Course Specification

Course Summary Information				
1	**Course Title**		BSc (Hons) Digital Film Production	
2	**BCU Course Code**	**UCAS Code**	US1006	
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**
	Do you have a passion for film? Are you fascinated by what goes on behind the scenes of the movies and TV shows you love? Are you longing to get your hands on professional equipment and learn the craft skills you need to make your own productions? If so, Digital Film Production at BCU is well worth your consideration. This course will allow you to develop essential skills with film production technology – from script to screen. Bring your creative ideas to life using industry-standard sound, camera and lighting equipment, and learn how to apply technology and craft in the pursuit of your artistic vision. From narrative design, through selection and testing of cameras and lenses, to creating digital production workflows and using professional sound and picture finishing software including Avid Media Composer, Adobe Premiere Pro, Da Vinci Resolve, and Logic Pro, you will be encouraged to develop an extensive portfolio of work in addition to that produced for assessment. What's covered in the course? The Digital Film Production degree course combines a study of audio-visual technologies and production processes, with contextual investigations and practical production experience. You'll develop knowledge, understanding and skills relevant to the production of digital content for screen sector industries. When you graduate, you will be multi-skilled: versatile, technically proficient, and well-equipped to perform a variety of craft roles within film, television and video production, bridging the gap between technology specialists and creative artists. The award of BSc will distinguish you as a valuable addition to any crew: capable of harnessing science and technology in pursuit of the art and craft of film. You will be encouraged to engage with industry at each stage of the course through the following opportunities: • Module Mentors – all experienced industry professionals • The annual Freelancers Fair • Guest lectures and specialist workshops from industry practitioners • Industry-mentored final year Projects • Paid work experience on the University's commercial productions • An Industry Placement year between your second and third year of study We will encourage you to be collaborative practitioners: you will be located on the same campus as undergraduates studying a range of related disciplines, including acting, music, photography, fashion, and design for performance.

7	Course Awards		
7a	**Name of Final Award**	**Level**	**Credits Awarded**
	Bachelor of Science with Honours Digital Film Production	6	360
	Bachelor of Science with Honours Digital Film Production with Professional Placement Year	6	480
7b	**Exit Awards and Credits Awarded**		
	Certificate of Higher Education Digital Film Production	4	120
	Diploma of Higher Education Digital Film Production	5	240
	Bachelor of Science Digital Film Production	6	300

8	Variations from the University Academic Regulations
	Not applicable.

9	Delivery Patterns			
Mode(s) of Study	**Location**	**Duration of Study**	**Code**
Full Time	City Centre	3 years	US1006
With Professional Placement Year	City Centre	4 years	US1065

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/.	

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.

12	Course Requirements

12a Level 4:

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
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

Level 5:

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
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

Professional Placement Year (optional)

In order to qualify for the award of Bachelor of Science with Honours Digital Film Production with Professional Placement, a student must successfully complete all of the Level 6 modules listed below as well as the following Level 5 module:

Module Code	Module Name	Credit Value
PPY5013	Professional Placement	120

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
DIG6208	Virtual Production	20
DIG6207	Professional Futures	20

12b Structure Diagram

Level 4 – Year 1			
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 – Year 2			
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 – Year 4			
1	Production Project 40 Credits		Individual Honours Project 40 Credits
2	Virtual Production 20 Credits	Professional Futures 20 Credits	

With Professional Placement Year 3

Level 4 – Year 1			
1	Video Production 20 Credits	Visual Design	Capture and Acquisition

		20 Credits	20 Credits
2	Studio Production 20 Credits	Sound for Film 20 Credits	Audio and Video Technology 20 Credits
Level 5 – Year 2			
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
Professional Placement - Year 3 (optional) **Professional Placement Module 120 Credits**			
Level 6 – Year 4			
1	Production Project 40 Credits		Individual Honours Project 40 Credits
2	Virtual Production 20 Credits	Professional Futures 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

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%