



## MODULE SPECIFICATION

Part 1: Information			
Module Title	Media Production		
Module Code	UFCFKL-30-2	Level	Level 5
For implementation from	2020-21		
UWE Credit Rating	30	ECTS Credit Rating	15
Faculty	Faculty of Environment & Technology	Field	Computer Science and Creative Technologies
Department	FET Dept of Computer Sci & Creative Tech		
Contributes towards			
Module type:	Project		
Pre-requisites	None		
Excluded Combinations	None		
Co- requisites	None		
Module Entry requirements	None		

Part 2: Description
<p>A module in which students can explore and learn about the production of media assets, giving them the opportunity to produce high quality portfolio work using industry standard methods, tools and techniques.</p> <p><b>Educational Aims:</b> Successful completion of this module will provide students with a detailed understanding of media production processes, alongside an awareness of industrial considerations. Students are expected to produce a portfolio containing a range of high quality production work showing an understanding of media practice.</p> <p><b>Outline Syllabus:</b> Creation of CG and/or video content</p> <ul style="list-style-type: none"> <li>- Production pipelines and full production lifecycle for a project.</li> <li>- Pre-production work: designing and planning a production.</li> <li>- Creation of media content, whether that be CG or video, real time interactive or rendered offline, animated or motion capture, using industry standard software.</li> <li>- Consideration of audio elements.</li> </ul>

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- Consideration of post-production work such as visual effects, compositing, titles/credits.
- Final output of media assets to industry standard.

### Professional practice

- Management of projects, including scheduling and budgeting.
- Timescales and limitations of production pipelines for different types of media.
- Understanding industry briefs and live tasks.
- Critical analysis and evaluation of production work, both your own work and that of peers and studios.

and studios.

- Consideration of copyright and ethics.

**Teaching and Learning Methods:** The syllabus will be explored through a combination of lectures and practical activities in a studio environment. Students will be expected to learn independently and carry out directed study and/or reading outside of taught classes.

The weekly sessions will contain lectures, discussions, groupwork tasks, project-based learning as well as individual tutorials.

### Part 3: Assessment

Students will be expected to carry out several media production tasks which will each contribute to their portfolio assessment. Each task will be awarded a mark based on the standard to which it is completed.

The assessment for this module will be designed to consolidate the students' knowledge and practical skills in relation to the learning outcomes and to provide independent learning and problem solving.

Assessment criteria will be established and objectives provided in the assignment specifications.

Formative feedback will be available in the studio based sessions held throughout the module.

First Sit Components	Final Assessment	Element weighting	Description
Portfolio - Component A	✓	100 %	Portfolio of media production work with supportive documentation
Resit Components	Final Assessment	Element weighting	Description
Portfolio - Component A	✓	100 %	Portfolio of media production work with supportive documentation

### Part 4: Teaching and Learning Methods

Learning Outcomes	On successful completion of this module students will be able to:	
		<b>Module Learning Outcomes</b>
	MO1	Develop a high quality portfolio of media production work demonstrating knowledge of industry standard software, tools and techniques.
	MO2	Demonstrate understanding of the full production lifecycle for a range of media types by submitting relevant documentation.
	MO3	Manage projects in a professional manner, including consideration of scheduling, ethics and copyright.

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	MO4	Demonstrate an understanding of the creative as well as technical requirements/limitations of media production in its relevant industry environment by scoping production accordingly.
	MO5	Critically evaluate media production work, be that the students' own work, that of their peers or industry produced work.
Contact Hours	<b>Contact Hours</b>	
	<b>Independent Study Hours:</b>	
	Independent study/self-guided study	228
	<b>Total Independent Study Hours:</b>	228
	<b>Scheduled Learning and Teaching Hours:</b>	
	Face-to-face learning	72
	<b>Total Scheduled Learning and Teaching Hours:</b>	72
	<b>Hours to be allocated</b>	300
	<b>Allocated Hours</b>	300
Reading List	<p>The reading list for this module can be accessed via the following link:  <a href="https://rl.talis.com/3/uwe/lists/C49BA602-845C-C103-4FEA-C8A7BBD51AFC.html">https://rl.talis.com/3/uwe/lists/C49BA602-845C-C103-4FEA-C8A7BBD51AFC.html</a></p>	