University of the West of Scotland

Module Descriptor

Session: 2024/25

Title of Module: Constructed Narratives			
Code:	**SCQF Level: 9 (Scottish Credit and Qualifications Framework)**	**Credit Points: 20**	**ECTS: 10 (European Credit Transfer Scheme)**
School:	School of Business and Creative Industries		
Module Co-ordinator:	Blane Savage		

Summary of Module
This module introduces the student to the art and design processes involved in creating narrative artefacts in a variety of formats, delivery methods utilising a range of media, practices and methodologies.
Through both critical analysis of the subject and practical application of skills, students will develop knowledge of this media from an historical and contemporary perspective, enabling them to produce a significant body of work that reflects their understanding of narrative construction in an applied and theoretical context.
This will involve examination of past and contemporary trends in narrative production and practice in art and design focusing on traditional, digital and screen-based delivery systems, and subsequent applied creation of relevant products or artefacts which engage with society in powerful ways.

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:

☐	☒	☒	☐	☐	☐	Dumfries and Galloway College

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

Learning Outcomes	
L1	Demonstrate detailed knowledge of theory and practice in narrative construction.
L2	Demonstrate the ability to research, develop and present concepts for a specified audience.
L3	Demonstrate a critical awareness of contemporary production contexts and discuss the critical and creative debates surrounding them.

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 9 Demonstrate and/or work with: a critical understanding of the role of technology in terms of media production, access and use. A critical detailed knowledge of the scope, defining features, and main areas of a subject/discipline. Understand the artist's or designer's relationship with audiences, clients, markets, users, consumers, and/or participants.
Practice: Applied Knowledge and Understanding	SCQF Level 9 Use a significant range of the principal skills, techniques, practices and materials associated with constructed narratives. Use and enhance a range of complex skills, techniques, practices and materials at the forefront of one or more specialisms.
Communication, ICT and Numeracy Skills	SCQF Level 9 Communicate at an appropriate level to a range of audiences and adapt communication to the context and purpose.

Autonomy, Accountability and Working with others	SCQF Level 9 Take responsibility for own work in professional and equivalent activities. Work in ways which are reflective, self- critical and based on research/evidence.	
Pre-requisites:	None	
	Module Code:	**Module Title:**
	Other:	
Co-requisites	**Module Code:**	**Module Title:**

*Indicates that module descriptor is not published.

Learning and Teaching
Classes are delivered in three-hour blocks on a weekly basis. Lectures will introduce and explore alternative media forms and exemplify key critical concepts that can be applied to a wide range of visual texts and narratives. The approach is learner-centred with students actively engaged in a range of workshops to promote engagement with and analyses of different kinds of narrative constructions. Students will utilize and demonstrate their understanding of these key theoretical and critical concepts through self-driven, practice-based projects. Support will be given to students through their project-based learning on a one-to-one basis.

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	36
Independent Study	164
	Hours Total 200

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

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

Helmbold U. (2023) The Narrative Power of Illustrations and Drawings - Mind the Gap, Verlag Niggli

3DTotal Publishing (2022) Beyond Art Fundamentals: A Guide to Emotion, Mood, and Storytelling for Artists

Koenitz H. (2023) Understanding Interactive Digital Narrative: Immersive Expressions for a Complex Time, Routledge.

(**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.

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 and Media
Assessment Results (Pass/Fail)	Yes ☐No ☒
School Assessment Board	Art, Music and Performance
Moderator	Chris Mackenzie
External Examiner	TBC
Accreditation Details	
Changes/Version Number	1.0

Assessment: (also refer to Assessment Outcomes Grids below)
Assessment 1 – Artefact/artwork (80%)
Assessment 2 – Reflective essay (500 words) (20%)
(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

Component 1 – Artefact/artwork					
Assessment Type (Footnote B.)	**Learning Outcome (1)**	**Learning Outcome (2)**	**Learning Outcome (3)**	**Weighting (%) of Assessment Element**	**Timetabled Contact Hours**
Portfolio of practical work	✓	✓	✓	80	0

Component 2 – Reflective essay (500 words)					
Assessment Type (Footnote B.)	**Learning Outcome (1)**	**Learning Outcome (2)**	**Learning Outcome (3)**	**Weighting (%) of Assessment Element**	**Timetabled Contact Hours**
Essay			✓	20	0
			Combined Total for All Components	**100%**	**0 hours**

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

Version Number: MD Template 0.1 (2024-25)