



## **Programme Specification**

### **Filmmaking [Sep][FT][Bower][3yrs]**

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## Section 1: Key Programme Details

### Part A: Programme Information

**Programme title:** Filmmaking [Sep][FT][Bower][3yrs]

**Highest award:** BA (Hons) Filmmaking

**Interim award:** BA Filmmaking

**Interim award:** DipHE Filmmaking

**Interim award:** CertHE Filmmaking

**Awarding institution:** UWE Bristol

**Affiliated institutions:** Not applicable

**Teaching institutions:** UWE Bristol

**Study abroad:** No

**Year abroad:** No

**Sandwich year:** No

**Credit recognition:** No

**Department responsible for the programme:** ACE Dept of Film & Journalism,  
Faculty of Arts Creative Industries & Education

**Contributing departments:** Not applicable

**Professional, statutory or regulatory bodies:**

ScreenSkills

**Apprenticeship:** Not applicable

**Mode of delivery:** Full-time

**Entry requirements:** For the current entry requirements see the UWE public website

**For implementation from:** 01 September 2018

**Programme code:** W253-SEP-FT-BA-W253

## **Section 2: Programme Overview, Aims and Learning Outcomes**

### **Part A: Programme Overview, Aims and Learning Outcomes**

**Overview:** The broad aims of the programme are to:

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;

**Educational Aims:** The specific aims of the programme are to:

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

### **Programme Learning Outcomes:**

On successful completion of this programme graduates will achieve the following learning outcomes.

### **Knowledge and Understanding**

- A1. Understand the media industries in their past and present forms and anticipate future trends
- A2. Understand the role of and nature of media audiences
- A3. Understand the creative potential of filmmaking in traditional and contemporary contexts
- A4. Understand the importance of narrative design in media production
- A5. How to apply, consolidate and extend ability and knowledge within a wide range of professional and critical contexts
- A6. How to articulate and synthesise understanding, personal attributes and acquired skills effectively in the context of creative practice, employment, further study, research and lifelong learning
- A7. (ESD) Concepts and over-arching concerns of sustainable development, in general and within filmmaking in particular

**Intellectual Skills**

- B1. Apply the necessary conceptual skills to be able to initiate, develop and produce creative media content
- B2. Apply skills of critical analysis and evaluation, relating their own work to the broader context of media production
- B3. Critically evaluate audio-visual language and the construction of meaning
- B4. Develop an understanding of ethical responsibilities in media production
- B5. Gather, collate and synthesise research materials for media production
- B6. (ESD) Evaluate the cultural value of media production in promoting change for good and social justice

**Subject/Professional Practice Skills**

- C1. Demonstrate the application of creative media production methodologies
- C2. Demonstrate practical production skills across a range of media practice forms
- C3. Work effectively in media production teams
- C4. Understand the demands of contemporary practice in the media production industries
- C5. Identify an area of specialism and a future direction as creative media practitioners
- C6. Develop a body of work suitable for professional presentation
- C7. Demonstrate entrepreneurial and professional proficiency in filmmaking practice

**Transferable Skills and other attributes**

- D1. Communicate effectively in a range of verbal, visual and written contexts
- D2. Demonstrate organisational ability in a range of professional situations and academic contexts
- D3. Develop the ability to be a self-directed learner and practitioner

- D4. Develop social and interpersonal skills appropriate to a range of professional situations
- D5. Demonstrate personal management skills such as time management, self-evaluation, setting goals and working independently
- D6. Interact effectively with others through collaboration and negotiation
- D7. Anticipate, initiate, plan and progress projects, while accommodating changing practices
- D8. Respond productively to the evaluative judgments of others
- D9. Analyse and organise information and resources
- D10. Articulate reasoned arguments through a process of critical reflection
- D11. Apply creative problem solving to the realization of project work

## Part B: Programme Structure

### Year 1

The student must take 120 credits from the modules in Year 1.

### Year 1 Compulsory Modules

The student must take 120 credits from the modules in Compulsory Modules.

Module Code	Module Title	Credit
UALAUQ-30-1	Designing Screen Fiction 2020-21	30
UALAUR-30-1	Experimental Short Form 2020-21	30
UALAUN-30-1	Introduction to Filmmaking 2020-21	30
UALAY4-30-1	Script to Screen 2020-21	30

### Year 2

The student must take 120 credits from the modules in Year 2.

### Year 2 Compulsory Modules

The student must take 75 credits from the modules in Compulsory Modules.

Module Code	Module Title	Credit
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UALAUU-15-2	Craft Lab 2021-22	15
UALAUS-30-2	Documentary 2021-22	30
UALAUX-15-2	Industry Experience 2021-22	15
UALAUT-15-2	Sound for Screen 2021-22	15

### Year 2 Optional Modules

Students must take 45 credits in Optional Modules.

Students must take:

UALAUV-30-2 Narrative AND UALAUW-15-2 Modern Short Form

OR

International Exchange UA1APR-45-2

Module Code	Module Title	Credit
UA1APR-45-2	International Exchange 2021-22	45
UALAUW-15-2	Modern Short Form 2021-22	15
UALAUV-30-2	Narrative 2021-22	30

### Year 3

The student must take 120 credits from the modules in Year 3.

### Year 3 Compulsory Modules

The student must take 120 credits from the modules in Compulsory Modules.

Module Code	Module Title	Credit
UALAV7-15-3	Independent Research Project in Filmmaking 2022-23	15
UALAV3-30-3	Production 1 2022-23	30
UALAV5-30-3	Production 2 2022-23	30
UALNKV-30-3	Professional Practice 3 2022-23	30
UALAUY-15-3	Short Form 3: Commercials 2022-23	15

**Part C: Higher Education Achievement Record (HEAR) Synopsis**

This course explores the creative potential of filmmaking. Production-based, it establishes strong story-telling, 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.

**Part D: External 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](http://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 and 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

### **Part E: Regulations**

Approved to University Regulations and Procedures.