

Module Specification

Summary Information

Module Code	7604FACT
Formal Module Title	Major Project: Film/Technology Showcase
Career	Postgraduate Taught
Credits	60
Academic level	FHEQ Level 7
Module Pass Mark	50%

Learning Methods

Learning Method Type	Hours
Project	70
Workshop	44
Tutorial	6
Private Study	480

Module Offering(s)

Start Month	Duration
January	30 Weeks

Aims and Outcomes

Aims	The Major Project represents the culmination of the MA in Filmmaking and Creative Technologies. It enables students to conceive, develop, and realise a substantial, self-directed creative project that synthesises advanced practice and research. The project may take the form of a film, immersive or interactive experience, installation, or other technology-driven narrative form. Students are expected to demonstrate originality, professional competence, and a sophisticated integration of creative and critical methodologies. Projects should evidence a coherent practice-as-research framework, articulated through both the creative artefact and an accompanying critical report.
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	Collaboration with external partners, studios, or festivals is encouraged where appropriate, with the module providing structured support for professional presentation, public exhibition, and dissemination of work at an industry standard.
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Learning Outcomes

After completing the module the student should be able to:

Code	Description
MLO1	Initiate, plan, and manage an ambitious, self-directed creative project that demonstrates autonomy, originality, and professional-level execution.
MLO2	Apply advanced research methodologies to inform, interrogate, and contextualise creative decision-making within film and creative technology practice.
MLO3	Synthesize creative, theoretical, and technical knowledge to produce a resolved artefact or body of work that embodies a clear artistic and conceptual position.
MLO4	Present and disseminate creative outcomes effectively to appropriate audiences, employing exhibition, screening, or interactive platforms that align with professional and artistic intent.
MLO5	Critically evaluate the outcomes of creative and research processes, articulating the contribution the work makes to contemporary practice or discourse.

Module Content

Outline Syllabus
This 60-credit module spans Semesters 2 and 3 (January–September) and forms the capstone of the programme. It enables students to consolidate and extend the creative, technical, and research competencies developed in preceding modules through the production of a major, self-directed project. The module is delivered primarily through supervised independent study within a structured framework of tutorials, peer review sessions, and research workshops. The module is structured across three overlapping stages: project development (Semester 2, Weeks 1–8), production and realisation (Semester 2, Weeks 9–12 and Summer Weeks 1–6), and evaluation and dissemination (Summer Weeks 7–12). During the project development stage, students refine their proposals through tutorials and peer workshops, undertaking advanced research and technical tests to establish a coherent methodological and ethical framework. A formative proposal submission (Week 5, Semester 2) allows for feedback on aims, scope, and feasibility.

The production and realisation stage centres on independent creative work supported by regular supervision and interim reviews. Students are expected to apply professional production management strategies, demonstrating autonomy, adaptability, and critical decision-making throughout the making process.

The evaluation and dissemination stage focuses on post-production, reflection, and professional presentation. Students finalise their creative artefacts for screening, exhibition, or interactive demonstration and prepare a substantial written critical report articulating the conceptual, methodological, and contextual underpinnings of their work. A public showcase or screening event (September) provides an opportunity for dissemination and professional engagement.

Summative assessment comprises two elements:

1. Final Artefact (60%) – a resolved film, interactive work, or installation evidencing originality, professional competence, and integration of research and practice.
2. Critical Report (40%) – a written report of 7,500 words analysing the conceptual, theoretical, and methodological dimensions of the project.

The module represents approximately 600 hours of total learning time, distributed as follows:

- Scheduled contact: c. 50 hours (tutorials, workshops & feedback sessions)
- Guided sessions: c. 70 hours (progress reviews, screenings, peer critique)
- Independent creative and research practice: c. 480 hours (development, production, post-production, writing, dissemination).

The module supports the development of independent creative-research practice at a professional and scholarly standard. By the end of Semesters 2 and 3, students will have produced a significant, research-informed creative work that demonstrates the autonomy, originality, and critical synthesis required at QAA Level 7, and positions them as emerging practitioners and innovators within the screen and creative technology industries.

Module Overview

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Learning Outcome Mapping
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Portfolio	Final Artefact	70%		ML01, ML02, ML03, ML04, ML05
Report	Critical Report	30%		ML01, ML02, ML03, ML04, ML05