Module Specification

Factual Media: Video and TV

Version: 2023-24, v3.0, 16 May 2023

Contents

Part 1: Information

Module title: Factual Media: Video and TV

Module code: UABB4U-30-2

Level: Level 5

For implementation from: 2023-24

UWE credit rating: 30

ECTS credit rating: 15

College: College of Arts, Technology and Environment

School: CATE School of Arts

Partner institutions: None

Field: Broadcast and Journalism

Module type: Module

Pre-requisites: None

Excluded combinations: None

Co-requisites: None

Continuing professional development: No

Professional, statutory or regulatory body requirements: None

Part 2: Description

Overview: This module enables students to develop a command of visual media in factual media storytelling. The module emphasises conventional forms of news and journalism, the use of mobile platforms in conjunction with social media, emerging formats such as virtual reality and 360° video and, most crucially, the ways that these can all be integrated in the context of a single story.

Features: Not applicable

Educational aims: See Learning Outcomes.

Outline syllabus: In addition to a broad, practical grasp of these varied storytelling techniques, the module also requires students to develop their critical understanding of the changing nature of visual storytelling and representation of real-world information and issues using visual means, historically, contemporarily and how things might be in future.

Part 3: Teaching and learning methods

Teaching and learning methods: The module will include lectures, technical workshops and conventional news days and professional simulations within UWE's newsroom facilities, which will be assessed both for attendance and for engagement.

Module Learning outcomes: On successful completion of this module students will achieve the following learning outcomes.

MO1 Demonstrate a critical understanding of various ways in which journalism and factual media are situated and practiced using visual media.

MO2 Critically engage with current scholarly debates about journalism and factual media in visual form.

MO3 Demonstrate an ability to produce factual content in a strategic, creative way across a range of industry-standard and emerging platforms using appropriate idiomatic and stylistic elements.

MO4 Understand how different platforms and storytelling technologies can be integrated, and their affordances combined.

MO5 Demonstrate a critical understanding of media audiences.

MO6 Participate and engage with studio simulation activities.

Hours to be allocated: 300

Contact hours:

Independent study/self-guided study = 228 hours

Face-to-face learning = 72 hours

Total = 300

Reading list: The reading list for this module can be accessed at readinglists.uwe.ac.uk via the following link https://uwe.rl.talis.com/index.html

Part 4: Assessment

Assessment strategy: The module takes a very practical approach to the production of news and journalism, combining more traditional aspects of visual journalism in conjunction with social media, emerging formats such as virtual reality and 360° video.

Indicative Assessment:

News Day - In the first part of the module this will take the form of set tasks like an assessed news day, which closely resembles visual journalists' work in industry.

Portfolio - In the second half of the module, students will be asked to submit a portfolio of visual journalism for a variety of different formats - TV, online, social media etc. They will also be expected to critically evaluate changes in the industry and how this impacts on their own practice.

Assessment tasks:

Set Exercise (First Sit)
Description: Attendance and engagement in all assessed newsdays and professional simulations.
Weighting: 25 %
Final assessment: No
Group work: No
Learning outcomes tested: MO3, MO4, MO5, MO6

Portfolio (First Sit)
Description: Cross-platform story project portfolio.

Weighting: 75 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5

Set Exercise (Resit)

Description: In-class test

Weighting: 25 %

Final assessment: No

Group work: No

Learning outcomes tested: MO3, MO4, MO5, MO6

Portfolio (Resit)

Description: Cross-platform story project portfolio.

Weighting: 75 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5

Part 5: Contributes towards

This module contributes towards the following programmes of study:

Media Production (Journalism) [Bower] BA (Hons) 2022-23

Media Production (Journalism){Foundation}[Sep][SW][Bower][5yrs] BA (Hons) 2021-22

Media Production (Journalism) {Foundation} [Sep][FT][Bower][4yrs] BA (Hons) 2021-22

Media Production (Journalism)[Sep][PT][Bower][6yrs] BA (Hons) 2020-21

Media Production [HKUSpace] BA (Hons) 2023-24

Media Production [Bower] BA (Hons) 2022-23

Media Production {Foundation}[Sep][SW][Bower][5yrs] BA (Hons) 2021-22

Media Production {Foundation}[Sep][FT][Bower][4yrs] BA (Hons) 2021-22

Media Production [Sep][PT][Bower][6yrs] BA (Hons) 2020-21