

## Programme Specification

### Overview

<b>Programme Code</b>	36708
<b>Programme Title</b>	Filmmaking and Creative Technologies
<b>Programme Type</b>	Degree
<b>Language of Programme</b>	All LIPA programmes are delivered and assessed in English
<b>Programme Leader</b>	Steve Davies

### Awards

<b>Award Type</b>	<b>Award Description</b>	<b>Award Learning Outcomes</b>
Target Award	Bachelor of Arts with Honours – BA (Hons)	See Learning Outcomes below
Alternative Exit	Bachelor of Arts - BA	<p>Demonstrate a broad and comparative knowledge of the general scope of the subject, its different areas and applications, and its interactions with related subjects.</p> <p>A detailed knowledge of a defined subject or a more limited coverage of a specialist area balanced by a wider range of study. In each case, specialised study will be informed by current developments in the subject.</p> <p>Demonstrate a critical understanding of the essential theories, principles and concepts of the subject(s) and of the ways in which these are developed through the main methods of enquiry in the subject.</p>
Alternative Exit	Diploma of Higher Education - DipHE	<ol style="list-style-type: none"> <li>1. Demonstrate high level skills in the operation of range of film and video equipment and desktop tools.</li> <li>2. Demonstrate high level skills in written and oral communication, teamwork and problem-solving.</li> <li>3. Identify professional and vocational pathways into employment in film, video or related industries.</li> <li>4. Display a clear grasp of the professional standards and</li> </ol>

		<p>values associated with video and media production.</p> <ol style="list-style-type: none"> <li>5. Demonstrate increasing competency in scheduling, time management and administration of practical projects</li> <li>6. Evaluate their strengths and weaknesses as a practitioner and develop action plans to address these</li> <li>7. Produce practical work within a range of production areas to a specific brief and with guidance.</li> <li>8. Demonstrate a developed competency in scheduling, time management and administration of practical projects.</li> <li>9. Apply original, creative thinking in the development and presentation of critically engaged arguments.</li> </ol>
Alternative Exit	Certificate of Higher Education - CertHE	<ol style="list-style-type: none"> <li>1. Demonstrate basic competency in the operation of a range of audio and video equipment in location and production environments.</li> <li>2. Apply basic skills in written and oral communication, teamwork and problem solving.</li> <li>3. Evaluate their strengths and weaknesses as a learner and develop action plans to address these.</li> <li>4. Produce practical work within a range of production areas to a specific brief and with guidance.</li> <li>5. Recognise the basic processes in the development of ideas involved the production of film, video, and audio-visual media.</li> <li>6. Produce practical work within a range of production areas to a specific brief and with guidance.</li> </ol>

## External Benchmarks

<b>Subject Benchmark Statement</b>	UG-Dance, Drama and Performance (2024), UG-Communication, Media, Film and Cultural Studies (2024)
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## Programme Offering(s)

Mode of Study, Mode of Delivery	Intake Month	Programme Length
Full-Time, Face to Face	September	3 Years

## Learning Outcomes

Code	Description
PL01	Develop an understanding of the complex and uncertain nature of knowledge in the area of Filmmaking and Creative Technologies.
PL02	Develop production skills and apply them to create complex and sophisticated contemporary media.
PL03	Develop analytical and problem-solving techniques and strategies and apply them in creative and professional contexts.
PL04	Develop the ability to evaluate evidence, arguments, and assumptions, to reach sound judgements and to communicate them effectively.
PL05	Demonstrate operational practice and convention in a range of filmmaking environments.
PL06	Evaluate relevant technical and artistic production values from existing bodies of work and apply these in critical analysis and production of own work and that of others.
PL07	Operate effectively and professionally a wide range of Sound and Video equipment and systems in areas including, but not limited to, studio applications, broadcast production, live, location production, post-production for Film and Television, new media applications.
PL08	Research and examine information, materials (both secondary and primary sources) and experiences, formulate independent judgements, and articulate reasoned arguments through reflection, review, and evaluation.
PL09	Produce practical work within a range of applications (pre-production, storytelling, film and video production, digital production, live events, post production) which demonstrates an understanding of the forms, conventions, and qualitative issues in each of the above areas.
PL010	Synthesise a range of approaches to achieve successful working relationships and project outcomes, and an effective professional manner or attitude
PL011	Apply professional and practical skills to collaborate with creative and technical partners to deliver successful creative arts projects.
PL012	Design and plan to a brief, delivering work within budget, ethical working practices, equipment, and personnel constraints, and providing technical solutions to complex production problems.
PL013	Work effectively under pressure and to deadlines.
PL014	Evaluate professional opportunities and create plans for successful personal development.

## Aims and Outcomes

### Educational Aims of the Programme

The programme aims to provide a comprehensive and challenging programme of study for learners - intellectually, technically, artistically and vocationally. Specifically, it will develop:

- detailed operational and technical skills in a broad range of applications of Filmmaking and Creative Technologies
- an understanding of, and ability to apply in a theoretical and practical sense, the underlying theories of filmmaking, including pre-production, production and post-production, in the design and development of films and other visual media
- an understanding of, and ability to apply appropriately, the creative and artistic considerations inherent in a sympathetic and appropriate use of technology
- the capacity to analyse and articulate processes, products and the relationship between the two within the Film, Television and contemporary Creative Media industries
- interpersonal skills, team working methodologies and an understanding of Filmmaking within the wider framework of the entertainment industries
- knowledge and skills that enable students to achieve sustained employment in the film, television, media and wider entertainment industries

## Programme Structure

### Programme Structure Description

The Filmmaking and Creative Technologies programme (FACT) is designed to provide a range of key subject skills at FHEQ L4 and L5, encouraging students to explore the breadth of subjects that comprise the contemporary landscape of filmmaking and the creative arts.

Core contemporary subject areas in pre-production, production and post-production will be introduced in heavily practically focussed lectures and workshops utilising the contemporary facilities available within the institution. Alongside these, components of research and analytical approaches will develop students' ideas, curricular and extracurricular work.

L4 introduces a range of core skills; Production Management; Script Writing; Filmmaking; Audio; Lighting; Digital Desktop Skills as a means to solidify learning and experience for all learners.

At L5, these core skills are expanded upon, introducing distinct skills and disciplines for further inquiry; Location Filming and Sound; Studio Production; Storytelling Traditions; Storytelling and Screen Cultures; Motion Capture and Virtual Production; Post Production Techniques.

Armed with a range of subject studies and skills, at L6 students elect to take a triptych of modules that allows them to deeply explore their interest and passions from a cluster of substantive modules:

- Directing
- Cinematography
- Audio Post Production

- Live Events and Broadcast Creation
- Transmedia Storytelling
- Immersive Media
- Advanced Post Production

The substantive elective modules at L6 allow students to explore specialisms and create an experiential portfolio ahead of their journeys to industry.

For those looking to become contemporary key creatives, a blend of 'Directing, Transmedia Storytelling and Immersive Media' may be most appropriate, whereas for those looking for traditional crew-based roles, 'Cinematography, Live Events and Broadcast Creation and Audio Post Production may provide a more appropriate platform for employability.

At all levels a distinct substantive Project module will run all year with summative submission, allowing students to incorporate skills and learning throughout the academic year.

Core curriculum modules will be delivered in a variety of patterns as required; short intensive periods better suit some subjects requiring practical production phases, while others benefit from longer and thinner delivery in order to allow periods of directed study and ideas development.

The Project modules will run all year to provide a locus for encouraging cross programme coherence. A final week for the presentation, sharing and assessment of portfolios and summary artefacts concludes the year.

<b>Programme Structure - 360 credit points</b>
<b>Level 4 - 120 credit points</b>
<b>CORE - 120 credit points</b>
[MODULE] 4601FACT Project 1 - 30 credit points
[MODULE] 4602FACT Intro to Filmmaking - 15 credit points
[MODULE] 4603FACT Intro to Audio - 15 credit points
[MODULE] 4604FACT Lighting and Colour - 15 credit points
[MODULE] 4605FACT Digital Production - 15 credit points
[MODULE] 4606FACT Writing for Camera and Audio - 15 credit points
[MODULE] 4607FACT Production Management - 15 credit points
<b>Level 5 - 120 credit points</b>
<b>CORE - 120 credit points</b>
[MODULE] 5601FACT Project 2 - 30 credit points
[MODULE] 5602FACT Multi Camera and Studio Creation - 15 credit points
[MODULE] 5603FACT Location Filming and Sound - 15 credit points
[MODULE] 5604FACT Storytelling Traditions - 15 credit points
[MODULE] 5605FACT Storytelling and Screen Cultures - 15 credit points
[MODULE] 5606FACT Motion Capture and Virtual Production - 15 credit points
[MODULE] 5607FACT Post Production Techniques - 15 credit points
<b>Level 6 - 120 credit points</b>
<b>CORE - 30 credit points</b>
[MODULE] 6601FACT Project 3 - 30 credit points
<b>OPTIONAL - 90 credit points</b>
[MODULE] 6602FACT Directing - 30 credit points
[MODULE] 6603FACT Cinematography - 30 credit points
[MODULE] 6604FACT Audio Post Production - 30 credit points
[MODULE] 6605FACT Live Events and Broadcast Creation - 30 credit points
[MODULE] 6606FACT Transmedia Storytelling - 30 credit points
[MODULE] 6607FACT Immersive Media Approved - 30 credit points
[MODULE] 6608FACT Advanced Post Production - 30 credit points

## Teaching, Learning and Assessment

This programme seeks to engender in students an understanding of the inextricable relationship between theory and ideas, craft skills, business and enterprise and their synthesis in arts practice. These elements can exist in a tension with one another, but it is in the resolution of those tensions that truly creative and dynamic practices emerge. The programme aims to produce graduates who are sophisticated in their understanding of creative dynamics across different platforms and media.

It is with recognition of the complicated relationships in arts practice that the learning on this programme addresses four essential areas as follows:

### **Vocational Preparation and Application**

This area comprises:

- Professional standards
- Development and application of craft skills
- Self-reflection and personal planning
- Evaluation of practice

### **Knowledge and understanding of business and enterprise in the Creative Arts**

This area comprises:

- The economies of the performing arts
- Project planning
- Business and financial strategies and planning

### **Critical Context**

This area comprises:

- The social and theoretical context of media
- The histories of styles and conventions, and their impact on contemporary practice

### **Reasoning and Inquiry**

This area comprises:

- Problem solving and the use of evidence to understand or justify
- Reasoning, inquiry, and investigation

The programme structure explicitly develops these areas distinctly but interweaves and connects them so that ultimately a complete synthesis of understanding and application of skill emerges. Core curriculum modules introduce a broad range of contemporary subjects at levels 4 and 5. These modules allowing significant exploration and inquiry, before allowing students to elect and specialize in substantive modules in their final year.

A key strategy for this programme is to acknowledge and exploit the contemporary media landscape. Our relationship with media and information is being transformed and the pedagogic approach addresses this.

Emphasis will be placed upon informal small group learning and project-based challenges. The teacher as provider of information has been replaced by a role as curator and co-researcher working alongside students. The programme will encourage autonomous learning by building up information and learning

resources which will facilitate individual students to accelerate independently their development of ideas, skills, and knowledge.

The assessment has been designed holistically so students are required to make connections between different assessments and discover synergies and relationships between parts of the curriculum through collaborative projects.

### **Feedback and Assessment Planning**

As part of our commitment in preparing students for work, assessment and feedback is framed as part of the landscape of work. We encourage students to understand how in a professional context achievement is measured and critique is used. This perspective brings to the front the importance of what people say and how to listen and the standing of work in the context of a peer environment. We place less emphasis on grades and more on qualitative comment.

We operate an approach to feedback, which involves the provision of feedback without marks to emphasize our broad principle of listening to what people say. Grades are subsequently provided alongside formative feedback.

This programme has an integrated approach to assessment, with an end of year summative 'Project' element which encourages students consolidate their progress and learning through creative output, and in turn prepare for the subsequent year or for entering the world of work.

## **Opportunities for Work Related Learning**

The learning environment for this programme is entirely work related. Skill development is benchmarked consciously against industry needs and students are asked to reflect and comment on this in assessment. Two designated periods of project-based learning are either professional or industry simulations or actual work placements where these can be secured.

## **Entry Requirements**

<b>Type</b>	<b>Description</b>
Alternative qualifications considered	A minimum of 96 UCAS points is normally required. Candidates will be interviewed and asked to provide evidence of or produce on the day examples of work (test tasks) relevant to the programme to demonstrate their suitability for the programme. Candidates are also assessed during the selection process against the following attributes: Knowledge, ability and experience, commitment, ability to work effectively with others, broad interest and engagement, self-awareness, a spirit of enterprise.
Other international requirements	We welcome applications from students with qualifications from outside of the UK. Each application is considered on an individual basis and mapped to the appropriate entry level. We value the diversity of experience that students from different backgrounds bring to the course. We require an IELTS score of 5.5, with a minimum of 5.5 in each component.

