

MODULE DESCRIPTOR

Module Title

Work Experience (Fine Art or Design Context)

Reference	AA3309	Version	2
Created	August 2023	SCQF Level	SCQF 9
Approved	July 2023	SCQF Points	15
Amended	September 2023	ECTS Points	7.5

Aims of Module

To critically review the relationship between the student's subject-specific knowledge and understanding, and the professional work environment.

Learning Outcomes for Module

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

- 1 Demonstrate skills, attitudes and professional behaviours appropriate to the workplace.
- Review their own strengths, weaknesses and opportunities as future professionals in the Creative Industries.
- Formulate an understanding of the workings of a Creative Industries organisation, contributing to its operation and development.
- Interpret theories, methods, models, concepts and principles acquired within the programme of study to the workplace environment.
- Demonstrate evidence of critical reflection on work experiences and new learning with regards to knowledge, skills and abilities required for effective working in the workplace.

Indicative Module Content

In accordance with the RGU Learning Contract, the student will be fully involved in appropriate activities within a Creative Industries organisation relevant to their degree of study. This will notionally involve working 1 day per week in the organisation for a period of 10 weeks (one semester) or condensed block of equivalent activity e.g. 3-week block of 3-days and 1 day prep. This will be negotiated with staff as part of the RGU learning contract. At the end of the module, the student is required to submit a digital portfolio that critically reflects on their placement experience in relation to new skills, attitudes and behaviours learned in the workplace. The module is available to students in Stage 3, Semester 2 study. This module must be undertaken in parallel to the Combined Studio Practice module. Completed project work should evidence an awareness and consideration of sustainable themes in a manner appropriate to the context of the discipline/sector. Key areas of learning will involve: workplace professionalism, team working, communication and collaboration, punctuality, development of new skills and acquired knowledge in relation to the workplace and the Creative Industries.

Module Ref: AA3309 v2

Module Delivery

Delivery is by means of on-the-job training at the partnership organisation supported by tutorial sessions delivered by academic staff.

Indicative Student Workload	Full Time	Part Time
Contact Hours	10	N/A
Non-Contact Hours	70	N/A
Placement/Work-Based Learning Experience [Notional] Hours		N/A
TOTAL	150	N/A
Actual Placement hours for professional, statutory or regulatory body	70	

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: Digital Portfolio

MODULE PERFORMANCE DESCRIPTOR

Explanatory Text

Component 1 comprises 100% of the module grade. To pass the module, a D grade is required.

•	· · · · · · · · · · · · · · · · · · ·
Module Grade	Minimum Requirements to achieve Module Grade:
Α	An A in C1
В	A B in C1
С	A C in C1
D	A D in C1
E	An E in C1
F	An F 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.

ADDITIONAL NOTES

A Bibliography specific to the student's individual needs will be agreed with tutors. In addition the student 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.

Module Ref: AA3309 v2

INDICATIVE BIBLIOGRAPHY

PRECARIOUS WORKERS BRIGADE, 2017. Training for Exploitation, Politicising Employability + Reclaiming Education. Journal of Aesthetics + Protest Press.

- DELPHIAN, 2020. Navigating the Art World: Professional Practice for the Early Career Artist. Delphian Gallery (2nd edition).
- BOWDEN, J., 2008. Writing a Report: How to prepare, write and present effective reports. 8th Ed. Oxford: How to Books. ebook.
- 4 FANTHOME, c., 2004. Work Placements a survival guide for students. Hampshire: Palgrave Macmillan.
- HATWOOD, M., 2019. The Artist's Handbook: Art/Gallery Relationships + Digital Promotion. Independent Publishing.