to Production Design to select the most appropriate design solution.

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 9 Apply knowledge, skills and understanding: In using a range of the principal professional skills, techniques, practices and/or materials associated with the process of production design.
Generic Cognitive skills	SCQF 9 Demonstrate awareness of methods, materials, processes and technologies appropriate to production design.
Communication, ICT and Numeracy Skills	SCQF 9 Communicate ideas both systematically and creatively. Make sound judgements and impart conclusions clearly to specialist and non-specialist audiences. Collect, evaluate, and present data in suitable formats.
Autonomy, Accountability and Working with Others	SCQF 9 Engage with a community of peers including reflection on their own and others practice. Demonstrate self-direction and originality in tackling and solving problems. Exercise autonomy and initiative in some activities at a professional level in production design practice.

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 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	12
Laboratory / Practical Demonstration / Workshop	24
Independent Study	164
Please select	
Please select	
Please select	

TOTAL	200
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Indicative Resources
The following materials form essential underpinning for the module content and ultimately for the learning outcomes: Barnwell, J. (2022) Production Design for screen: Visual storytelling in film and television. London: Bloomsbury Academic. Juracek, J.A. (2003) Surfaces: Visual research for artists, architects, and Designers. London: Thames and Hudson. Shorter, G. (2019) Designing for screen production design and art direction explained. Marlborough: The Crowood 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 ☒ 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	B Savage
External Examiner	N Kane
Accreditation Details	

Module Appears in CPD catalogue	☐ Yes ☒ No
Changes / Version Number	0.2

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
50% Production of a workbook/sketchbook showing research and development of production designs including written reflective account of development process and design .
Assessment 2
50% Portfolio of finished production designs to a professional standard.
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
	☒	☒	☐	☒	☐	50	1.5

Component 2							
Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours
	☐	☐	☒	☐	☐	50	1.5

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

Change Control

What	When	Who

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