

## MODULE DESCRIPTOR

### Module Title

Industry Experience Portfolio 2

Reference	CB2286	Version	2
Created	February 2024	SCQF Level	SCQF 8
Approved	June 2018	SCQF Points	15
Amended	April 2024	ECTS Points	7.5

### Aims of Module

To provide the student with the opportunity to gain experiences within the events industry, applying knowledge and understanding as well as the professional and meta transferable skills acquired in the programme to date.

### Learning Outcomes for Module

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

- 1 Demonstrate advanced skills, attitudes and behaviours appropriate to the workplace.
- 2 Develop a deep understanding of the organisations in which they are placed.
- 3 Consider the theories and principles acquired in the course to date and apply these to event-based experiences undertaken.
- 4 Demonstrate and reflect upon new learning with regards to knowledge, skills and abilities required for effective functioning within the workplace.
- 5 Recognise and reflect on own strengths and weaknesses as potential industry professionals.

### Indicative Module Content

The content of the experience will vary, dependent on the event-based experience chosen by the student. Each student will draw upon an agreed professional development plan which is co-created by themselves and the module team. Students with module support will devise a plan in which will enable them to achieve the development plan set. This module aligns with UNESCO'S Education for Sustainable Development Anticipatory, Collaboration and Self-awareness competencies as students will reflect on own skills development and self-motivation for career opportunities through varying experiences. Students will develop understanding in the complexities and utilisation of transferable skills, as well as possible careers for the future, utilising skills learned/uncovered on the way. Furthermore, students will learn how to navigate relationships across differing workplaces.

### Module Delivery

Students will receive initial lectures to prepare for Industry Experience. Following this, the module team and students will work collaboratively to create reflexive goals in relation to professional development plans. Students will access a range of experiences across multiple opportunities which will be signposted by the module team as well as opportunities accessed themselves. Students will throughout the academic year be supported to gain a portion of their hours with a range of staff/industry facilitated opportunities to gain training, experience and knowledge relevant and applicable to the events industry. Lab-based tutorials will also be timetabled towards year end to ensure students have the opportunity to reflect upon their experiences and capture skills development within their personal portfolio.

### Indicative Student Workload

	Full Time	Part Time
Contact Hours	12	N/A
Non-Contact Hours	63	N/A
Placement/Work-Based Learning Experience [Notional] Hours	75	N/A
TOTAL	150	N/A
<i>Actual Placement hours for professional, statutory or regulatory body</i>	75	

### 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:	Individual Portfolio Assessment				

### MODULE PERFORMANCE DESCRIPTOR

#### Explanatory Text

The calculation of the overall grade for this module is based on 100% weighting of C1. An overall minimum grade D is required to pass the module.

Module Grade	Minimum Requirements to achieve Module Grade:
<b>A</b>	The student needs to achieve an A in C1.
<b>B</b>	The student needs to achieve a B in C1.
<b>C</b>	The student needs to achieve a C in C1.
<b>D</b>	The student needs to achieve a D in C1.
<b>E</b>	The student needs to achieve an E in C1.
<b>F</b>	The student needs to achieve 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.

**ADDITIONAL NOTES**

The Industry Experience Portfolio is an opportunity for students to engage with relevant industry/work-based experiences. The structure of the experience, i.e. the spreading/clustering of indicative hours, will be agreed between student/module team and identified organisations.

**INDICATIVE BIBLIOGRAPHY**

- 1 FANTHOME, C., 2004. *Work placements - a survival guide for students*. Hampshire: Palgrave Macmillan.
- 2 NATIONAL COUNCIL FOR WORK EXPERIENCE, 2017. *Work experience and internships*. [online]. Manchester: Graduate Prospects Ltd. Available from: <http://www.work-experience.org>