

Course Specification

Course Summary Information			
1	Course Title		BSc (Hons) Film Production Technology with Foundation Year
2	BCU Course Code	UCAS Code	US0651F WP6F
3	Awarding Institution		
4	Teaching Institution(s) (if different from point 3)		
5	Professional Statutory or Regulatory Body (PSRB) accreditation (if applicable)		

6	Course Description
	<p>Want to study a Film Production degree? Film Production Technology with a Foundation Year ensures you will develop a range of academic and technical skills relevant to technology in film.</p> <p>You'll explore filmmaking fundamentals such narrative, composition and film theory to camera testing, designing digital production workflows and post-production.</p> <p>Like the film industry itself, this course enables students to exercise a broad range of technical and creative skills with the support of the university's cutting edge facilities and software, including our Parkside Media Centre.</p> <p>The Foundation Year course option enables you to study for our BSc (Hons) degree over an extended full-time duration of four years by including a Foundation Certificate (year one of four). The Foundation Certificate provides a broad study programme that underpins the follow-on degree. In order to progress to the next year of your degree, it is necessary to achieve a pass in all of the modules of the Foundation Certificate.</p> <p>What's covered in the course?</p> <p>The Film Production degree focuses on fundamental technical concepts, including the physics of sound and light being captured during production (and the tools and approaches used to do this), as well as the techniques used to digitally store and manipulate both images and audio in post-production.</p> <p>The course aims to produce well rounded filmmakers with a mix of technical, creative and business skills, able to work with digital video in a variety of industries. To achieve this, as well as its focus on the process and practice of producing films, the course covers a range of important subjects, such as visual composition, narrative design, production design, the film business and cross-platform productions.</p> <p>Birmingham City University is a great place to study - the city has an active and accessible film-making community, and you will be studying in the same campus as undergraduates studying a range of arts, including acting, music, photography, fashion and theatre.</p>

	You'll also have opportunities to engage with industry, allowing a number of flexible paths to gaining work experience, including: basing selected modules around work experience, taking a placement year and working on commercial productions within the University.
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7	Course Awards		
7a	Name of Final Award	Level	Credits Awarded
	Bachelor of Science with Honours Film Production Technology	6	480
	Bachelor of Science with Honours Film Production Technology with Sandwich Year	6	480
7b	Exit Awards and Credits Awarded		
	Foundation Certificate Computing	3	120
	Certificate of Higher Education Film Production Technology	4	240
	Diploma of Higher Education Film Production Technology	5	360
	Bachelor of Science Film Production Technology	6	420

8	Derogation from the University Regulations
	Not applicable

9	Delivery Patterns		
	Mode(s) of Study	Location	Duration of Study
	Full Time	City Centre	4 years
	Sandwich	City Centre	5 years
			Code
			US0651F
			US0651FS

10	Entry Requirements
<p>The admission requirements for this course are stated on the course page of the BCU website at https://www.bcu.ac.uk/ or may be found by searching for the course entry profile located on the UCAS website.</p>	

11	Course Learning Outcomes
	Knowledge and Understanding
1	Explain and interpret technical principles underpinning film and video production workflows and equipment, including the underpinning physics and mathematical concepts, relating them to use of digital video production tools.
2	Relate aesthetic, design and narrative principles to the production of films and international movements in film.
3	Discuss and explain relevant international regulatory and standards bodies and legislation on: media; copyright; intellectual property; health and safety; work permits and freedom of information.
4	Relate management, organisational and business theories to the process of producing films and wider career development.
	Cognitive and Intellectual Skills
5	Design and implement bespoke approaches and solutions, to producing films and conducting investigations, utilising and integrating production and post-production tools and technologies.
6	Assimilate, interpret and analyse information from a wide variety of research sources, constructing effective arguments and expressing justified conclusions.
7	Judge the merits of different viewpoints and perspectives objectively and constructively take on board criticism.
8	Be able to critically evaluate and reflect on their own work and the methods used, then independently develop their knowledge and skills in response.
	Practical & Professional Skills
9	Use industry standard approaches to planning and organising productions such as: group/collaborative work; regular production meetings; implementing and working within production workflows or pipelines and taking iterative or progressive approaches to production development.
10	Utilise a fusion of creative, technical and business skills, to adapt to working in digital video production in a variety of changing and evolving industries.
11	Utilise testing methodologies to objectively measure, compare and calibrate film production equipment.
12	Effectively and safely use of a variety of hardware and software tools, in a highly competent manner.
	Key Transferable Skills
13	Demonstrate and use technical, research, analytical, planning, design and organisational skills, which are highly transferable and can be used in a wide variety of disciplines.
14	In co-operation with others, plan and undertake tasks and work effectively in a multi-disciplinary team of creative, technical and organizational production roles.
15	Communicate effectively in writing and presentations to specialist and non-specialist audiences.
16	Demonstrate an understanding of how video production skills relate to production in different media and their application variety of different industries.

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12a	<p>Level 3:</p> <p><i>In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):</i></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="background-color: #ffffcc;">Module Code</th> <th style="background-color: #ffffcc;">Module Name</th> <th style="background-color: #ffffcc;">Credit Value</th> </tr> </thead> <tbody> <tr><td>CMP3010</td><td>Fundamental Mathematics</td><td>20</td></tr> <tr><td>BNV3001</td><td>Academic and Personal Study Skills</td><td>20</td></tr> <tr><td>CMP3012</td><td>Web Application Design</td><td>20</td></tr> <tr><td>CMP3011</td><td>Technology in Context</td><td>20</td></tr> <tr><td>BNV3002</td><td>Independent Practice</td><td>20</td></tr> <tr><td>CMP3009</td><td>Foundations of Programming</td><td>20</td></tr> </tbody> </table> <p>Level 4:</p> <p><i>In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):</i></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="background-color: #ffffcc;">Module Code</th> <th style="background-color: #ffffcc;">Module Name</th> <th style="background-color: #ffffcc;">Credit Value</th> </tr> </thead> <tbody> <tr><td>DIG4153</td><td>Video Production</td><td>20</td></tr> <tr><td>DIG4160</td><td>Visual Design</td><td>20</td></tr> <tr><td>DIG4141</td><td>Capture and Acquisition</td><td>20</td></tr> <tr><td>DIG4159</td><td>Studio Production</td><td>20</td></tr> <tr><td>DIG4161</td><td>Sound For Film</td><td>20</td></tr> <tr><td>DIG4148</td><td>Audio and Video Technology</td><td>20</td></tr> </tbody> </table> <p>Level 5:</p> <p><i>In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):</i></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="background-color: #ffffcc;">Module Code</th> <th style="background-color: #ffffcc;">Module Name</th> <th style="background-color: #ffffcc;">Credit Value</th> </tr> </thead> <tbody> <tr><td>DIG5115</td><td>Production Practice</td><td>20</td></tr> <tr><td>DIG5120</td><td>Narrative Design</td><td>20</td></tr> <tr><td>DIG5122</td><td>Production Workflows</td><td>20</td></tr> <tr><td>DIG5116</td><td>Collaborative Practice</td><td>20</td></tr> <tr><td>DIG5126</td><td>Post Production</td><td>20</td></tr> <tr><td>DIG5129</td><td>Research and Testing Methods</td><td>20</td></tr> </tbody> </table>	Module Code	Module Name	Credit Value	CMP3010	Fundamental Mathematics	20	BNV3001	Academic and Personal Study Skills	20	CMP3012	Web Application Design	20	CMP3011	Technology in Context	20	BNV3002	Independent Practice	20	CMP3009	Foundations of Programming	20	Module Code	Module Name	Credit Value	DIG4153	Video Production	20	DIG4160	Visual Design	20	DIG4141	Capture and Acquisition	20	DIG4159	Studio Production	20	DIG4161	Sound For Film	20	DIG4148	Audio and Video Technology	20	Module Code	Module Name	Credit Value	DIG5115	Production Practice	20	DIG5120	Narrative Design	20	DIG5122	Production Workflows	20	DIG5116	Collaborative Practice	20	DIG5126	Post Production	20	DIG5129	Research and Testing Methods	20
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Level 6:

In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):

Module Code	Module Name	Credit Value
DIG6114	Production Project	40
DIG6200	Individual Honours Project	40
DIG6105	Cross Platform Media	20
DIG6113	Professional Practice	20

12b Structure Diagram

Semester	Level 3		
2	Technology in Context 20 Credits	Independent Practice 20 Credits	Foundations of Programming 20 Credits
1	Fundamental Mathematics 20 Credits	Academic and Personal Study Skills 20 Credits	Web Application Design 20 Credits

Level 4			
1	Video Production 20 Credits	Visual Design 20 Credits	Capture and Acquisition 20 Credits
2	Studio Production 20 Credits	Sound for Film 20 Credits	Audio and Video Technology 20 Credits
Level 5			
1	Production Practice 20 Credits	Narrative Design 20 Credits	Production Workflows 20 Credits
2	Post Production 20 Credits	Collaborative Practice 20 Credits	Research and Testing Methods 20 Credits
Level 6			
1	Production Project 40 Credits		CEBE Undergraduate Project 40 Credits
2	Cross Platform Media 20 Credits	Professional Practice 20 Credits	

13 Overall Student Workload and Balance of Assessment

Overall student *workload* consists of class contact hours, independent learning and assessment activity, with each credit taken equating to a total study time of around 10 hours. While actual contact hours may depend on the optional modules selected, the following information gives an indication of how much time students will need to allocate to different activities at each level of the course.

- *Scheduled Learning* includes lectures, practical classes and workshops, contact time specified in timetable
- *Directed Learning* includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning
- *Private Study* includes preparation for exams

The *balance of assessment* by mode of assessment (e.g. coursework, exam and in-person) depends to some extent on the optional modules chosen by students. The approximate percentage of the course assessed by coursework, exam and in-person is shown below.

Level 3

Workload

32% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	384
Directed Learning	416
Private Study	400
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	95%
Exam	0
In-Person	5%

Level 4

Workload

24% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	288
Directed Learning	392
Private Study	520
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	83%
Exam	0
In-Person	17%

Level 5
Workload
24% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	288
Directed Learning	316
Private Study	596
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	100%
Exam	0
In-Person	0

Level 6
Workload
19% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	222
Directed Learning	228
Private Study	750
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	85%
Exam	0
In-Person	15%