



BA COMPUTER GAMES DESIGN

BA COMPUTER ANIMATION

Module Scheme of Work

Module:		Critical Review	
Level:		6	
Semester:		2	
Academic Session:		2022-23	
Week	Date	Tuesdays 11am-1pm / Rich Morgan / IQ203	Fridays 2pm-4pm / Rich Morgan / IQ203
Week 1	30/01/2023	Intro to Brief & Module	Workshop - Where are we at? (Identify potential content for module submissions)
Week 2	06/02/2023	Identify Your Weaknesses / Creating and using a PDP	PDP Workshop
Week 3	13/02/2023	Establish a Target Goal / Research Jobs	Jobsearch Database Workshop
Week 4	20/02/2023	The Necessary Paperwork: CV and Cover Letter	CV and Cover Letter Workshop
Week 5	27/02/2023	GENERAL REVIEW + FEEDBACK	GENERAL REVIEW & FEEDBACK
			COURSEWORK 1 HAND-IN
Week 6	06/03/2023	Reading Week / Mid Assessment Point	
Week 7	13/03/2023	Creating a Portfolio / Showreel	Portfolio / Showreel Workshop
Week 8	20/03/2023	Selling Yourself: Create A Business Card	Business Card Workshop
Week 9	27/03/2023	GENERAL REVIEW + FEEDBACK	GENERAL REVIEW + FEEDBACK
Holidays - Start: 03/04/2023 End: 21/04/2023			
Week 10	24/04/2023	GENERAL REVIEW + FEEDBACK	GENERAL REVIEW + FEEDBACK
Week 11	01/05/2023	COURSEWORK 2 HAND-IN	NO SESSION
Week 12	08/05/2023	Semester 1 Assessment / Exam Period	