

Programme Specification

Overview

Programme Code	36989
Programme Title	MA Filmmaking and Creative Technologies
Programme Type	Masters
Language of Programme	All LIPA programmes are delivered and assessed in English
Programme Leader	Steven Davies

Awards

Award Type	Award Description	Award Learning Outcomes
Target Award	Master of Arts – MA	See Learning Outcomes below
Alternative Exit	Postgraduate Diploma – PGDip	1. Demonstrate a clear and critical understanding of the creative, cultural, and technological forces shaping contemporary filmmaking and screen practice. 2. Apply advanced theoretical and methodological approaches to support original creative and research-based work. 3. Critically evaluate how emerging technologies and production models influence creative authorship, collaboration, and audience experience. 4. Demonstrate an informed understanding of the ethical, ecological, and social dimensions of creative and technological innovation in the screen industries. 6. Use advanced research methods to explore and interrogate ideas through practice, contributing to current debates in film, media, and creative technology. 7. Reflect on and evaluate personal practice, identifying how creative decisions communicate meaning and impact. 9. Employ advanced digital, immersive, and post-production technologies to create engaging and innovative

		screen experiences. 10. Manage complex creative workflows and lead collaborative projects with professionalism, adaptability, and ethical awareness. 11. Communicate creative intent, process, and research outcomes clearly and confidently across a range of professional contexts. 14. Position and promote personal practice within professional and public settings, showing readiness for advanced industry, research, or enterprise pathways.
Alternative Exit	Postgraduate Certificate – PGCert	1. Demonstrate a clear and critical understanding of the creative, cultural, and technological forces shaping contemporary filmmaking and screen practice. 2. Apply advanced theoretical and methodological approaches to support original creative and research-based work. 3. Critically evaluate how emerging technologies and production models influence creative authorship, collaboration, and audience experience. 6. Use advanced research methods to explore and interrogate ideas through practice, contributing to current debates in film, media, and creative technology. 9. Employ advanced digital, immersive, and post-production technologies to create engaging and innovative screen experiences. 11. Communicate creative intent, process, and research outcomes clearly and confidently across a range of professional contexts.

Programme Offering(s)

Mode of Study, Mode of Delivery	Intake Month	Programme Length
Full-Time, Face to Face	September	1 Year

Learning Outcomes

Code	Description
PL01	Demonstrate a clear and critical understanding of the creative, cultural, and technological forces shaping contemporary filmmaking and screen practice.
PL02	Apply advanced theoretical and methodological approaches to support original creative and research-based work.
PL03	Critically evaluate how emerging technologies and production models influence creative authorship, collaboration, and audience experience.
PL04	Demonstrate an informed understanding of the ethical, ecological, and social dimensions of creative and technological innovation in the screen industries.
PL05	Combine critical thinking and creative insight to develop innovative and original screen-based work.
PL06	Use advanced research methods to explore and interrogate ideas through practice, contributing to current debates in film, media, and creative technology.
PL07	Reflect on and evaluate personal practice, identifying how creative decisions communicate meaning and impact.
PL08	Plan, produce, and deliver ambitious creative projects that demonstrate technical precision, conceptual depth, and professional-level execution.
PL09	Employ advanced digital, immersive, and post-production technologies to create engaging and innovative screen experiences.
PL010	Manage complex creative workflows and lead collaborative projects with professionalism, adaptability, and ethical awareness.
PL011	Communicate creative intent, process, and research outcomes clearly and confidently across a range of professional contexts.
PL012	Demonstrate leadership, initiative, and self-direction in the planning and delivery of creative work.
PL013	Engage critically and responsibly with issues of diversity, sustainability, and access in the creative industries.
PL014	Position and promote personal practice within professional and public settings, showing readiness for advanced industry, research, or enterprise pathways.

Aims and Outcomes

Educational Aims of the Programme

The MA Filmmaking and Creative Technologies aims to develop independent, critically engaged, and professionally adaptable creative practitioners capable of shaping the future of screen and immersive media. The programme encourages students to integrate artistic vision, technical innovation, and critical reflection through project-based learning and research-led practice. It provides opportunities to explore advanced production methods, emerging technologies, and interdisciplinary collaboration, enabling students to produce original, conceptually rich, and professionally executed work.

Through this balance of creative practice, theoretical inquiry, and professional application, the programme supports students in developing advanced skills in leadership, authorship, and critical analysis. Graduates will emerge as reflective practitioners who can respond intelligently and ethically to the evolving landscape of the creative industries.

The following Programme Learning Outcomes articulate the specific knowledge, skills, and attributes that students will achieve through successful completion of the MA.

Programme Structure

Programme Structure Description

The MA Filmmaking and Creative Technologies is an intensive, practice-led postgraduate degree designed for emerging filmmakers, artists and technologists who want to extend their creative skills and explore how new technologies are reshaping screen storytelling. The programme runs full-time over one calendar year and is made up of five core modules, totaling 180 Level 7 credits. It mirrors the professional process of developing, producing, and presenting creative work, while encouraging both individual authorship and collaborative innovation.

Semester 1 – Creative Practice and Collaboration

Study begins with **Contemporary Creative Practice (45 credits)** and **Research Methods for Creative Practice (15 credits)**.

In Contemporary Creative Practice, you will develop your creative voice through an extended filmmaking or screen-based project supported by critical reflection. Workshops, tutorials, and peer critiques help you to refine your craft, test new approaches, and position your work within contemporary practice.

Running alongside this, **Research Methods for Creative Practice** is a common module embedded into all L7 programmes at LIPA. The module explores the range of approaches to research that empower students with the appropriate frameworks and methodologies for critical inquiry.

The presence of a common research module aligns all creative research across schools, exposing students from all disciplines to research practices that align with the variety of programmes and

subjects across the institution and allows students to adopt interdisciplinary approaches and explore innovation through combined approaches in their research activities.

Together, these modules establish a vibrant foundation for advanced study – where creative experimentation and collaborative practice converge to generate knowledge and opportunities for original screen work.

Semester 2 – Post-Digital Storytelling and Collaborative Studio: Innovation Lab

In **Post-Digital Storytelling (30 credits)** introduces cross-disciplinary teamwork and agile creative development.

You'll work in small production groups to respond to a live or speculative brief drawn from current screen-sector challenges, exploring how collaboration and innovation drive new ideas in film and media. you'll explore emerging modes of narrative across XR, VR, AR, MR and interactive platforms. The module combines creative prototyping with research skills training, enabling you to investigate how technology influences story, audience and authorship. Topics such as AI-generated media, immersive audio, and ethics in digital production provide a bridge between conceptual enquiry and practice-based experimentation.

Collaborative Studio-Innovation Lab (30 credits) introduces cross-disciplinary teamwork and agile creative development. You'll work in small production groups to respond to a live or speculative brief drawn from current screen-sector challenges, exploring how collaboration and innovation drive new ideas in film and media.

This semester also supports the early development of ideas and proposals for your final Major Project.

Semesters 2 and 3 – Major Project

The final stage of the programme is the **Major Project: Film/ Technology Showcase (60 credits)**. This is a self-directed showcase module where you plan, produce, and present a substantial creative work—such as a film, installation, or interactive experience—supported by a critical report. Students will be supported through regular supervision, peer feedback, and showcase events that help shape work from first idea to final public screening, exhibition and release – mirroring the expectations of the professional world.

There are **no optional modules**; all modules are core and must be passed to progress.

Exit awards are available at **Postgraduate Certificate (60 credits)** and **Postgraduate Diploma (120 credits)** levels.

The programme emphasises creative independence, collaboration, and research-led practice, preparing graduates to enter the screen industries or pursue further study as reflective and progressive creative practitioners.

Programme Structure - 180 credit points
Level 7 - 180 credit points
CORE – 180 points
[MODULE] 7601LIPA Research Methods for Creative Practice – 15 credit points
[MODULE] 7601FACT Contemporary Creative Practice - 45 credit points
[MODULE] 7602FACT Post-Digital Storytelling – 30 credit points
[MODULE] 7603FACT Collaborative Studio-Innovation Lab – 30 credit points
[MODULE] 7604FACT Major Project: Film/Technology Showcase – 60 credit points

Teaching, Learning and Assessment

Learning on the MA Filmmaking and Creative Technologies is centred on practice-based exploration, collaborative innovation, and critical reflection. The programme builds on LIPA's established approach to project-based learning, where ideas are developed, tested and refined through making. As postgraduate learners, you will be expected to operate with increasing independence, taking ownership of your creative decisions and managing your own working methods, while receiving expert guidance and support from tutors and technical specialists.

Teaching takes place through a mix of workshops, practical studio sessions, lectures, seminars, group critiques and tutorials. Workshops and production labs are designed to give you practical and technical expertise, while seminars and lectures explore theory, research methods, and emerging technologies. One-to-one and small-group tutorials support the development of individual projects, allowing you to discuss your creative intentions and receive detailed feedback. You will also engage in peer learning, where discussion and critique form an essential part of the creative process.

Assessment is continuous, developmental, and project-based. Each module includes formative feedback points that help you test and refine your work before final submission. Summative assessments usually consist of a creative artefact (e.g., a film, prototype, or installation) and a written or recorded critical reflection that explains your ideas, context, and process. Assessment criteria are clearly communicated at the start of each module and discussed in class, ensuring you understand how your work will be judged.

Group work forms an important part of the programme, particularly within the Collaborative Studio-Innovation Lab. In these modules, the assessment strategy ensures that both team outcomes and individual contributions are recognised. This may include reflective journals, production logs, and individual evaluations submitted alongside the group project, enabling you to demonstrate your own role and learning within the collaboration.

The programme team is committed to fair, transparent and inclusive assessment. Marking follows clear criteria aligned with Level 7 standards, and all summative work is internally moderated. Feedback is detailed and developmental, focusing on strengths, areas for improvement, and next steps.

Students can expect an average of 8–10 hours of scheduled contact time per week, which may include workshops, seminars, screenings, tutorials, and production support. Outside of this, you will undertake significant independent learning—typically 25–30 hours per week—involving research, planning, production and reflection. During production periods, this workload will mirror professional industry

practice, with longer days dedicated to shoots or post-production activity.

Overall, the learning and teaching strategy aims to balance creative freedom with structured support, helping you develop the confidence, professionalism, and originality expected of a Master's-level filmmaker and creative technologist.

Opportunities for Work Related Learning

The MA Filmmaking and Creative Technologies is designed to mirror the professional realities of contemporary screen production, ensuring that every element of the curriculum contributes directly to employability. Rather than separating study from work experience, the programme embeds work-related learning throughout its creative, technical, and research activities. You will gain practical experience of how ideas are developed, produced, and distributed within professional contexts, preparing you for a wide range of roles in film, media, and emerging creative technology sectors.

From the beginning of the programme, learning takes place through industry-informed projects and collaborative practice. In **Contemporary Creative Practice**, you work to professional standards, developing advanced production and post-production workflows while refining your creative identity as a filmmaker or media artist. The emphasis on independent authorship and reflective practice supports students who wish to pursue careers as directors, producers, cinematographers, editors, and creative technologists.

The **Collaborative Studio-Innovation Lab** provides a direct simulation of industry working environments. Students respond to either a live brief set by an external partner (such as a production company, cultural organisation, or creative enterprise) or a speculative future challenge informed by emerging industry trends. Through this module you'll experience the full cycle of project ideation, planning, development, delivery, and presentation, working as part of a cross-disciplinary team. This mirrors professional practice and develops essential skills in teamwork, leadership, negotiation, and agile project management—attributes highly valued by employers.

In **Post-Digital Storytelling**, you'll engage with the newest forms of creative media, including immersive, interactive, and generative storytelling. Guest speakers, workshops and technical labs connect you to the rapidly growing sectors of XR, virtual production, and AI-assisted media creation. This module not only expands your creative toolkit but also builds your awareness of where new opportunities are emerging within the screen industries.

The **Major Project: Film/Technology Showcase** serves as your bridge to professional practice. You will take on the full responsibility of a creative producer—researching, developing, and delivering a major piece of work to professional standards. The module culminates in a public screening, exhibition, or industry showcase, offering a platform to present your work to festival programmers, collaborators, and potential employers. Many students use this project to establish their professional profile or as the basis for festival entry, further research, or entrepreneurial activity.

The Filmmaking and Creative Technologies MA programme is underpinned by a common research module for all Masters programmes at LIPA; Research Methods for Creative Practice. This module introduces postgraduate students to a range of research methods and methodologies relevant to

creative, performance-based, and management contexts. It supports students in developing the research literacy, critical thinking, and ethical awareness required for advanced study and professional practice at Level 7.

Throughout the programme, you will benefit from LIPA's industry network, including visiting professionals, alumni, and partnerships that support ongoing dialogue between education and practice. By the end of the MA, you will have developed the creative, technical, and professional confidence to sustain a career as an independent filmmaker, creative technologist, or researcher within the evolving landscape of the global screen industries.

Entry Requirements

Type	Description
Undergraduate degree	Undergraduate Degree in a cognate area, normally at 2:1 or above or equivalent professional practice. This programme seeks to admit students who have an established level of professional practice either through employment or through recognised or appropriate training at undergraduate level. Entry will be by interview (with portfolio as appropriate). The emphasis on interview and portfolio when appropriate allows for individual assessment.
IELTS	All classes are conducted in English. International students also need to meet our English Language requirements of 6.5 overall score for IELTS, with a minimum of 6.0 for each of the 4 individual components (Reading, Writing, Speaking and Listening). Other equivalent English language examinations which will be considered.