

## MODULE DESCRIPTOR

### Module Title

Creative Futures: Professional Skills and Developing Discipline Focus

Reference	AA2400	Version	1
Created	March 2023	SCQF Level	SCQF 8
Approved	September 2023	SCQF Points	30
Amended		ECTS Points	15

### Aims of Module

To develop key skills and awareness that are essential to becoming an emerging professional, a socially aware and environmentally responsible practitioner and a collaborative partner by undertaking a programme of directed learning and independent enquiry.

### Learning Outcomes for Module

On completion of this module, students are expected to be able to:

- 1 Practice attributes, behaviours and skills that will enable ownership of their development as an emerging creative professional.
- 2 Use resources within and beyond the University that support the development of professionalism and independent thinking.
- 3 Undertake tasks that show a growing understanding of how to develop as a creative practitioner.
- 4 Show a developing awareness of sustainability discourses within the creative industries.
- 5 Adapt to a range of differing platforms, contexts and forms of public presentation.

### Indicative Module Content

The module adapts the professional skills, knowledge and capacities that students have acquired in Stage 1 to the specific context of their chosen area of creative practice. This includes a growing awareness of the creative industries and sustainable development goals. Group work and project delivery within the studio will provide a structure for the student to recognise skills and capacities beyond their area of creative practice and be able to categorise, compare and practice these. Inputs from resources such as the Employability Hub, Study Skills and EIG will contribute to learning, and students will show developing knowledge of the infrastructure supporting professional creative practices.

### Module Delivery

The module will be delivered through a series of tasks, lectures, collaborative projects and reflective writing (or equivalent documentation), within studio and as self-directed research.

**Indicative Student Workload**

	Full Time	Part Time
Contact Hours	75	N/A
Non-Contact Hours	225	N/A
Placement/Work-Based Learning Experience [Notional] Hours	N/A	N/A
TOTAL	300	N/A
<i>Actual Placement hours for professional, statutory or regulatory body</i>		

**ASSESSMENT PLAN**

If a major/minor model is used and box is ticked, % weightings below are indicative only.

**Component 1**

Type:	Coursework	Weighting:	100%	Outcomes Assessed:	1, 2, 3, 4, 5
Description:	Submission of online portfolio.				

**MODULE PERFORMANCE DESCRIPTOR****Explanatory Text**

In order to pass the module you must achieve a D or above.

Module Grade	Minimum Requirements to achieve Module Grade:
<b>A</b>	An A in C1
<b>B</b>	A B in C1
<b>C</b>	A C in C1
<b>D</b>	A D in C1
<b>E</b>	An E in C1
<b>F</b>	An F in C1
<b>NS</b>	Non-submission of work by published deadline or non-attendance for examination

**Module Requirements**

Prerequisites for Module	None.
Corequisites for module	None.
Precluded Modules	None.

**INDICATIVE BIBLIOGRAPHY**

1	Kleon, A. (2014) Show Your Work! New York USA,: Workman
2	McDonough. M (2009), Cradle to Cradle. Remaking the Way We Make Things. New York USA: William Vintage
3	Williams, G. (2014) How to write about Contemporary Art, London: Thames and Hudson
4	Available at: Eno. B, Scenius <a href="https://thecreativelife.net/scenius/">https://thecreativelife.net/scenius/</a> (Accessed 10 August 2023)
5	Available at: <a href="https://blog.adobe.com/en/publish/2021/11/12/breaking-into-the-professional-creative-industry">https://blog.adobe.com/en/publish/2021/11/12/breaking-into-the-professional-creative-industry</a> (Accessed 10 August 2023)