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MODULE DESCRIPTOR

Module Title

Creative Futures

Reference	AA3108	Version	1
Created	April 2019	SCQF Level	SCQF 9
Approved	July 2019	SCQF Points	15
Amended		ECTS Points	7.5

Aims of Module

To provide the student with the ability to understand the economic role of the Creative Industries sector and key aspects of professionalism and enterprise. To provide the student with the ability to understand and apply this knowledge to their studio practice within the context of professional development.

Learning Outcomes for Module

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

1	Demonstrate visual and written knowledge and understanding of the value of the creative industries to the UK economy.
2	Demonstrate visual and written knowledge and understanding of what it means to be a creative industries professional.
3	Evaluate the relationship between individual studio practice and an appropriate industry context, identifying opportunities and challenges.
4	Develop a written strategy for career progression within an appropriate professional context.

Indicative Module Content

The module introduces key knowledge and theory about the creative industries, as well as practical inputs to career route planning and professional development. These include developing knowledge and understanding of key resources, networks and infrastructure supporting the creative industries, and specific inputs around professional development and enterprise. The module content will typically include an overview of the creative industries and what it means to be a creative professional, strategic career and CV development, strategic importance of placements and network building, knowledge and understanding of legal and financial frameworks, digital portfolios, brand development and communications, sourcing funding, with specific common areas of relevance to both fine art, design and interdisciplinarity.

Module Delivery

The module is delivered through a series of weekly talks and lectures, and studio based assignments. Key themes will be introduced and expanded by a series of guest speakers using appropriate audio/visual/multimedia materials and learning resources.

Indicative Student Workload

	Full Time	Part Time
Contact Hours	35	N/A
Non-Contact Hours	115	N/A
Placement/Work-Based Learning Experience [Notional] Hours	N/A	N/A
TOTAL	150	N/A
Actual Placement hours for professional, statutory or regulatory body		

ASSESSMENT PLAN

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

Component 1

Type:	Coursework	Weighting:	70%	Outcomes Assessed:	1, 2, 3
Description:	Portfolio.				

Component 2

Type:	Practical Exam	Weighting:	30%	Outcomes Assessed:	4
Description:	Presentation.				

MODULE PERFORMANCE DESCRIPTOR

Explanatory Text

In order to pass the module you need to achieve an overall grade D or above.

Module Grade	Minimum Requirements to achieve Module Grade:
A	An A in C1 and an A, B or C in C2.
B	An A in C1 and a D in C2, or a B in C1 and an A, B, C or D in C2, or a C in C1 and an A in C2.
C	A C in C1 and a B, C or D in C2, or a D in C1 and an A or B in C2.
D	A D in C1 and a C or D in C2.
E	An F in C1 and an A or B in C2, or an E in C1 and an A, B, C, D or E in C2., or an E in C2 and an A, B, C or D in C1, or an F in C2 and an A or B in C1.
F	An F in C1 and a C, D, E or F in C2, or an F in C2 and a C, D or E in C1.
NS	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.

Module Ref:	AA3108 v1

ADDITIONAL NOTES

The Bibliography indicates core texts that are considered essential reading for this module. You will be guided to further sources of information relevant to this module through CampusMoodle. These may typically include web based materials, journals, video and presentations.

INDICATIVE BIBLIOGRAPHY

1	Bain, A. McLean, H. 2013. ?The artistic precariat?, Cambridge Journal of Regions, Economy and Society, 6, 93?111.
2	Bilton, C. 2007. Management and creativity : from creative industries to creative management. Oxford http://www.thecreativeindustries.co.uk/media/438007/170904_cic_report_digital.pdf
3	McRobbie, Angela. 2016. Be Creative: Making a Living in the New Culture Industries. Cambridge: Polity Press. ISBN 9780745661957
4	Murphy, B. Thomson, Nick JS 2020 Navigating the Art World; Professional Practice for the Early Career Artist. Delphian. ISBN 9781999799045
5	England, Lauren. 2022. Crafting professionals: entrepreneurial strategies for making a living through passionate work. Innovation: Organisation & Management Journal. DOI: 10.1080/14479338.2021.2019043