

Module code	FND307	Level	3
Module title	Cultural and Creative Industries		
Status	Common		
Teaching Period	Spring/Summer		
Courses on which the module is taught	All		
Prerequisite modules	None		
Notional learning hours	100	Credit value	10
		ECTS Credits	5
Field trips?	<i>yes, compulsory, e.g. The Photographer's Gallery or similar cultural or creative institution, £15-£20 per student. In budget.</i>		
Additional costs	<i>None required</i>		
Content notes	<i>none</i>		

1. Module description

In this module you will study a range of cultural and creative industries, whether contemporary or historical, local or global. You will trace how ideas develop from inception to materialisation in different cultural and creative industries, explaining the values that underpin cultural output. You will develop your understanding of the historical development of the cultural and creative industries, and the role of technologies and digital tools within the cultural landscape both now and in the past.

You will consider decision-making processes gaining an understanding of how cultural and creative industries are created, how culture is mediated, funded, organised and produced, and what impact it has on its human and physical environment. This module will encourage you to engage with specific case studies and to develop a broader understanding of the social, political and economic contexts that contribute to the place of culture in society.

2. Learning Outcomes

Upon successful completion of this module, you will be able to:

Decision-making (MLO4)

explain different ideas in the cultural and creative industries, including your own, and explain how they underpin decision-making.

Digital Data and Tools (MLO6)

choose appropriate digital tools and data to support your ideas in the context of the cultural and creative industries.

Human and Environmental Impact (MLO10)

demonstrate the impact of human activity relating to cultural industries on people and on the environment.

3. Learning and teaching methods, and reasonable adjustments

During this module you will be introduced to case studies of cultural industries which will be explored in class through various prisms. In seminar format, you will be encouraged to discuss and critically reflect upon various aspects of these cultural industries. Key texts will be studied alongside specific cultural artefacts. You will do short presentations in order to explore topics in depth and discuss them with the rest of the group. This process will support you in writing up the topics in your journal. Visits and speakers will be included where relevant to engage with these industries at first hand. You will consider these industries in relation to their political and economic contexts.

Learning hours	100
Directed learning	36
Workshops/classes	36
Guided/Self-guided learning	64

Reasonable adjustments will depend on a Student Support Agreement and will acknowledge accrediting body requirements. In urgent or serious situations, reasonable adjustments might be required before the Student Wellbeing & Disability Team has been able to complete a full assessment. This will usually be where a student has a severe or urgent condition and either communicates this condition to a member of staff or their behaviour is suggestive of an adjustment need. Staff may put temporary reasonable adjustments in place to support the student. These adjustments must then be promptly communicated to the Student Wellbeing & Disability Team by the staff member who made the temporary adjustments. The Student Wellbeing & Disability team will capture and confirm appropriate reasonable adjustments (which may include changing the temporary adjustments, adding in other adjustments and outlining the period of time for which they apply) in a Student Support Agreement ('SSA').

4. Assessments and weighting, reasonable adjustment, and feedback methods

Assessment 1: Journal

Weight (%): 100

Word Count or Equivalent: 1350-1500 words

The assessment consists of a journal that records critical analysis of and your thoughts on various aspects of cultural industries, for example their value, their public/social impact, or their place within a particular economic structure. The journal also addresses decision-making in cultural industries and offers you the opportunity to reflect on your own learning and decision-making processes.

Mapping of assessment tasks:

Assessment components	LO4	LO6	LO10	
Journal	X	X	X	

The above assessment component is summative. Students will have the opportunity for formative assessment and feedback before each summative assessment.

5. Indicative resources

Adam, Georgina (2014), *Big bucks: the explosion of the art market in the twenty-first century* (Farnham: Lund Humphries)

Becker, Howard (1982), *Art Worlds* (Berkeley: University of California Press)

Bourdieu, Pierre (1993), *The Field of Cultural Production: essays on art and literature*

(Cambridge: Polity Press)

Hartley, John; Potts, Jason; and Stuart Cunningham (2013), *Key concepts in creative industries* (London: Sage)

Hesmondhalgh, David (2007), *The cultural industries* (London: Sage)

Jones, Candace; Lorenzen, Mark; and Sapsed, Jonathan (2015), *The Oxford handbook of creative industries* (Oxford: Oxford University Press)

Martin, Peter (1995), *Sounds and Society* (Manchester: Manchester University Press)

Links to videos, journal articles, websites and other up to date resources are provided when relevant during the module.