



MODULE SPECIFICATION

Part 1: Information			
Module Title	Designing Screen Fiction		
Module Code	UALAUQ-30-1	Level	Level 4
For implementation from	2020-21		
UWE Credit Rating	30	ECTS Credit Rating	15
Faculty	Faculty of Arts Creative Industries & Education	Field	Lens and Moving Image
Department	Creative & Cultural Industries		
Module type:	Project		
Pre-requisites	None		
Excluded Combinations	None		
Co- requisites	None		
Module Entry requirements	None		

Part 2: Description

Educational Aims: The aim of this module is to enable students to deepen their understanding of the theory and practice of mise-en-scène with a particular focus on establishing the principles and practice of production design in a studio context.

Students analyse how the 'frame' is constructed to make meaning and support the narrative intentions of the scene. They develop an aesthetic sensibility through the exploration of a range of films, enabling them to recognize how creative design choices express the vision of a film and correspond with its genre. They explore the specific skills required of the director, cinematographer, sound designer and production designer and the way in which collaboration of a range of departments is required to work professionally. Students examine the industry context for and professional standards of production design. They develop practical skills in art direction, set building, props, costume and make-up and apply these to production. Consideration of materials' use and other aspects of sustainable development are highly relevant to production design and this module will enable students to reflect on the importance of these issues and start to employ strategies for sustainable film production.

In addition, this module will explore but not discretely assess:

How the performance of actors contributes to the mise-en-scène and the overall effectiveness of the film.

Outline Syllabus: Indicative syllabus:

Principles and elements of mise-en-scène: set design, lighting, treatment of space, composition of shot and camera movement within the scene, make-up, hair, costume and acting styles

Film analysis: design and style choices in relation to thematic and narrative intentions; the relationship of design to genre and of genre to audience engagement

The art, craft and skills required for studio set building, lighting, costume, make-up and hair design

The ethical use of production design materials

The art, craft and skills of audio-visual design

The art, craft and skills of directing, including: blocking, working with actors and techniques for creating performance

Strategies for creating time, space, emotion and mood

Safe studio working practices and risk assessment

Teaching and Learning Methods: Alongside the syllabus, students extend the skills developed in the first semester by formulating ideas, developing shooting scripts and working up pre-production plans for a range of projects that, in production, will enable them to put into practice the teaching and learning developed in the module. They also carry out independent research and further reading and viewing pertinent to their role and relevant aspects of production and film theory.

Lectures introduce aspects of the syllabus which are expanded on in screenings, seminars and workshops. Technical workshops develop further skills in directing, cinematography, lighting, sound design and production design. There are group tutorials to support project work and access to 'office hour' individual pastoral tutorials. A final teaching day enables the presentation of completed projects to the whole cohort for the purpose of a live critique with reference to academic theory, industry context and professional practice.

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Part 3: Assessment

Assessment strategy:

The assessment is designed to demonstrate students' ability to work creatively with industry standard practices and demonstrate a core understanding of production design and associated production and studio working skills. In addition, it facilitates the development of critical film analysis and critical reflection in relation to professional practice.

Formative assessment:

During the module, students participate in seminar discussions and live critiques of presented work (their own and others') in which all students will be expected to contribute to the constructive critical evaluation of fellow students' work. Feedback (verbal and/or in writing) from tutors at regular points throughout the module provides students with a clear understanding of their progress and how this can be improved.

Summative assessment:

Component A: Individual Portfolio (100%)

Detailed guidance is fully explained in the Module Handbook. Indicatively:

The Individual Portfolio (individual mark) will consist a selection of supporting materials such as relevant film research and analysis, research, planning and development appropriate to the student's specific crew role. The Portfolio will also provide proof of professionalism demonstrated throughout the pre-production, production, and post-production process.

Assessment criteria (as related to learning outcomes):

Students will be assessed using the following criteria:

Research and Creative Development: the level of imagination of narrative and design ideas and a correlation between research and concept development;

Audience Engagement and Storytelling: the level of effective use of narrative and design across the elements of production to engage audiences intellectually and emotionally;

Craft and Technical Skills: the level of control over the realisation of mise-en-scene choices and effective use of audio-visual and production techniques;

Professional Practice: the level of effective collaborative team working to achieve all aspects of production and the confident use of transferable and communication skills;

Contextual Understanding and Critical Analysis: the level of ability to situate and evaluate work in the broader context of production design and film production.

First Sit Components	Final Assessment	Element weighting	Description
Portfolio - Component A	✓	100 %	Individual portfolio
Resit Components	Final Assessment	Element weighting	Description
Portfolio - Component A	✓	100 %	Individual negotiated portfolio

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Part 4: Teaching and Learning Methods		
Learning Outcomes	On successful completion of this module students will achieve the following learning outcomes:	
	Module Learning Outcomes	Reference
	Research and critically evaluate historic and contemporary film practice and practitioners in relation to aesthetic and design choices	MO1
	Initiate creative ideas for production and develop engaging 'shooting scripts' for an identified genre and audience	MO2
	Undertake art direction, applying production design principles, an aesthetic sensibility and professional skills to short film projects	MO3
	Demonstrate technical control over the realization of mise-en-scène choices	MO4
	Show initiative, working effectively as individuals and as part of a production team, and evidence of professional and personal management skills	MO5
	Synthesise understanding of different media production methodologies and technologies, through the production of a short film	MO6
	Critically analyse how different design choices affect the audience experience, situating their own work in an industry context	MO7
	Communicate their ideas effectively, visually, verbally and in writing	MO8
	Apply appropriate safe and sustainable working practices in the production context	MO9
Contact Hours	Independent Study Hours:	
	Independent study/self-guided study	228
	Total Independent Study Hours:	228
	Scheduled Learning and Teaching Hours:	
	Face-to-face learning	72
	Total Scheduled Learning and Teaching Hours:	72
	Hours to be allocated	300
	Allocated Hours	300
Reading List	<i>The reading list for this module can be accessed via the following link:</i>	
	https://uwe.rl.talis.com/modules/u1alauq-30-1.html	

Part 5: Contributes Towards
<p>This module contributes towards the following programmes of study:</p> <p>Filmmaking [Sep][FT][Bower][3yrs] BA (Hons) 2020-21</p>

