



PROGRAMME SPECIFICATION

Part 1: Information	
Awarding Institution	University of the West of England, Bristol
Teaching Institution	University of the West of England, Bristol
Delivery Location	Bower Ashton Campus, UWE Bristol
Study abroad / Exchange / Credit recognition	Exchange / Credit recognition arrangement
Faculty responsible for programme	ACE
Department responsible for programme	Bristol School of Film and Journalism
Professional Statutory or Regulatory Body Links	Creative Skillset
Highest Award Title	BA (Hons) Filmmaking
Default Award Title	BA Filmmaking
Interim Award Titles	Cert HE Filmmaking Dip HE Filmmaking
UWE Progression Route	N/A
Mode of Delivery	FT (attendance)
ISIS code/s	W253
For implementation from	September 2019

Part 2: Description

The programme aims to enable students to:

Broad aims

- Provide an opportunity to develop a creative practice within a chosen field of study;
- Provide an experience of higher education in art, media and design that offers students choice and independence in determining their own abilities and ambitions within a subject discipline;
- Equip students with the intellectual, practical, critical and creative skills necessary for them to locate themselves and their practice within professional, social, historical and cultural contexts;
- Give students the confidence to develop informed independent judgements and critical and intellectual rigour;
- Ensure that the development of key/transferable skills is an integrated part of the curriculum;
- Equip students with the necessary understanding of research techniques and appropriate methodologies;
- Sustain an environment in which individual students may realise their full potential.
- Use a varied assessment methods that are relevant in demonstrating achievement to both academic and industry stakeholders, and form a coherent programme of assessment which is designed to offer students the maximum opportunity to demonstrate the skills, knowledge and experience that they have gained through the course of study, as well as to support ongoing and continuous improvement in their individual creative practice and development as practitioner-researchers.
- Work on the principle of 'learning through making' as a core learning strategy from which to expand into and through an exploration of contemporary practice in relevant and related subject areas.

Specific aims

- Develop knowledge, understanding and skill through an exploration of interdisciplinary practice
- Develop a creative approach to producing media content
- Understand and apply a range of media production methodologies
- Develop a flexible working practice that anticipates the changing professional demands of the media industries
- Develop the intellectual, critical, technical and key/transferable skills necessary to work in either a professional environment or to undertake further study
- Demonstrate critical reflection, evaluation and analysis in the development of their practice
- Locate their work in a professional, critical, historical and social context;
- Progress from reactive to pro-active learning methods to become flexible, resourceful and autonomous learners able to manage increasing complexity.

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Part 2: Description
Programme requirements for the purposes of the Higher Education Achievement Record (HEAR)
<p>This course explores the creative potential of filmmaking. Production-based, it establishes strong storytelling, team-working and production skills essential to working in the professional media as well as building technical competence in the craft aspects of cinematography, editing, sound and production design. Graduates develop as confident filmmakers through making work across a wide range of genre and by undertaking work experience to underpin their understanding of professional practice. They are able to engage with critical issues, debates and theories as well as innovative technological developments in their field so they can enter the creative industries as imaginative, resourceful and self-disciplined practitioners.</p>
Regulations
A: Approved to University Regulations and Procedures

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Part 3: Learning Outcomes of the Programme

<i>Learning Outcomes:</i>	UALAUN-30-1 Introduction to Filmmaking	UALAY4-30-1 Script to Screen	UALAUQ-30-1 Designing Screen Fiction	UALAUR-30-1 Experimental Short Form	UALAUS-30-2 Documentary	UALAUT-15-2 Sound for Screen	UALAUU-15-2 Craft Lab	UALAUV-30-2 Narrative	UALAUW-15-2 Modern Short Form	UALAUX-15-2 Industry Experience	UALAUY-15-3 Commercial Short Form	UALAV3-30-3 Production 1	UALAV4-15-3 Specialist Practice	UALAV5-30-3 Production 2	UALAV6-15-3 Professional Showcase	UALAV7-15-3 Independent Research Project in Filmmaking
A) Knowledge and understanding of:																
Understand the media industries in their past and present forms and anticipate future trends;	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Understand the role of and nature of media audiences;	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Understand the creative potential of filmmaking in traditional and contemporary contexts;	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Understand the importance of narrative design in media production.	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
How to apply, consolidate and extend ability and knowledge within a wide range of professional and critical contexts;	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
How to articulate and synthesise understanding, personal attributes and acquired skills effectively in the context of creative practice, employment, further study, research and life-long learning;	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
(ESD) Concepts and over-arching concerns of sustainable development, in general and within filmmaking in particular.	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X

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Part 3: Learning Outcomes of the Programme																
(B) Intellectual Skills																
Apply the necessary conceptual skills to be able to initiate, develop and produce creative media content;	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Apply skills of critical analysis and evaluation, relating their own work to the broader context of media production;	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Critically evaluate audio-visual language and the construction of meaning;	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Develop an understanding of ethical responsibilities in media production;	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Gather, collate and synthesise research materials for media production;	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
(ESD) Evaluate the cultural value of media production in promoting change for good and social justice.	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
(C) Subject/Professional/Practical Skills																
Demonstrate the application of creative media production methodologies;	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Demonstrate practical production skills across a range of media practice forms;	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Work effectively in media production teams;	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Understand the demands of contemporary practice in the media production industries;	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Identify an area of specialism and a future direction as creative media practitioners;	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Develop a body of work suitable for professional presentation;	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Demonstrate entrepreneurial and professional proficiency in filmmaking practice.	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X

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Part 3: Learning Outcomes of the Programme

(D) Transferable skills and other attributes																
Communicate effectively in a range of verbal, visual and written contexts;	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Demonstrate organisational ability in a range of professional situations and academic contexts;	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Develop the ability to be a self-directed learner and practitioner;	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Develop social and interpersonal skills appropriate to a range of professional situations;	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Demonstrate personal management skills such as time management, self-evaluation, settings goals and working independently;	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Interact effectively with others through collaboration and negotiation;	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Anticipate, initiate, plan and progress projects, while accommodating changing practices;	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Respond productively to the evaluative judgments of others;	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Analyse and organise information and resources;	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Articulate reasoned arguments through a process of critical reflection;	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Apply creative problem solving to the realization of project work.	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X

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Part 4: Programme Structure

This structure diagram demonstrates the student journey from Entry through to Graduation for a typical **full time undergraduate student** including:

- level and credit requirements
- interim award requirements
- module diet, including compulsory and optional modules

ENTRY		Compulsory Modules	Optional Modules	Awards
Level 1		UALAUN-30-1 Introduction to Filmmaking		Interim award: CertHE Filmmaking (120 credits)
		UALAY4-30-1 Script to Screen		
		UALAUQ-30-1 Designing Screen Fiction		
		UALAUR-30-1 Experimental Short Form		

		Compulsory Modules	Optional Modules	Interim Awards
Level 2		UALAUS-30-2 Documentary	UALAUV-30-2 Narrative	Interim award: DipHE Filmmaking (240 credits)
		UALAUT-15-2 Sound for Screen	AND UALAUW-15-2 Modern Short Form	
		UALAUU-15-2 Craft Lab	OR International Exchange *UA1APR-45-2	
		UALAUX-15-2 Industry Experience	And if credit is required: Negotiated Presentation 2 *UA1ASD-5-2	

Year Out: N/A

		Compulsory Modules	Optional Modules	Interim Awards
Level 3		UALAUY-15-3 Commercial Short Form		Interim award: BA Filmmaking 300 credits
		UALAV3-30-3 Production 1		
		UALAV4-15-3 Specialist Practice		
				HIGHEST AWARD: BA (Hons) Filmmaking 360 credits

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	UALAV5-30-3 Production 2		
	UALAV6-15-3 Professional Showcase		
	UALAV7-15-3 Independent Research Project in Filmmaking		

Part 5: Entry Requirements

The University's Standard Entry Requirements apply with the following additions/exceptions*:

We are willing to consider applications from students who cannot meet the typical offer but who can demonstrate a high level of creative ability. We also welcome applications from mature students and those with non-standard qualifications. Selected students will be interviewed on application and entry is contingent on a successful interview.

All applicants invited for interview should produce a portfolio of work.

Part 6: Reference Points and Benchmarks

Set out which reference points and benchmarks have been used in the design of the programme:

[QAA UK Quality Code for HE](#)

- Framework for higher education qualifications (FHEQ)
- Subject benchmark statements: QAA Art and Design (2008) and QAA Communication, Media, Film and Cultural Studies (2016)
- SEEC Southern England Consortium for Credit Accumulation and Transfer Credit - Level Descriptors www.seec.org.uk/.../seec-credit-level-descriptors-2010-revised-2004

[Strategy 2020](#)

[University policies](#)

Staff research projects: individual staff projects and those of Digital Cultures Research Centre and Creative Industries Research Group

Any relevant PSRB requirements: Creative Skillset

Any occupational standards: Creative Skillset

- Feedback from alumni
- Feedback from employers and industry experts
- Student Feedback via module feedback, SRSF meetings, other SU Rep Forums
- Staff Feedback via programme reports, module reports, formal & informal meetings
- Staff knowledge of sector, including activity as External Examiners at other institutions
- Feedback from Faculty Research Centre staff and Directors
- External Examiner comments/reports
- Membership of NAHEMI and affiliation with Meccsa
- Close links with Royal Television Society

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Date of last Periodic Curriculum Review				