

Course Specification

Course Summary Information		
1	Course Title	MA Feature Film Development
2	BCU Course Code	PT1231
3	Awarding Institution	Birmingham City University
4	Teaching Institution(s) (if different from point 3)	
5	Professional Statutory or Regulatory Body (PSRB) accreditation (if applicable)	

6	Course Description
	<p>MA Feature Film Development will help you to understand what is required to make sure a major film is ready to be pitched to investors. You'll learn all about the extensive pre-production activities all big-budget movies currently go through before they are green-lit. You'll be taken through each stage of pre-production development to navigate, understand and avoid common problems.</p> <p>MA Feature Film Development is suitable for Directors, Producers, Editors, Film Makers, Screenwriters, Directors of Photography, Concept Artists, Production Designers, Art Directors, Animators, Technical Directors, Story Artists, and Pre-Visualisation Artists looking to start or further a career in feature film.</p> <p>This postgraduate film course is part of Birmingham City University's Film Futures suite, designed with industry to reflect the growing need for highly skilled film graduates who can fulfil roles within the international film industry. Focusing on film development, pre-production, story art and pre-visualisation, you'll become part of a vibrant and multidisciplinary film community.</p> <p>What's covered in the course?</p> <p>You will create, as part of a team, a full feature film story and pre-visualisation reel, demonstrating all the film's narrative and action elements. You will learn how to workshop the essential narrative from a screenplay in order to create a believable, immersive animatic that plays out the core story in full, including all key performance and action components.</p> <p>How you will learn</p> <p>You will take part in story workshops, extracting key structural elements from a narrative structure and iteratively develop action and performance staging through a multi layered story process. This will help you gain an understanding of character arcs and resistances essential to immersive believability.</p> <p>You will learn how to make a story and pre-visualisation reel that grabs an audience and takes them on a believable journey. You will gain experience working within a pre-production team,</p>

	<p>obtaining a unique perspective of feature film development pipelines - how it is project managed and implemented within milestone scheduling.</p> <p>Practical Application</p> <p>During the course your contribution to the pipeline will become your 'portfolio of practice' showcasing your specialism and team skills, therefore proving your professionalism.</p> <p>The assignments reflect real world pre-production practices and are designed to develop the key skills that are necessary to work in the international film industries.</p> <p>You'll have access to industry standard software, utilised by major film studios.</p>
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7	Course Awards		
7a	Name of Final Award	Level	Credits Awarded
	Master of Arts Feature Film Development	7	180
	Master of Arts Feature Film Development with Professional Placement	7	240
7b	Exit Awards and Credits Awarded		
	Postgraduate Certificate Feature Film Development	7	60
	Postgraduate Diploma Feature Film Development	7	120

8	Derogation from the University Regulations
	Not applicable

9	Delivery Patterns		
	Mode(s) of Study	Location(s) of Study	Duration of Study
	Full Time	NTI Birmingham	1 year
	Full Time with Professional Placement	NTI Birmingham (and placement provider)	18 months
			Code(s)
			PT1231
			PT1437

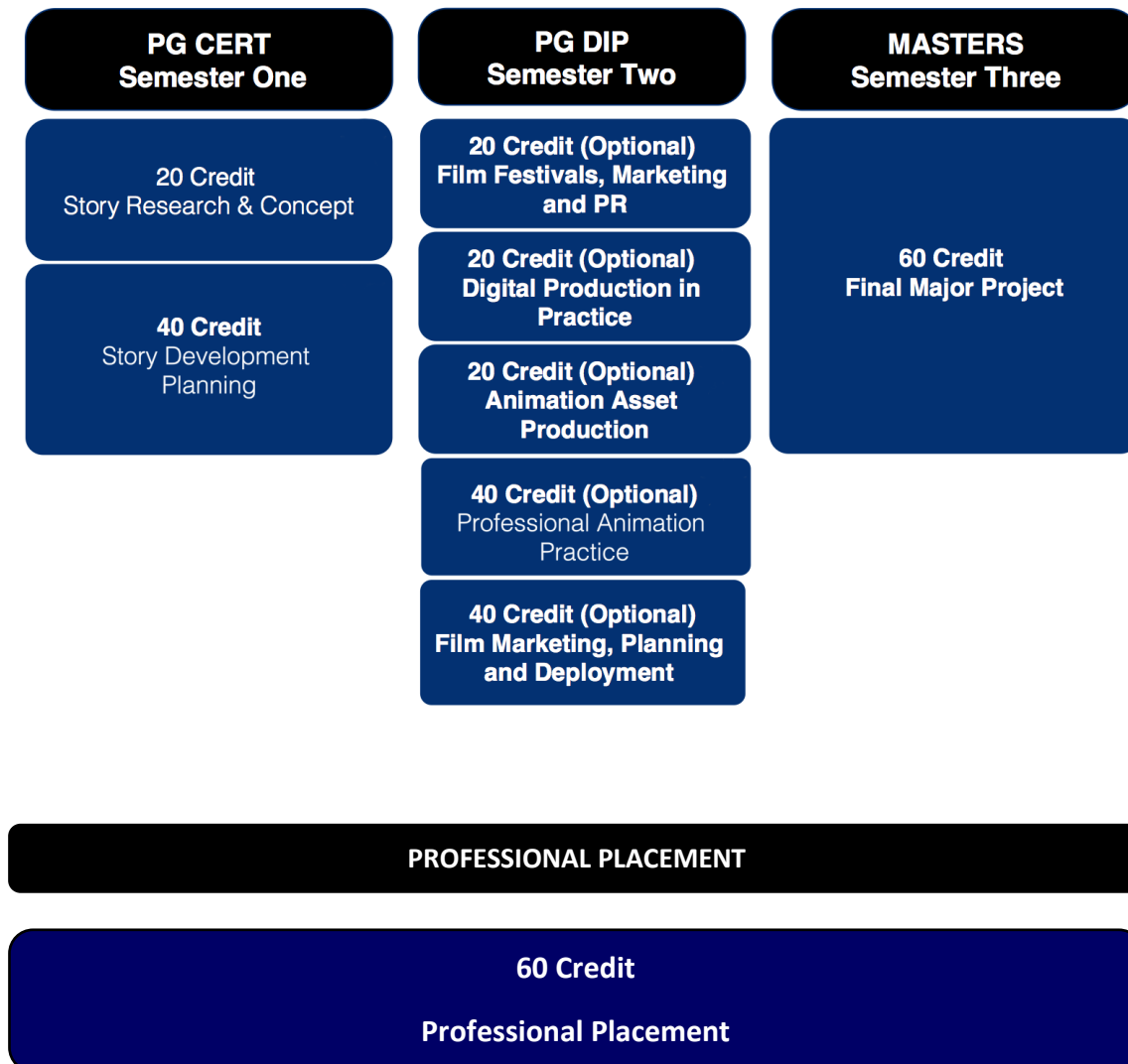
10	Entry Requirements
	<p>The admission requirements for this course are stated on the course page of the BCU website at https://www.bcu.ac.uk/.</p>

11	Course Learning Outcomes
Knowledge and Understanding	
1	Organisations within the Feature film industry: their diverse nature, purposes, structures, size/scale, governance, operations and management.
2	The business environment within the Feature film industry: economic, environmental, cultural, ethical, legal and regulatory, political, sociological, digital and technological.
3	Management and Project Management: theories, models, frameworks, tasks and roles of management with Feature film development and the wider Film business.
4	Feature film development: approaches for narrative concept design and realistic approach to the Feature film development ideas.
Cognitive and Intellectual Skills	
5	The ability to critically evaluate knowledge, concepts and ideas in practical, verbal and written forms.
6	Draw conclusions based on a rigorous, analytical and critical approach.
7	Synthesise and evaluate practical solutions within a design role, production role, game development team and wider context.
8	Understanding techniques for researching, monitoring, reviewing and directing working methods within a Feature film development production setting
Practical and Professional Skills	
9	The ability to critically reflect on personal practice and modify accordingly.
10	The development of intellectual, practical, technical and communication skills appropriate to an informed approach to individual and collaborative practice.
11	Analyse, synthesise, resolve and apply creatively what has been learned.
12	Organise, test, and justify ideas and critical positions through written and verbal presentation suitable to brief and/or audience
Key Transferable Skills	
13	The skills to elicit the co-operation of others and work collaboratively.
14	Use a variety of forms of communication and expression and employ them effectively according to the needs of a situation through practical, written and verbal form.
15	A high level of competency in the use of production and development software covering source control, project management and game development (engines) as well as being expert at managing and/or being active with contemporary software development teams.
16	Self-motivation, organisational skills and effective planning and management.

12	Course Requirements																																					
12a	<p>Level 7:</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"> <thead> <tr> <th>Module Code</th> <th>Module Name</th> <th>Credit Value</th> </tr> </thead> <tbody> <tr> <td>MED7376</td> <td>Story Research and Concept</td> <td>20</td> </tr> <tr> <td>MED7377</td> <td>Story Development Planning</td> <td>40</td> </tr> <tr> <td>GFA7003</td> <td>Major Project</td> <td>60</td> </tr> </tbody> </table> <p><i>In order to complete this course a student must successfully complete at least 60 credits from the following indicative list of OPTIONAL modules:</i></p> <table border="1"> <thead> <tr> <th>Module Code</th> <th>Module Name</th> <th>Credit Value</th> </tr> </thead> <tbody> <tr> <td>MED7348</td> <td>Digital Production in Practice</td> <td>20</td> </tr> <tr> <td>MED7353</td> <td>Film Festivals, Marketing and PR</td> <td>20</td> </tr> <tr> <td>MED7378</td> <td>Animation Asset Production</td> <td>20</td> </tr> <tr> <td>MED7379</td> <td>Professional Animation Practice</td> <td>40</td> </tr> <tr> <td>MED7351</td> <td>Film Marketing, Planning and Deployment</td> <td>40</td> </tr> </tbody> </table> <p>Level 6:</p> <p><i>In order to qualify for the award of MA Feature Film Development with Professional Placement, a student must successfully complete all of the Level 7 modules listed above as well as the following Level 6 module:</i></p> <table border="1"> <thead> <tr> <th>Module Code</th> <th>Module Name</th> <th>Credit Value</th> </tr> </thead> <tbody> <tr> <td>PLA6003</td> <td>Professional Placement</td> <td>60</td> </tr> </tbody> </table>		Module Code	Module Name	Credit Value	MED7376	Story Research and Concept	20	MED7377	Story Development Planning	40	GFA7003	Major Project	60	Module Code	Module Name	Credit Value	MED7348	Digital Production in Practice	20	MED7353	Film Festivals, Marketing and PR	20	MED7378	Animation Asset Production	20	MED7379	Professional Animation Practice	40	MED7351	Film Marketing, Planning and Deployment	40	Module Code	Module Name	Credit Value	PLA6003	Professional Placement	60
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12b Structure Diagram

Please note list of optional modules is indicative only. Students' choice will not be guaranteed for optional modules but a fair and transparent process will be adopted and shared with students.



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 7

Workload

17% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	302
Directed Learning	1014
Private Study	484
Total Hours	1800

Balance of Assessment

Assessment Mode	Percentage
Coursework	96%
Exam	0
In-Person	4%