



Programme Specification

Filmmaking [Bower]

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Section 1: Key Programme Details

Part A: Programme Information

Programme title: Filmmaking [Bower]

Highest award: BA (Hons) Filmmaking

Interim award: BA Filmmaking

Interim award: DipHE Filmmaking

Interim award: CertHE Filmmaking

Awarding institution: UWE Bristol

Teaching institutions: UWE Bristol

Study abroad: Yes

Year abroad: No

Sandwich year: No

Credit recognition: No

School responsible for the programme: CATE School of Arts, College of Arts, Technology and Environment

Professional, statutory or regulatory bodies:

ScreenSkills

Modes of delivery: Full-time

Entry requirements:

For implementation from: 01 September 2022

Programme code: W25300

Section 2: Programme Overview, Aims and Learning Outcomes

Part A: Programme Overview, Aims and Learning Outcomes

Overview: 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.

An overarching rationale of the programme is to thread professional development and career planning through the whole of the curriculum, so that it is a continuum for students through their three years on the award.

Graduates develop as confident filmmakers through making work across a wide range of genre and by undertaking work experience and work-informed learning 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.

Features of the programme:

Educational Aims: 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

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

Assessment strategy: Assessment by mixed methods:

Testing of the knowledge base is through a range of formative and summative assessment approaches (that may be individual or group based), including written coursework, presentations, project work, learning portfolios and alternative forms of assessment. Individual module specifications provide details of assessments.

Key themes run through the programmatic assessment strategies (as related to learning outcomes), which include:

Research and Creative Development
Audience Engagement and Storytelling
Craft and Technical Skills
Professional Practice
Contextual Understanding and Critical Evaluation

There are no exams.

Student support:

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	Film Style 1: Sound and Vision 2024-25	30
UALAUN-30-1	Introduction to Filmmaking 2024-25	30
UALNKS-30-1	Professional Practice: Short Form 1 2024-25	30
UALAY4-30-1	Script and the Actor 2024-25	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
UALNKU-15-2	Film Style 2 2025-26	15
UALNKT-30-2	Professional Practice 2 2025-26	30
UALAUS-30-2	Story 2: Documentary 2025-26	30
UALAUV-30-2	Story 2: Narrative 2025-26	30

Year 2 International Exchange Module

International Exchange students take the following module.

Module Code	Module Title	Credit
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UA1APR-45-2	International Exchange 2025-26	45
UA1ASD-5-2	Negotiated Presentation 2 2025-26	5

Year 2 Optional Modules

Students must take 15 credits in Optional Modules.

Module Code	Module Title	Credit
UADB3E-15-2	Collaborate 2025-26	15
UALAUU-15-2	Craft Lab 2025-26	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 2026-27	15
UALAV3-30-3	Production 1 2026-27	30
UALAV5-30-3	Production 2 2026-27	30
UALNKV-30-3	Professional Practice 3 2026-27	30
UALAUY-15-3	Short Form 3: Commercials 2026-27	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

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.