

Course Specification

Course Summary Information			
1	Course Title		BA (Hons) Media Production
2	BCU Course Code	UCAS Code	US0905 P31A
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>Launch your career in the fast paced media industry, with our BA (Hons) Media Production degree. Prepare to become 'industry-ready' as you learn from guest speakers and industry experts. Make useful contacts and get a head start with your work placements and gain professional skills as you use our industry-standard facilities to create your media content. If you wish to make your mark in the media world, then this could be the course for you.</p> <p>BA (Hons) Media Production develops the key skills you'll need to enter the profession, alongside a range of transferable skills, which will help you gain employment in a range of careers. Previous School of Media graduates have gone onto employment in careers such as researchers, producers, editors, reporters and many more!</p> <p>Highly regarded across the creative sector, our school of Media has fantastic links with industry, thanks to our blend of technical and academic studies - meaning your learning will always be relevant and up to date with current media industry practices.</p> <p>What's covered in the course?</p> <p>You'll create your TV content in our four industry-standard TV studios, learning about all the important roles as you go. You'll learn how to shoot single camera and edit on Adobe Premiere and Avid suites and develop the technical and personal skills you'll need to operate a TV studio effectively. You'll also learn how to develop and pitch your own ideas, a necessary skill in today's competitive industry.</p> <p>When you work in our enviable complex of six radio studios, you'll be getting to grips with how to operate a studio, present a show, record interviews, and use digital technology to edit and mix sound. As progress through the course, you'll put together music radio shows, short features and podcasts, with the ultimate aim of running a live radio station at the University.</p> <p>A truly stimulating course, which will immerse you in the practical aspects of programme-making and content creation You'll have ample opportunity to make documentaries, dramas, music shows, and studio programmes for both television and radio.</p> <p>Throughout your time with us, you'll be supported by academic staff who have years of experience in the broadcasting sector, such as award-winning former BBC producer Vanessa Jackson, and internationally recognised radio documentary producer, Sam Coley. You'll also be</p>

	taught by visiting lecturers who still work in industry, widening your knowledge and experience of the sector.
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7	Course Awards		
7a	Name of Final Award	Level	Credits Awarded
	Bachelor of Arts with Honours Media Production	6	360
7b	Exit Awards and Credits Awarded		
	Certificate of Higher Education	4	120
	Diploma of Higher Education	5	240
	Bachelor of Arts	6	300

8	Derogation from the University Regulations
	Not applicable

9	Delivery Patterns			
	Mode(s) of Study	Location(s) of Study	Duration of Study	Code(s)
	Full Time	City Centre	3 years	US0905
	Professional Placement Year	City Centre	4 years	US1336

10	Entry Requirements
	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 .

11	Course Learning Outcomes	
1	Knowledge & Understanding	
1.1	Describe media forms and genres, and the way in which they organise understandings, meanings and affects	
1.2	Select research methods and apply them creatively	
1.3	Explain creative industries contexts showing an understanding of the cultural, economic, political and regulatory contexts of the creative industries	
1.4	Demonstrate an understanding of your own creative processes and practice through engagement in more than one production practice	
2	Cognitive & Intellectual Skills	
2.1	Utilise Independent Learning skills and become a self-motivated, and resourceful individual capable of developing a personal programme of study	
2.2	Analyse texts and data in order to draw sensible insights	
2.3	Evaluate own work in a reflexive manner, with reference to academic and/or professional issues, debates and conventions	

2.4	Employ appropriate methods and resources to explore research, drawing on a range of sources, and frameworks
3	Practical & Professional Skills
3.1	Demonstrate competency with appropriate equipment, software or other resources
3.2	Operate within a professional context, as a thinking creative worker, aware of the commissioning and funding structures and of how to operate within in a cultural industries workplace
3.3	Develop as a creative thinker and practitioner, capable of experimenting and taking risks, and shaping concepts based on secure research strategies
3.4	Produce work which demonstrates an understanding of media forms, structures, audiences and specific communication registers
4	Key Transferable Skills
4.1	Perform productively and creatively in a group or team, as well as individually, showing abilities at different times to listen, contribute and lead, as well as act effectively by oneself
4.2	Deliver work to a given length, format, brief and deadline, properly referencing sources and ideas and making use, as appropriate of a problem-solving, and entrepreneurial approach
4.3	Communicate effectively in interpersonal settings, in writing and in a variety of media
4.4	Specify ideas and information in order to formulate arguments cogently, and express them effectively

12	Course Requirements																																											
12a	<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>MED4160</td> <td>Live Production 1</td> <td>40</td> </tr> <tr> <td>MED4120-A</td> <td>Introduction to Media Contexts and Practice 1 – Television Production</td> <td>20</td> </tr> <tr> <td>MED4120-B</td> <td>Introduction to Media Contexts and Practice 2 – Radio and Podcast Production (MED4181)</td> <td>20</td> </tr> <tr> <td>MED4161</td> <td>Global and Community Impact</td> <td>20</td> </tr> <tr> <td>MED4159</td> <td>Media Storytelling</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 80 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>MED5146-A</td> <td>Advanced Media Contexts and Practice 1 – Television Narratives (MED5155)</td> <td>20</td> </tr> <tr> <td>MED5146-B</td> <td>Advanced Media Contexts and Practice 2 – Radio Programming and Production (MED5152)</td> <td>20</td> </tr> <tr> <td>MED5203</td> <td>Live Production 2</td> <td>40</td> </tr> </tbody> </table> <p><i>In order to complete this course a student must successfully complete at least 20 credits from the following list of CORE OPTIONAL modules.</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>ADM5006</td> <td>Collaborative Practice (or Live Project, or Work Placement)</td> <td>20</td> </tr> <tr> <td>ADM5001</td> <td>Live Project (or Collaborative Practice, or Work Placement)</td> <td>20</td> </tr> <tr> <td>ADM5000</td> <td>Work Placement (or Collaborative Practice or Live Project)</td> <td>20</td> </tr> </tbody> </table>		Module Code	Module Name	Credit Value	MED4160	Live Production 1	40	MED4120-A	Introduction to Media Contexts and Practice 1 – Television Production	20	MED4120-B	Introduction to Media Contexts and Practice 2 – Radio and Podcast Production (MED4181)	20	MED4161	Global and Community Impact	20	MED4159	Media Storytelling	20	Module Code	Module Name	Credit Value	MED5146-A	Advanced Media Contexts and Practice 1 – Television Narratives (MED5155)	20	MED5146-B	Advanced Media Contexts and Practice 2 – Radio Programming and Production (MED5152)	20	MED5203	Live Production 2	40	Module Code	Module Name	Credit Value	ADM5006	Collaborative Practice (or Live Project, or Work Placement)	20	ADM5001	Live Project (or Collaborative Practice, or Work Placement)	20	ADM5000	Work Placement (or Collaborative Practice or Live Project)	20
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In order to complete this course a student must successfully complete at least 20 credits from the following list of OPTIONAL School of Media modules.

Module Code	Module Name	Credit Value
MED5171	Gender, Sexuality and the Body	20
MED5158	Alternative Lifestyles (Pleasure, Leisure and Taboo)	20
MED5164	Comedy in Media and Popular Culture	20
MED5180	Perspectives on Community and Alternative Media	20
MED5184	Race, Ethnicity and the Media	20
MED5176	Media and Materiality	20
MED5168	Fandoms and Subcultures	20
MED5166	Communities of Practice: Culture, Heritage and Space	20
MED5170	Film Cultures	20
MED5177	Media Censorship and Regulation	20
MED5163	Celebrity Culture	20
MED5xxx	Creating Compelling Content	20
MED5159	Bi-Media Drama	20
MED5196	Television Studio	20
MED5173	Lifestyle and Branded Media Content	20
MED5161	Campaigning and Investigative Journalism	20
MED5179	Music, Media and Digitalisation	20
MED5167	Digital Content Distribution	20
MED5157	Advanced Visual Communication	20
MED5178	Music Industry Promotional Practices	20
MED5165	Commercial Production for Radio	20
MED5219	Radio Documentary and Podcast Production	20
MED5169	Fashion Photography	20
MED5181	Photojournalism	20
MED5217	Digital Storytelling	20

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
MED6202	Live Production 3	20
MED6188 (MED6201)	Professional Media Contexts and Practice - Media Innovation	20
MED6176	Professional and Academic Development	20
MED6006	Major Project	60

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.

Year	Semester 1	Semester 2
ONE	Live Production 1 (40 credits)	
	Introduction to Media Contexts and Practice 1 – Television Production (20 credits)	Global and Community Impact (20 credits)
	Introduction to Media Contexts and Practice 2 – Radio and Podcast Production (20 credits)	Media Storytelling (20 credits)
TWO	Live Production 2* (40 credits)	
	MED5155 Advanced Media Contexts and Practice 1 – Television Narratives (20 credits)	Option from: Collaborative Practice/Live Project/Work Experience (20 credits)
	MED5152 Advanced Media Contexts and Practice 2 – Radio Programming and Production (20 credits)	Option from School of Media (see below) (20 credits)
THREE	Major Project (60)	
	Live Production 3 (20 credits)	MED6176 Professional and Academic Development (20 credits)
Professional Media Contexts and 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 4

Workload

% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	300
Directed Learning	660
Private Study	240
Total Hours	1200

Balance of Assessment

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

Level 5

Workload

% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	220
Directed Learning	740
Private Study	240
Total Hours	1200

Balance of Assessment

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

Level 6

Workload

% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	136
Directed Learning	824
Private Study	240
Total Hours	1200

Balance of Assessment

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