

Course Specification MA Worldbuilding

1. General information

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| Course Title | MA Worldbuilding |
| Awarding University | Leeds Arts University |
| University at which course is delivered | Leeds Arts University |
| Relevant QAA benchmark(s) | UK Quality Code for Higher Education, Master's Degree Characteristics (2020) |
| Date of most recent review | N/A |
| Date of next review | 2023-24 |

| Awards | Credits | Duration | Mode of study |
|--------------------------|--------------|-------------------|------------------------|
| MA Worldbuilding | 180 (90 ECT) | 1 year 2 years | Full time Part time |
| PGDip in Worldbuilding* | 120 | | Full time Part time |
| PGCert in Worldbuilding* | 60 | | Full time Part time |
| *Exit Award only | | | |

2. Course Aims

| This course aims to: |
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| <ul style="list-style-type: none"> Establish diverse and experimental approaches to the practical and theoretical nature of designing immersive worlds. Embed a systematic and conceptual understanding of worldbuilding. Develop an awareness of current problems and/or new insights regarding worldbuilding methods informed by practical, theoretical, and conceptual research within professional contexts. Develop a comprehensive understanding of techniques appropriate to building a world and immersing your audience. Promote socially, culturally, and globally aware design-led practices. Explore ethical, sustainable, and independent approaches to worldbuilding practice in production and representation. Encourage collaboration and interdisciplinary approaches to research and practice. Facilitate the demonstration of advanced specialist skills in worldbuilding and related disciplines. Enable self-directed, original, and autonomous approaches to planning, problem-solving, and implementing worldbuilding at a professional level. Promote systematic and creative resolutions to complex worldbuilding problems and encourage their dissemination to specialist and non-specialist audiences. |

- Advance worldbuilding as a distinct discipline and explore new mediums for storytelling, wider contexts, and the potential for solving real-world problems.
- Further develop transferrable skills enabling the progression to individual professional practice within the creative industries, STEM industries, or PhD study.

3. Distinctive Features of the Course

MA Worldbuilding brings together practitioners who want to create immersive worlds for entertainment design, production, and research.

You will design a well-researched and richly-detailed world in a collaborative and interdisciplinary environment that integrates imagination and emergent technologies. You will have opportunities to explore designing cultural, historical and futuristic worlds through drawing, iterative design, and 3D prototyping.

You will be encouraged to critically evaluate current advanced scholarship within worldbuilding. Approaches to worldbuilding will be evaluated, facilitating dynamic critique and creating development of potential novel methods. You will investigate conceptual and practical techniques to create original worlds that interpret and challenge ethical and global themes, bringing together cross-disciplinary influences from architectural visualisation and psychogeography contemporary discourses.

You will have the opportunity to demonstrate advanced knowledge, understanding, and high-level practical skills. Exercising initiative and personal responsibility, the course will facilitate complex decision-making and the independent learning required for continuing professional development.

You are encouraged to position your work within a professional context to help inform the visual output and production method. The function and output of the worldbuilding will be examined through a self-determined approach, whether that's drawing on concept art, VFX, or game art and design.

Embracing emerging technologies, such as VR and 3D printing, you have opportunities to explore wider contexts of worldbuilding, creating negotiated projects ranging from environment concept art, matte painting, theme park design, VR experiences, or table-top game prototypes. The course provides the critical and progressive space to explore the processes and contexts to visualise and build immersive, believable and sustainable storyworlds.

4. Course Structure

4a. Module Framework

| Level 7 | Credit points | ECTS | Learning hours |
|--|---------------|------|----------------|
| LAUMAWB701 - Mapping the Terrain | 30 | 15 | 300 |
| LAUMAWB702 - Research for Professional Context | 30 | 15 | 300 |
| LAUMAWB703 - Designing Vast Storyworlds | 30 | 15 | 300 |
| LAUMAWB704 - Contextualising your Practice | 30 | 15 | 300 |
| LAUMAWB705 - Holistic and Immersive Visual Narrative | 60 | 30 | 600 |

4b. Course Map / Structure

Full Time Mode

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| LAUMAWB701 Mapping the Terrain (30 Credits) | | LAUMAWB703 Designing Vast Storyworlds (30 Credits) | LAUMAWB705 Holistic and Immersive Visual Narrative (60 Credits) | 180 Credits |
| LAUMAWB702 Research for Professional Context (30 Credits) | | LAUMAWB704 Contextualising your Practice (30 Credits) | | |
| Part Time Mode | | | | |
| Year 1 | LAUMAWB701 Mapping the Terrain (30 Credits) | | LAUMAWB704 Contextualising your Practice (30 Credits) | 90 Credits |
| | LAUMAWB702 Research for Professional Context (30 Credits) | | | |
| Year 2 | LAUMAWB703 Designing Vast Storyworlds (30 Credits) | | LAUMAWB705 Holistic and Immersive Visual Narrative (60 Credits) | 90 Credits |

5. Course Learning Outcomes

On successful completion of the following learning outcomes, you will be eligible for the award of MA Worldbuilding.

| Category | | Module |
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| Experimentation and Resolution | | |
| 7A1 | Deal with complex issues systematically and creatively, make sound judgements in the absence of complete information, and communicate your creative conclusions clearly to specialist and non-specialist audiences. | 705 Holistic and Immersive Visual Narrative |
| 7A2 | Demonstrate the application of a comprehensive range of material techniques and processes appropriate to your creative arts discipline and practice. | 703 Designing Vast Storyworlds 705 Holistic and Immersive Visual Narrative |
| 7A3 | Deploy a sophisticated approach to the recording and presentation of information from a range of relevant sources. | 701 Mapping the Terrain |
| Project Management | | |
| 7B1 | Demonstrate self-direction and originality in tackling and resolving creative arts challenges, and act autonomously in planning and implementing your practice at a professional or equivalent level. | 705 Holistic and Immersive Visual Narrative |
| 7B2 | Demonstrate initiative, independence and professionalism in managing workloads, meeting deadlines and setting realistic goals and schedules. | 701 Mapping the Terrain 703 Designing Vast Storyworlds |
| 7B3 | The ability to act autonomously in the application of relevant critical perspectives as a means of analysis in the planning for, and execution of, resolved verbal | 702 Research for Professional Context |

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| | and/or written work. | |
| 7B4 | The management of own learning and the self-directed identification of appropriate sources of information. | 704 Contextualising Your Practice |
| Research | | |
| 7C1 | Evidence a comprehensive understanding of the techniques applicable to their own research or advanced scholarship within their practice or discipline. | 701 Mapping the Terrain |
| 7C2 | Analyse, evaluate and reflect on your personal practice through appropriate methods of research and reflection that allow for critique and development of that practice. | 703 Designing Vast Storyworlds |
| 7C3 | A critically informed understanding of the value and role of subject specialist contact and discussion in ideas generation that is relevant to recent advances in the chosen field of study. | 705 Holistic and Immersive Visual Narrative |
| 7C4 | Research skills and research activity (e.g. action research and reflective practice) leading to sophisticated verbal presentations and written work/presentation that informs practice. | 702 Research for Professional Context |
| 7C5 | Research methods and their appropriate application to the production of resolved work. | 704 Contextualising Your Practice |
| Evaluation and Critical Analysis | | |
| 7D1 | Demonstrate a systematic knowledge, understanding and critical awareness of contemporary debates within their discipline and professional practice, much of which is at or informed by the forefront of the field. | 705 Holistic and Immersive Visual Narrative |
| 7D2 | Demonstrate a critical understanding of appropriate areas of your discipline and practice and locate them within the creative industries and cultural environment both nationally and internationally. | 703 Designing Vast Storyworlds |
| 7D3 | The ability to summarise, document, report on, and reflect meaningfully upon one's own practice-based research. | 702 Research for Professional Context |
| 7D4 | The evaluation of self-directed research. | 701 Mapping the Terrain |
| 7D5 | The complex relationships between theoretical understanding, critical analysis and practice. | 704 Contextualising Your Practice |
| Subject Knowledge | | |
| 7E1 | Demonstrate originality in applying knowledge to your specialist practice, together with a deep understanding of how established techniques of research and enquiry are used to create and interpret and creatively articulate/promote/perform that knowledge. | 705 Holistic and Immersive Visual Narrative |
| 7E2 | The continuing advancement and development of your specialist knowledge and understanding. | 701 Designing Vast Storyworlds |

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| | | 703 Designing Vast Storyworlds |
| 7E3 | A critically informed understanding of the diverse policies and activities of organisations supporting and promoting the creative industries in local, national, intercultural and global contexts. | 702 Research for Professional Context |
| 7E4 | A systematic understanding of theoretical perspectives that relate to complex issues. | 702 Research for Professional Context |
| 7E5 | An in-depth and systematic understanding of current theoretical perspectives that relate to specific creative specialist practice. | 704 Contextualising Your Practice |

6. Learning and Teaching Strategies

Throughout your course of study, the following methods of learning and teaching may be employed both online and in-person (blended). The Module Specifications detail the particular learning and teaching strategy appropriate to the module and content.

- Negotiated assignment submissions that are generated from your research interests. You will initiate investigations and sustain the development of a project supported by staff.
- Peer group support and, where appropriate, collaborative practice fostered through structured student-initiated encounters with theoretical material and primary sources which can be applied to generate concepts that are explored through discussion leading to individual creative practice.
- One-to-one tutorial support during which, you will develop negotiated assignment activities with tutors focusing upon practice development and/or career planning through the evaluation and critical analysis of your own work.
- Opportunities for considered, exploratory and pro-active links with external contexts and communities of practice that lead to original integrated, resolved, conceptual visual/object-based/oral/aural/written work with relevance to the market(s) and/or audiences you have identified and investigated.