

LP101-15 Media and Creative Industries Case Study

23/24

Department

SCAPVC - Centre for Cultural and Media Policy Studies

Level

Undergraduate Level 1

Module leader

Heidi Ashton

Credit value

15

Module duration

10 weeks

Assessment

100% coursework

Study location

University of Warwick main campus, Coventry

Description

Introductory description

In this module students will be introduced to the creative, media and cultural sectors with specific reference to the types of organisations, the challenges that they face and the practicalities of working within them. The relationship between theory and practice is explored with opportunities to engage with professionals within the sector.

The module's case study led approach will allow you to explore a specific industry in depth and detail.

Module aims

This module aims to equip student with a knowledge of the creative, media and cultural sectors with specific reference to the types of entities, the practicalities of working in these organisations and appreciating the challenges faced by them.

The module will take the first step into establishing significant intellectual, creative, and practical capabilities of students related to working within the various sub sectors providing them with an ability to appreciate the nuances of working in these organisations.

Outline syllabus

This is an indicative module outline only to give an indication of the sort of topics that may be covered. Actual sessions held may differ.

The module will be delivered through a series of seminars including guest lectures by industry professionals.

Areas to be covered include:

- The creative, media and cultural landscape in the UK and beyond
- Developing a passion for these industries and your role in them
- Creativity and media in non-creative industries
- The role of the worker in the media, cultural and creative industries
- Theoretical frameworks - organisational culture, structure and legal entities
- Mission, vision and objectives – document analysis, Mintel Research
- Production cultures – desk research, interviewing and observation
- Case study methodology
- Case study writing
- A series of guest speakers from media, cultural and creative industries
- Presentation skills and pitching

The module will be assessed through a written case study and a problem solving presentation based on a current organisation.

Learning outcomes

By the end of the module, students should be able to:

- Form an informed opinion about the working of and challenges within the creative, media and cultural landscape.
- Develop knowledge of organisational structure and an understanding of how this might impact on the way it operates and what it achieves.
- Demonstrate an understanding of what an organisation is trying to achieve and its stakeholders.
- Demonstrate academic skills and an ability to undertake research into a cultural organisation and compile a case study.
- Develop empirical and desk-based research skills.
- Develop soft communication and networking skills .

Indicative reading list

Cunningham, S (2002) From culture to creative industries: Theory, Industry and Policy implications

Davis, Howard and Scase, Richard (2000) Managing Creativity: The Dynamics of Work and Organization London: Open University Press

Hesmondhalgh, David and Sarah Baker (2010) Creative Labour: Media Work in Three Cultural Industries, London: Taylor & Francis

Kenny, G. (2014) Your Company's Purpose is Not Its Vision, Mission, or Values. Harvard

Subject specific skills

Knowledge and understanding of the context of the cultural and creative industries. Knowledge of specific relationships between theory and practice.

Transferable skills

Intellectual curiosity. Independent research. Communication skills. Networking skills. Time-management.

Study

Study time

Type	Required
Lectures	5 sessions of 1 hour 30 minutes (5%)
Seminars	10 sessions of 1 hour (7%)
Tutorials	5 sessions of 30 minutes (1%)
External visits	1 session of 5 hours (3%)
Private study	125 hours (83%)
Total	150 hours

Private study description

125 Private study hours

Costs

No further costs have been identified for this module.

Assessment

You must pass all assessment components to pass the module.

Assessment group A

	Weighting	Study time
Case Study (2000 words)	50%	

	Weighting	Study time
Problem solving business pitch (15 minute presentation)	50%	

Feedback on assessment

In class formative assessments and verbal feedback. Written feedback on written assessment. Verbal and written feedback on presentations.

Availability

Post-requisite modules

If you pass this module, you can take:

- LP205-30 Media and Creative Industry: The Workplace

Courses

This module is Core for:

- Year 1 of ULPA-P301 Undergraduate Media and Creative Industries