

Course Specification

Course Summary Information		
1	Course Title	BA (Hons) Television and Radio Production
2	Course Code	US1616 US1617 (PPY)
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)	N/A

6	Course Description
	Developed and delivered in partnership with the BBC, our BA (Hons) Television and Radio Production prepares you for a career in television, radio and digital media production. Our industry-focused, practice-led course will equip you with the skills and knowledge to bring creative ideas to life, understand platforms and audiences, technically execute your ideas and understand how to work to professional media practices. You'll learn from an experienced team of award-winning academics and industry professionals, developing the editorial, technical and collaborative skills needed to create engaging content using professional software and technologies. Through guest speakers and industry projects, you'll build valuable professional networks while gaining the practical experience employers are looking for. Teaching will take place at BCU's City Centre Campus and, subject to final planning approval, at the BBC's new Midlands headquarters at the Tea Factory, located just a short walk away in Birmingham's creative quarter. What's covered in this course? The course focusses on studio and location production, live broadcasting/streaming and the integration of audio and video. You'll plan, produce and deliver content for television, radio, podcasting and on-demand platforms, from initial concept to final delivery, you'll develop an understanding of the complete production process, and the course will allow you to build a professional portfolio that reflects industry practice. Using our industry-standard equipment and television and radio studios you'll develop skills in camera operation, sound recording, video editing and studio production, while building the technical, organisational and communication skills required in professional production environments. You'll also learn how to develop and pitch original programme ideas, while considering the ethical issues shaping contemporary media. Throughout the course, you'll produce a wide range of content in different genres, such as documentaries, dramas, magazine shows, advertising, podcasts and social media content, while exploring emerging and experimental formats. Throughout your studies, you'll learn from the insights of BBC staff and other industry professionals, alongside opportunities to engage with broadcasters and creative organisations

	across Birmingham's exciting media sector and by the time you graduate you will have built a professional portfolio of media content to help you apply for jobs. If working in the exciting sectors of television or radio are part of your future aspirations, then this is the course for you.
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7	Course Awards		
7a	Name of Final Award	Level	Credits Awarded
	Bachelor of Arts with Honours Television and Radio Production	Level 6	360
	Bachelor of Arts with Honours Television and Radio Production with Professional Placement Year	Level 6	480
7b	Exit Awards and Credits Awarded		
	Certificate of Higher Education Television and Radio Production	Level 4	120
	Diploma of Higher Education Television and Radio Production	Level 5	240
	Bachelor of Arts Television and Radio Production	Level 6	300

8	Variation from the University Regulations
	N/A

9	Delivery Patterns			
Mode(s) of Study		Location(s) of Study	Duration of Study	Code(s)
Full Time		City Centre and BBC Tea Factory	3 years	US1616
Full Time with Professional Placement Year		City Centre and BBC Tea Factory (and placement provider)	4 years	US1617

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 Aims
	The aims of the course are: • To develop critical-thinking media professionals. • To develop technical and editorial skills required to understand and deliver media content. • Gain industry insights through our partnership with the BBC • To support and encourage students to experiment with new and emerging media and bring their ideas and passions to life • Understand how delivery of media content is shaped by different audiences and platforms • To develop confidence and proficiency in editorial decision making, problem-solving skills and lateral thinking • To develop creative camera, audio and editing skills • To provide students with opportunities to network and develop their employability skills • To navigate the media landscape and shape their future roles as creative leaders

12	Course Learning Outcomes
	Knowledge & Understanding
1	Analyse creative processes and practices in television and radio production.
2	Critically engage with media texts and relevant data to draw informed insights.
3	Develop understanding of law and ethics required in professional media practice.
4	Develop understanding of media industry enterprise and entrepreneurship landscape.
5	Develop as a creative thinker and practitioner, capable of experimenting and taking risks, and shaping concepts based on secure research strategies.
	Skills and other attributes
6	Operate industry-standard equipment, software or other resources to produce creative solutions to media production problems.
7	Operate within a professional context, implementing time-management and confident in reviewing and revising work in a reflexive manner.
8	Produce work in a range of genres that demonstrates an understanding of television and radio audiences and platforms.
9	Communicate effectively when working in teams and as a leader, confidently listening, contributing and delivering ideas.
10	Work within a professional media context, demonstrating understanding of commissioning, funding, editorial and regulatory frameworks relevant to the television and radio industries.

13	Level Learning Outcomes
	<i>Upon completion of Level 4 / the Certificate of Higher Education, students will be able to:</i>
1	Develop a range of transition skills to successfully study at university level.
2	Engage with and understand a range of core theoretical concepts which underpin media production and cultural practices of reception.
3	Identify and develop television and radio content across a broad base of media production platforms.
4	Reflect critically on your individual performance and learning
	<i>Upon completion of Level 5 / the Diploma of Higher Education, students will be able to:</i>
1	Develop ideas for production work that respond to contemporary commissioning cultures
2	Consolidate and develop advanced media production and planning skills to reach a wide range of audiences.
3	Recognise a range of contemporary broadcast formats and work collaboratively to create production work within format expectations.

4	Show an awareness of academic, professional, and personal opportunities within the television and radio industries.
5	Critically engage with and research contemporary issues related to media, culture and society.
<i>Upon completion of 60 credits at Level 6 / the Bachelors Degree, students will be able to:</i>	
1	Critique a range of media and cultural concepts and practices and their impact on society.
2	Synthesize industry standard creative production and planning skills to develop solutions to television and radio industry problems.
3	Apply professional-level knowledge and skills within real-world contexts to create distinctive portfolio work.
4	Demonstrate industry-readiness and be equipped to pursue a career in television or radio related industries.

14	Course Learning, Teaching and Assessment Strategy
	All our taught courses align with our Learning, Teaching and Assessment Strategy. This ensures that your learning is shaped by the research, professional practice and industry expertise of our academic staff. The relationship between research and teaching means that your course reflects current developments in media and creative practice while encouraging curiosity, critical enquiry and experimentation. Our strategy also supports interdisciplinary and STEAM approaches to learning, encouraging students to draw on creative, technological and analytical perspectives within practice. Students will also engage with emerging technologies, including Artificial Intelligence (AI), considering its opportunities, limitations and ethical implications within contemporary media practice. Our strategy also ensures that the curriculum is designed and delivered inclusively, enabling all students to participate, contribute and succeed. Our inclusive approach to curriculum and pedagogy reflects the diverse experiences, perspectives and aspirations of our student and staff community. This creates a learning environment that encourages thoughtful discussion of contemporary social, cultural and ethical issues while promoting equality, inclusion and social justice. Ethical and sustainable practice is embedded in live briefs, encouraging students to consider the impact and responsibilities of their creative practice. Through industry-informed approaches, including BAFTA albert training, students will develop an understanding of sustainable media production and the environmental impact of creative work. We aim to foster collaborative learning communities and support students in becoming confident, reflective and professionally engaged practitioners. Throughout your studies, you will develop distinctive graduate attributes, including creativity, critical thinking, collaboration, communication and professional skills, that will prepare you for further study, employment, entrepreneurship and lifelong learning. How you will learn Your learning will combine lectures, seminars, practical workshops, studio production, live broadcasts, industry projects and independent creative practice. The course has been developed in partnership with the BBC, providing opportunities to learn from industry professionals and engage with contemporary broadcasting and audio production practices. This is complemented by our wider network of industry, community and research partners, who contribute to an engaging and professionally relevant learning experience. You will have opportunities to undertake work-based learning, enabling you to apply your knowledge and skills in professional settings. Flexible approaches to learning are embedded throughout the course, including recorded lectures, blended learning, on-campus teaching and intensive delivery for selected modules. We recognise that students enter higher education from a wide range of educational backgrounds, and throughout your first year we will support your transition by helping you develop the confidence, independence and academic skills needed to

succeed. Where appropriate, external speakers, industry practitioners and academic specialists will contribute to your learning through guest lectures, workshops and visits to ensure there is a diversity of industry experiences and insights. Throughout the course, you will also build a professional portfolio of creative work that showcases your development and prepares you for employment within the audio and wider creative industries.

How you will be assessed

All assessments are designed to enable you to demonstrate achievement of the learning outcomes for each module and the course. Assessment develops a range of skills, expertise and abilities including research, organisational, communication and critical thinking skills. Assessment methods may include research reports, essays, case studies, practical productions, portfolios and presentations. Assessment is predominantly coursework-based and there are no formal examinations.

While most assessments are completed individually, some modules will include collaborative projects that reflect professional industry practice. Every module provides opportunities for formative assessment, allowing you to test your understanding, develop your work and receive guidance before final submission. Tutorials and other support sessions provide opportunities to discuss work in progress and receive constructive feedback. Following submission, you will receive feedback designed to support your continued development and enhance your future academic and creative work.

What we expect of you

Your course is designed to help you learn through questioning, investigating, experimenting, creating and reflecting on your own practice. By engaging fully with your studies and making the most of the support available, you will develop the knowledge, confidence and professional skills needed to succeed at university and beyond.

As you progress through the course, you will increasingly take responsibility for your own learning, developing the independence expected of a creative professional. In your final year, you will undertake a major independent project with academic supervision, demonstrating your ability to plan, research, produce and critically evaluate work to a professional standard.

15	Course Requirements																																																			
15a	Level 4: <i>In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):</i> <table><tr><th>Module Code</th><th>Module Name</th><th>Credit Value</th></tr><tr><td></td><td>Television Production</td><td>30</td></tr><tr><td></td><td>Audio and Radio Production</td><td>30</td></tr><tr><td></td><td>Creator Lab</td><td>30</td></tr><tr><td></td><td>Media Industries</td><td>30</td></tr></table> Level 5: <i>In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):</i> <table><tr><th>Module Code</th><th>Module Name</th><th>Credit Value</th></tr><tr><td></td><td>Television Studio Production</td><td>30</td></tr><tr><td></td><td>Radio and Podcast Production</td><td>30</td></tr><tr><td></td><td>Digital Content Creation</td><td>30</td></tr><tr><td></td><td>Commissioning and Making</td><td>30</td></tr></table> <i>In order to qualify for the award of Bachelor of Arts with Honours Television and Radio Production with Professional Placement Year a student must successfully complete the following module:</i> <table><tr><th>Module Code</th><th>Module Name</th><th>Credit Value</th></tr><tr><td>PPY5003</td><td>Professional Placement Year</td><td>120</td></tr></table> Level 6: <i>In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):</i> <table><tr><th>Module Code</th><th>Module Name</th><th>Credit Value</th></tr><tr><td></td><td>Drama Production</td><td>30</td></tr><tr><td></td><td>Project Development</td><td>30</td></tr><tr><td></td><td>Professional Practice</td><td>30</td></tr><tr><td></td><td>Major Project</td><td>30</td></tr></table>	Module Code	Module Name	Credit Value		Television Production	30		Audio and Radio Production	30		Creator Lab	30		Media Industries	30	Module Code	Module Name	Credit Value		Television Studio Production	30		Radio and Podcast Production	30		Digital Content Creation	30		Commissioning and Making	30	Module Code	Module Name	Credit Value	PPY5003	Professional Placement Year	120	Module Code	Module Name	Credit Value		Drama Production	30		Project Development	30		Professional Practice	30		Major Project	30
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15b Structure Diagram
Level 4

SEMESTER ONE	SEMESTER TWO
Core Television Production (30 credits)	Core Creator Lab (30 credits)
Core Audio and Radio Production (30 credits)	Core Media Industries (30 credits)

Level 5

SEMESTER ONE	SEMESTER TWO
Core Television Studio Production (30 credits)	Core Digital Content Creation (30 credits)
Core Radio and Podcast Production (30 credits)	Core Commissioning and Making (30 credits)

Level 6

SEMESTER ONE	SEMESTER TWO
Core Drama Production (30 credits)	Core Professional Practice (30 credits)
Core Project Development (30 credits)	Core Major Project (30 credits)

16	Overall Student Workload and Balance of Assessment
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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. 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 approximate percentage of the course assessed by coursework, exam and in-person is shown below.

Level 4

Workload

16% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	192
Directed Learning	696
Private Study	312
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	90%
Exam	0%
In-Person	10%

Level 5

Workload

16% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	192
Directed Learning	696
Private Study	312
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	93%
Exam	0%
In-Person	7%

Level 6

Workload

10.7% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	128
Directed Learning	414
Private Study	658
Total Hours	1200

Balance of Assessment

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