Programme Specification

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

Version: 2021-22, v2.0, 13 Jul 2022

Contents

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, settings 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 2021-22	30
UALAUR-30-1	Experimental Short Form 2021-22	30
UALAUN-30-1	Introduction to Filmmaking 2021-22	30
UALAY4-30-1	Script to Screen 2021-22	30

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

Year 2 Compulsory Modules
The student must take 105 credits from the modules in Compulsory Modules.

Module Code	Module Title	Credit

UALAUW-15-2	Modern Short Form 2022-23	15
UALNKT-30-2	Professional Practice 2 2022-23	30
UALAUS-30-2	Story 2: Documentary 2022-23	30
UALAUV-30-2	Story 2: Narrative 2022-23	30

Year 2 Exchange Module
Students on an International Exchange take the following module:

Module Code	Module Title	Credit
UA1APR-45-2	International Exchange 2022-23	45

Year 2 Optional Modules
Students must take 15 credits from Optional Modules.

Module Code	Module Title	Credit
UADB3E-15-2	Collaborate 2022-23	15
UALAUU-15-2	Craft Lab 2022-23	15
UALAUT-15-2	Sound for Screen 2022-23	15

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 2023-24	15
UALAV3-30-3	Production 1 2023-24	30
UALAV5-30-3	Production 2 2023-24	30
UALNKV-30-3	Professional Practice 3 2023-24	30

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

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.