

MODULE SPECIFICATION

Part 1: Information							
Module Title	Screen Media						
Module Code	UPCA9B-30-2		Level	Level 5			
For implementation from	2020-21						
UWE Credit Rating	30		ECTS Credit Rating	15			
Faculty	Faculty of Arts Creative Industries & Education		Field	Cultural Studies			
Department	ACE	ACE Dept of Creative & Cultural Industries					
Module Type:	Stand	Standard					
Pre-requisites		Liberal Arts in Society: Past, Present and Future 2019-20					
Excluded Combinations		None					
Co-requisites		None					
Module Entry Requirements		None					
PSRB Requirements		None					

Part 2: Description

Overview: The centrality of television is considered as one of the most dominant sites of cultural anxieties, pleasures, controversy and excitement since its invention in the 1920s. The impact of digital convergence and the effects this is having on media genres, their modes of distribution, consumption and interactions in everyday life is also explored.

Educational Aims: Screen Media builds on foundational skills developed across Level 1 modules. Specifically enhancing skills and knowledge relating to the study of screen media, the module engages with contemporary social and cultural contexts whilst also tracing back into history to study how they have developed up to the present day.

The specific case studies and examples used will change from year to year but may include: user-generated content and co-creativity; interactive documentary; mobile phones and games consoles; multiplatform engagements.

Outline Syllabus: The module introduces students to industry practices relating to aspects of screen cultures that include: branding; the politics of representations; connectivity and interactivity; participatory media; and media audiences.

Screen Media develops students' knowledge and understanding of a range of screen media forms, industries and practices, their historical development and their role within contemporary culture and society, encouraging engagement with contemporary and emerging developments in the creative economy, digital and participatory media.

The Individual Research Project develops an awareness of ethical issues relating to research and production in the cultural and media sector including questions of difference, diversity and inequality.

Teaching and Learning Methods: The module includes guest lectures by external partners in the Digital Cultures Research Centre in order to expand student understanding of practice and theory, and to integrate their learning experience within a wider research context. Speakers from industry are also invited.

Students are expected to be able to identify and retrieve appropriate reading. This module offers an opportunity to further develop information skills introduced at Level 1. Students will be given the opportunity to attend sessions on selection of appropriate databases and search skills. Additional support is available through the library web pages, including interactive tutorials on finding books and journals, evaluating information and referencing. Sign-up workshops are also offered by the Library.

Scheduled learning: Teaching will take place in three hour weekly workshops allowing, variously, for lectures, screenings, seminar discussions and group work.

Independent learning: Independent study includes set and recommended reading and viewing, and assignment preparation. Students will be guided by a clear syllabus outline in the module handbook and preparation questions and/or tasks communicated via Blackboard.

Part 3: Assessment

Students undertake:

Component A - 10 minute group presentation – held in-class.

Component B - Short academic essay (1500 words).

Individual Research Project (approximately 3000 words).

First Sit Components	Final Assessment	Element weighting	Description
Written Assignment - Component B		25 %	Short essay (1500 words)
Project - Component B	\checkmark	50 %	Research project (3000 words or equivalent)
Presentation - Component A		25 %	Online powerpoint group presentation
Resit Components	Final Assessment	Element weighting	Description
Portfolio - Component B	\checkmark	75 %	Research portfolio (4000 words or equivalent)
Examination (Online) - Component A		25 %	Seen exam paper

Part 4: Teaching and Learning Methods							
Learning Outcomes	On successful completion of this module students will achieve the following learning outcomes:						
	Module Learning Outcomes						
	Demonstrate a critical understanding of current screen media research						
	Position the study of screen media within appropriate historical and/or theoretical contexts						
	Present theoretical enquiry and analysis clearly and persuasively in oral form						
	Develop independent research skills						
	Demonstrate the ability for collaborative work						
Contact Hours	Independent Study Hours:						
	Independent study/self-guided study	28					
	Total Independent Study Hours:	22	28				
	Scheduled Learning and Teaching Hours:						
	Face-to-face learning	2					
	Total Scheduled Learning and Teaching Hours:	7	2				
	Hours to be allocated		00				
	Allocated Hours	00					
Reading List	The reading list for this module can be accessed via the following link: https://uwe.rl.talis.com/modules/upca9b-30-2.html						

Part 5: Contributes Towards

This module contributes towards the following programmes of study:

Media Culture and Communication {Foundation}[Sep][FT][Frenchay][4yrs] BA (Hons) 2018-19 Media and Cultural Production {Foundation} [Sep][FT][Frenchay][4yrs] BA (Hons) 2018-19 Media and Cultural Production {Foundation} [Sep][SW][Frenchay][5yrs] BA (Hons) 2018-19 Media Culture and Communication {Foundation}[Sep][SW][Frenchay][5yrs] BA (Hons) 2018-19