



Module Specification

Future Documentary

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Contents

Module Specification	1
Part 1: Information	2
Part 2: Description	2
Part 3: Teaching and learning methods	4
Part 4: Assessment.....	6
Part 5: Contributes towards	8

Part 1: Information

Module title: Future Documentary

Module code: UALANS-30-M

Level: Level 7

For implementation from: 2023-24

UWE credit rating: 30

ECTS credit rating: 15

Faculty: Faculty of Arts Creative Industries & Education

Department: ACE Dept of Creative & Cultural Industries

Partner institutions: None

Delivery locations: Not in use for Modules

Field: Lens and Moving Image

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: Not applicable

Features: Not applicable

Educational aims: See Learning Outcomes

Outline syllabus: This module will look at how the documentary genre is continuing to evolve into the digital and interactive era and the associated impact on audience

expectations and behaviours. It will enable students to critically analyse the opportunities being opened up by new forms and to consider the potential consequences of these innovations. It will utilise new examples of future documentaries and technologies as they evolve through collaborations with the Bristol's Pervasive Media Studio and the VR Lab.

The module will explore the potential of multiple platforms and emerging innovative production processes on the treatment of documentary subjects, extending students' understanding from linear storytelling into non-linear, trans-media contexts and participatory, collaborative modes. It will also consider the development of broadcast products, looking at how programme assets are re-purposed and refreshed via multi-platform production to create additional content, brand extensions and social media experiences.

It will examine case studies drawn from innovative projects that document the 'real' through a range of digital interactive technologies and distribution modes (e.g. locative and pervasive media, apps, web-sites, docu-games, second screen applications and installations). It will also explore the potential of a range of proprietary and open source software.

This module will introduce students to the design principles necessary to produce interactive documentary and factual media products, by exploring the relationship between product design and creative media production processes. Students will pitch and shape content for an interactive documentary or factual media production that engages with the concept of transmedia storytelling.

Students may envision their own interactive project or may address an industry-facing brief and work with a specific set of available assets. Projects may include designing content and prototypes for television partners such as BBC or independent companies, a charity or for education purposes. Students may be required to work individually or in groups depending on the nature of the briefs as specified in the module handbook.

Part 3: Teaching and learning methods

Teaching and learning methods: The scheduled contact hours will be approximately 48 hours encompassing all teaching activity as outlined below.

This module will provide a distinctive, intensive, and well-tested environment through which students can be introduced to new ideas about production processes and understand platforms and markets, under the expert guidance of tutors and industry support teams. The teaching and learning will be underpinned by expertise developed through the university's Digital Cultures Research Centre and the work of UWE Bristol's internationally recognised i-Docs symposium.

The core scheduled teaching and learning will be delivered as a combination of workshops, lectures, master-classes, case studies and technical instruction. This will be accompanied by group and individual supervision, online teaching resources and synchronous online support. The programme will also include induction, plenary and presentation activities.

Working on a self-generated project or responding to briefs set either by teaching staff or industry partners, students will design and evaluate a small-scale interactive project. Students will present work in progress during taught sessions for feedback from peers, tutors and invited appropriate industry professionals. Other opportunities for formative feedback include comments on the group blogs and individual and group tutorials.

Students will then write up pitch documentation that evaluates the audience, the benefits, the future development and industry context in relation to relevant research literature, offers some analysis of their project and their development as a creative producer throughout the module.

Scheduled learning includes lectures, seminars, tutorials, project supervision, demonstration, practical classes and workshops; supervised time in studio/workshop.

Independent learning includes hours engaged with essential reading, viewing, case study preparation, assignment preparation and completion etc.

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

MO1 Reflect critically on the impact of established and emergent interactive technologies on the documentary and factual genre

MO2 Demonstrate an advanced critical understanding of the range of specific platforms, their narrative potential and ability to engage different audiences

MO3 Demonstrate engagement with emergent business models appropriate to multiplatform media

MO4 Apply advanced research and creative methodologies appropriate to the development of a design for interactive documentary or factual product for a specific platform

MO5 Apply advanced multi-disciplinary production skills to the initial development of an interactive documentary or factual product

MO6 Critically evaluate the proposed project, situating it within relevant research literature, documentary and factual genre

MO7 Clearly communicate ideas in a variety of forms - orally, written, practically - according to appropriate professional and academic standards

MO8 Demonstrate a professional approach to the presentation of work to an industry panel or other appropriate audience

Hours to be allocated: 300

Contact hours:

Independent study/self-guided study = 252 hours

Face-to-face learning = 48 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/modules/ualans-30-m.html>

Part 4: Assessment

Assessment strategy: The summative assessment is as follows: Portfolio 100%

Students are required to submit a portfolio of work for assessment which will include the outcomes of set tasks throughout the module. These are designed to enable students to develop and demonstrate for the purposes of assessment their acquisition of the skills, knowledge, understandings and experiences that will enable them to meet the learning outcomes.

Examples of the specific tasks to be included in the portfolio will be clearly defined in the Module Handbook.

The portfolio may include:

A prototype project, including supporting research and production process documentation.

A project pitch and supporting documents.

Evaluative statement, analysing the pitch and the project.

Selected work submitted in class.

Assessment Criteria:

Knowledge and understanding

Critical reflection on the impact of emergent interactive technologies on the documentary genre; Critical understanding of the affordances of specific platforms, their narrative potential and ability to engage different audiences; engagement with emergent business models appropriate to multiplatform media. (Relating to Learning Outcomes 1,2,3,4)

Intellectual skills

Application of research and creative methodologies appropriate to the development of a design for interactive documentary product; critical evaluation of the proposed project, situating it within relevant research literature and documentary genre and their own development as a creative producer. (2, 6, 7)

Practical and professional skills

Application of appropriate multi-disciplinary production skills to the initial development of an interactive documentary product; imaginative creation of a prototype that uses new skills development in non-traditional documentary skills. (3,4,5,8)

Transferable skills

Clarity of communication of ideas in a variety of forms - orally, written, practically - according to appropriate professional and academic standards. Effective teamworking. (1,2,3,4,7,8)

Assessment components:**Portfolio (First Sit)**

Description: Portfolio

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5, MO6, MO7, MO8

Portfolio (Resit)

Description: Portfolio

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5, MO6, MO7, MO8

Part 5: Contributes towards

This module contributes towards the following programmes of study: