University of the West of Scotland

Module Descriptor

Session: 2024/25

Title of Module: Cross Media Collaboration			
Code: PERF07XXX ?	SCQF Level: 8 (Scottish Credit and Qualifications Framework)	Credit Points: 20	ECTS: 10 (European Credit Transfer Scheme)
School:	School of Business and Creative Industries		
Module Co-ordinator:	Dr James Layton		

Summary of Module
Cross Media Collaboration is designed to help students learn and develop collaboration skills in a multimedia environment. In this module, students will form small groups and each team will respond to one of suggested topics to create a cross media work of their own. This task will require collective efforts in researching, discussing and interpreting ideas and applying individuals' experiences, skills and technical knowledge and each group must agree on their creative rationale and share the responsibility of the creative production and project management. Students will gain first-hand experience and knowledge of developing a new work in contemporary creative practices and evaluate their own process while gaining solid experience of working in a cross media and collaborative context.

Module Delivery Method					
Face-To-Face	Blended	Fully Online	HybridC	Hybrid 0	Work-Based Learning
☒	☐	☐	☐	☐	☐
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:
☐	☒	☐	☐	☐	☐	Add name

Term(s) for Module Delivery					
(Provided viable student numbers permit).					
Term 1	☐	Term 2	☒	Term 3	☐

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	Demonstrate an understanding of the relevant theories and concepts that underpin cross media practice
L2	Apply a range of creative skills in the context of cross media and creative collaboration
L3	Exercise autonomy and initiative by undertaking individual responsibilities within the process of a cross media collaborative project
L4	Demonstrate an ability to work as part of a team in a cross media context

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 **8** Demonstrate discerning understanding of the principles of collaborative and interdisciplinary practice.
Practice: Applied Knowledge and Understanding	SCQF Level **8** Apply a range of collaborative performance processes in the creation of work including: working collective, ensemble, co -creation and hierarchical and non-hierarchical structures.
Generic Cognitive skills	SCQF Level **8** Understand group dynamic to operate collaboratively with collective, creative and professional contexts to pursue shared goals.
Communication, ICT and Numeracy Skills	SCQF Level **8** Explain and defend creative, technical and/ or conceptual choices.
Autonomy, Accountability and Working with others	SCQF Level **8** Demonstrate sensitivity to the roles and contributions of self and others in collaborative activities.
Pre-requisites:	Before undertaking this module the student should have undertaken the following:

	Module Code:	Module Title:
	Other:	
Co-requisites	Module Code:	Module Title:

*Indicates that module descriptor is not published.

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)
Laboratory/Practical Demonstration/Workshop	24
Tutorial/Synchronous Support Activity	12
Independent Study	164
	Hours Total

**Indicative Resources: (eg. Core text, journals, internet access)

The following materials form essential underpinning for the module content and ultimately for the learning outcomes:

Ascott, R. (2007) *Telematic embrace: Visionary theories of art, technology and consciousness.* Berkeley: University of California Press.

 Klich, R. & Scheer, E. (2012) *Multimedia performance.* Basingstoke: Palgrave Macmillan. (e-book)

Telepresence Stage (2024) Available at: https://www.telepresencestage.org/)

(**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:

- Regularly attending and participating in timetabled on-campus sessions.
- Preparing for class with course-related learning resources.
- Completing the assessment and delivering this on time.

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.

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..

(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 and Media
Assessment Results (Pass/Fail)	Yes ☐No ☒
School Assessment Board	Arts and Media
Moderator	Dr Stephen Collins
External Examiner	S. Baker
Accreditation Details	
Changes/Version Number	1.05

Assessment: (also refer to Assessment Outcomes Grids below)

Assessment A: Portfolio of practical work (100%):

Group performance consisting of approximately 15 minutes of live and/or pre-recorded materials & individual 500-word research abstract, or programme note. Each individual needs to contribute to a research and development presentation of a proposed cross media performance project. This can consist of a live performance, with short supplementary written materials that illustrate key research concepts.

The presentation / performance should demonstrate:

- The application of a range of creative skills in the context of cross media and creative collaboration.
- Evidence of exercising autonomy and initiative by undertaking individual responsibilities within the process of the cross media collaborative project
- An exploration of the research undertaken to create an effective process behind a cross media performance project

Assessment 1 – Group Presentation

(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)

Assessment Type (Footnote B.)	Learning Outcome (1)	Learning Outcome (2)	Learning Outcome (3)	Learning Outcome (4)	Weighting (%) of Assessment Element	Timetabled Contact Hours
Group Presentation	x	x	x	x	100	