Module Specification

Media Studio

Version: 2026-27, v4.0, Approved

Contents

Module Specification 1

Part 1: Information 2

Part 2: Description 2

Part 3: Teaching and learning methods 3

Part 4: Assessment 4

Part 5: Contributes towards 5

Part 1: Information

Module title: Media Studio

Module code: UFCFY5-30-1

Level: Level 4

For implementation from: 2026-27

UWE credit rating: 30

ECTS credit rating: 15

College: College of Arts, Technology and Environment

School: CATE School of Computing and Creative Technologies

Partner institutions: None

Field: Computer Science and Creative Technologies

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: The module provides an introduction to a range of media practices relating to the production of media content.

Features: Not applicable

Educational aims: This module provides students with an introduction to media production processes, tools and techniques. Students are expected to produce a

portfolio of work containing a range of production work and showing an understanding of media practice.

Outline syllabus: The syllabus provides a general introduction to professional media practice, as well as practical exploration for some distinct areas (sound, video, computer graphics production).

Topics are likely to include but are not limited to:

Professional media practice
Introduction to the production pipeline, studio-based production teams, work ethics and copyright.
Optimisation of media assets (e.g. video, audio, animation data, mesh data).
Preparation of content for professional output.

Creation of CG and/or video content:
Introduction to suitable pre-production materials, such as synopsis, storyboards, moodboards, script, shot list, cast and crew.
Creation of production materials, whether that be CG or video, real time interactive or rendered offline, using industry standard software.
Post-production: introduction to editing, transitions, compositing, Visual effects (VFX).
Expected quality and output standards.

Sound
Introduction to studio equipment and recording techniques (e.g. mixing desk, microphones, speakers), editing (e.g. fades, voice-over techniques), Effects (FX) (e.g. reverb, Equalisation (EQ), noise reduction etc), basic musical arrangements (e.g. sampling, sequencing, mixing).
Expected audio quality and output standards.

Part 3: Teaching and learning methods

Teaching and learning methods: Students will learn through a combination of lectures/seminars and practical activities undertaken in a studio environment. In addition to the timetabled events, students are expected to learn independently and to carry out suggested reading and directed study beyond that covered within the sessions.

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

MO1 Identify, create and output a range of digital media assets, using an appropriate production pipeline.

MO2 Apply a range of technologies and related toolsets appropriate for professional media production.

MO3 Evaluate assets, software and/or processes associated with media production.

MO4 Manage projects in a professional manner, including consideration of ethics and copyright.

Hours to be allocated: 300

Contact hours:

Independent study/self-guided study = 228 hours

Staff-guided learning = 72 hours

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: For the portfolio assessment, students are expected to complete a range of activities, covering a number of production techniques, such as sound, video and/or computer graphics production. They will be given a brief to work on, defining the required deliverables. There is one portfolio submission and from this students will learn and practice a range of media production skills and techniques.

The students' portfolio work will be overseen during the practical sessions and through formative reviews. This allows module staff to see students' independent work and give them feedback as they work on the portfolio.

Students are expected to evaluate their completed portfolio work.

Resitting students will resubmit work for any failed tasks.

Assessment tasks:

Portfolio (First Sit)
Description: Portfolio (five to seven media tasks)
Weighting: 100 %
Final assessment: Yes
Group work: No
Learning outcomes tested: MO1, MO2, MO3, MO4

Portfolio (Resit)
Description: Portfolio (five to seven media tasks)
Weighting: 100 %
Final assessment: Yes
Group work: No
Learning outcomes tested: MO1, MO2, MO3, MO4

Part 5: Contributes towards

This module contributes towards the following programmes of study:

Digital Media {Foundation} [Frenchay] BSc (Hons) 2025-26

Digital Media [Frenchay] BSc (Hons) 2026-27

Digital Media [Frenchay] BSc (Hons) 2026-27