

Programme specification

1. Overview/ factual information

Programme/award title(s)	Certificate of Higher Education Foundation Degree Film & Screen Media
Teaching Institution	Leeds City College
Awarding Institution	The Open University (OU)
Date of latest OU validation	January 2018
Next revalidation	January 2024
Credit points for the award	240 credits for FD
UCAS Code	
Programme start date	September 2017
Underpinning QAA subject benchmark(s)	Foundation Degree Subject Benchmark Communication, Media, Film & Cultural Studies 2016 Art and Design 2016
Other external and internal reference points used to inform programme outcomes	National Occupational Standards: 'Media' and 'Journalism' and 'Medias, Media and Publishing' occupations
Professional/statutory recognition	None
Duration of the programme for each mode of study (P/T, FT,DL)	Full time and Part Time
Dual accreditation (if applicable)	n/a
Date of production/revision of this specification	January 2018

2.1 Educational aims and objectives

The overall aims of the programme are to:

- Provide a challenging high quality vocational programme in three contemporary strands of media production namely filmmaking, motion graphics and screen practices which facilitate access and progression for a wide range of students from diverse backgrounds.
- Develop graduates with an experimental practice that addresses the changing needs of contemporary media.
- Explore film and media in a variety of contexts, focussing on diverse moving image practices.
- Offer a robust and vocationally relevant foundation degree that will allow students to develop their interests personally and professionally contextualised by industry needs.

- Develop graduates who have the ability to reflect and learn from their workplace experience in the media industries and relate this experience to relevant theory and practical projects.
- Develop graduates who have a balance between subject specific skills (expressive, creative, technical) and transferable skills (communication, teamwork, project management) which are key to being employable in the media industry
- Develop graduates who have an analytical and reflective understanding of media practice in the context of the workplace today and in relation to the wider social and cultural environment.

2.2 Relationship to other programmes and awards

(Where the award is part of a hierarchy of awards/programmes, this section describes the articulation between them, opportunities for progression upon completion of the programme, and arrangements for bridging modules or induction)

N/A

3. Programme outcomes

Intended learning outcomes are listed below.

3A. Knowledge and understanding		
Learning outcomes:		Learning and teaching strategy/ assessment methods
A1	Critically review and select theories and issues pertinent to film and screen media to inform film & media processes	<p>Key Learning & Teaching Methods</p> <ul style="list-style-type: none"> • There is an emphasis towards practical workshop learning, which underpins both context and industry relevant topics • The lecture programme and skills-based delivery will impart the necessary principles and concepts • The seminars will be a mixture of student and tutor led sessions considering practical examples of the principles and concepts introduced in the lecture programme, which will support learning through an experiential approach • Group work will allow students to develop their research, communication and teamwork skills • Tutor and peer led reflective feedback form the basis of student learning programmes in the form of personal and professional action planning • Tutorials will take the form of individual support and feedback for student guidance • Opportunities will be provided to work within the creative industries using our strong links with working professionals and industry partners <p>Key Assessment Methods</p> <ul style="list-style-type: none"> • Practical Assessments • Art-based Portfolios • Formal Essays
A2	Demonstrate a detailed understanding of aspects of film & media practice by critically analysing a variety of ideas, contexts and working practices	
A3	Explore inherent issues in the creative industries to facilitate the generation of knowledge within an Film & Screen Media context	

	<ul style="list-style-type: none"> ● Presentations ● Case-studies ● Blogs ● Public-facing activities
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3B. Cognitive skills		
Learning outcomes:		Learning and teaching strategy/ assessment methods
B1	Analyse, apply and interpret evidence from media theory and working practices	As above
B2	Employ balanced, logical and supported argument to critically explore facets of film and media practice	
B3	Demonstrate intellectual flexibility and openness to new ideas within approaches to media projects	
B4	Identify key problems within media practice and select appropriate specialist media methodologies for their resolution	

3C. Practical and professional skills		
Learning outcomes:		Learning and teaching strategy/ assessment methods
C1	Ethically apply of a wide range of film and media approaches	As above
C2	Act with increasing autonomy, with reduced need for supervision to produce film and media work	

C3	Evidence an experimental developmental approach to briefs using specialist media tools and techniques	
C4	Fulfil creative briefs by applying confident use of specialist equipment, skills and processes	

3D. Key/transferable skills		
Learning outcomes:		Learning and teaching strategy/ assessment methods
D1	Reflect systematically on performance to further develop learning	As above
D2	Demonstrate a realistic match between career aspirations and personal aptitudes, entrepreneurial potential interests and motivations	
D3	Select and use a range of communication methods appropriate to the context. Prepare, deliver and evaluate presentations to an audience	
D4	Use a range of appropriate specialist software	
D5	Adopt a range of roles within a team and contribute to the effective working of the team	

4. Programme Structure

Level 4

Compulsory modules	Credit points	Compensatable
Sound for Media	20 credits	Yes
Film Techniques	20 credits	Yes
Screen Practice	20 credits	Yes
Introduction to Motion Design	20 credits	Yes
Documentary Practice	20 credits	Yes
Contextualising Film & Screen Media	20 credits	Yes

Level 5

Compulsory modules	Credit points	Compensatable
Alternative Screen Practice	20 credits	Yes
Production Project	40 credits	No
Self-Promotion	20 credits	Yes
Motion Design for Screen	20 credits	Yes
Film Studies	20 credits	Yes

Cert HE:

In order to achieve the Cert HE in Film & Screen Media, students will need to pass the modules Sound for Media (20 credits), Film Techniques (20 credits), Screen Practice (20 credits), Introduction to Motion Design (20 credits), Documentary Practice (20 credits) and Contextualising Film & Screen Media (20 credits).

Overview of structure of the modules across the Academic Year.

Full-time route:

Level 4:

Introduces the students to the three strands of the Film and Screen Media programme. Through level 4 they will be introduced to filmmaking techniques, motion graphics and screen practices. Through these principles students will be encouraged to think about contemporary media practices within a supportive setting. Students' creativity is developed within an industry-based context. The practical skills based learning is coupled with the exploratory realisation of theoretical understanding of the effects that moving image has on intended audiences in an increasingly networked culture.

In the first semester students will gain core foundation skills in the major areas of production such as sound, camera, film techniques and screen practices. Within these core skills based modules students will be encouraged to not only develop technical skills but will also explore conceptual ideas that are made reality through the appropriate technical processes.

All three of these modules will see students working within production crews and developing professional relationships and practices. During the second semester students will be introduced to motion design, which serves to help solidify their developing storytelling and technical ability. The use of motion graphics is a cornerstone to students' development as modern media related practitioners along with their broadcast and film and sound techniques. All these skills will not only culminate in strong portfolio building pieces but will also aid students in the realisation of a documentary project within semester two. This will see them utilising all their production skills and storytelling ability developed so far in the creation of a documentary of their choosing. This will also encourage them to take their studies away from the classroom and make links and connections with outside agencies and people.

To underpin all the technical and creative development on level 4 students will engage with the academic study of contextualising film and screen. This module introduces them to the psychological effects that film and screen has on an audience. This will endeavour to solidify mechanisms students can use in the completion of work within the semester and as they move forward into level 5.

A solid foundation of creative skills and academic underpinning are at the heart of the level four programme,

where students are able to gain intrinsic technical and practical skills. It is through level four that students garner the ethos of the course and start to not only appreciate the theoretical discussions surrounding the effects of the screen but how to develop their own visual voice.

Through self-development and a robust tutorial system students will be encouraged to start to think about their career trajectory and where they want their studies to go as they progress onto level 5. Teaching and learning comprises of a wide variety of lectures, seminars, practical sessions and written work. This is further supported by tutorials and online resources / activities.

- Sound for Media (20 Credits)
- Film Techniques (20 credits)
- Screen Practice (20 Credits)
- Introduction to Motion Design (20 Credits)
- Documentary Practice (20 Credits)
- Contextualising Film & Screen Media(20 Credits)

Level 5:

Builds upon the skills and knowledge gained during Level four, demonstrating more focus on the professional working practices that were starting to be developed on level four. This year introduces students to their first forty-credit module with production project. This year long module will assist student's core creative skills, whilst allowing increased autonomy to define their specialised area of film and screen practice. It is with the delivery of this module that students can combine the skills that they have been developing on the course so far and fully engage with the three core principles of film and screen media. It is encouraged that students expand their aspirations in filmmaking, motion design and screen practices.

This refinement is also focussed when the students engage with the self-promotion module and how to professionalise their online presence through website creation and social media management. This key level five module will start to prepare students to the complexities of appropriate social media branding and engagement with the global filmmaking network giving the student an integral insight into marketing and promotion, particularly developing their communication, interpersonal and creative skills.

Building on screen practice on level four students will delve into the world of alternative screen practice. This module sees students exploring new and exciting ways of engaging audiences with visual storytelling. Through the

module they will freely experiment with new technologies such as 360° filming and video for virtual reality to expand their creative ideas.

Students also advance their skills in motion design from level four to motion design for screen module at level five. This sets in motion the wheels of more advanced graphics and allowing them more flexibility and autonomy in creating graphics for a specific project in mind. It is at this stage in students' academic progression that they are encouraged to find clients and work with outside agencies utilising this specific skills set.

Level five is underpinned by an academic module Film Studies where students engage with key theories within film studies and develop a keen analytical approach to the discussions surrounding the art form. As with level four, teaching and learning comprises of a wide variety of lectures, seminars, practical sessions and written work, but here we have more emphasis on large-scale student-led projects. Again, all learning is further supported by tutorials and online resources / activities.

- Alternative Screen Practice (20 Credits)
- Production Project (40 Credits)
- Self-Promotion (20 Credits)
- Motion Design for Screen (20 Credits)
- Film Studies (20 Credits)

Timetable for Full Time Course

Level 4			
Semester 1	Sound for Media (20 Credits) Skills	Film Techniques (20 Credits) Skills	Screen Practice (20 Credits) Skills
Semester 2	Introduction to Motion Design (20 Credits) WRL	Documentary Practice (20 Credits) WRL	Contextualising Film & Screen Media (20 Credits) Academic

Level 5			
Semester 1	Alternative Screen Practice (20 Credits) Skills	Production Project (40 Credits) WRL	Self-Promotion (20 Credits) WRL
Semester 2	Motion Design for Screen (20 Credits) WRL		Film Studies (20 Credits) Academic

Timetables for Part Time Course:

A part-time route can be negotiated up to a maximum of five years of study, as in the example below. A typical offer of part time would be 48 months:

Year 1:

- Screen Practice (20 Credits)
- Sound for Media (20 credits)
- Film Techniques (20 Credits)
- Contextualising Film & Screen (20 Credits)

Level 4		
Semester 1	Screen Practice (20 Credits) Skills	Film Techniques (20 Credits) Skills
Semester 2	Sound for Media (20 Credits) Skills	Contextualising Film & Screen Media (20 Credits) Academic

Year 2:

- Production Project (40 Credits)
- Introduction to Motion Design (20 Credits)
- Documentary Practice (20 Credits)

Level 4		
Semester 1	Production Project (40 Credits) Practical	Introduction to Motion Design (20 Credits) Practical
Semester 2		Documentary Practice (20 Credits) Practical

Year 3:

- Alternative Screen Practice (20 Credits)
- Motion Design for Screen (20 Credits)
- Film Studies (20 Credits)
- Self Promotion

Level 5		
Semester 1	Alternative Screen Practice (20 Credits) Skills	Motion Design for Screen (20 Credits) WRL
Semester 2	Film Studies (20 Credits) Academic	Self-Promotion (20 Credits) WRL

5. Distinctive features of the programme structure

Where applicable, this section provides details on distinctive features such as:

- **where in the structure above a professional/placement year fits in and how it may affect progression**
- **any restrictions regarding the availability of elective modules**

where in the programme structure students must make a choice of pathway/route

Distinctive Features

- The course is driven by the reality of being a creative practitioner and freelancer in the real world, and is therefore driven by real industry opportunities.
- The course is driven by three particular strands of industry. Filmmaking, motion design and screen practices.
- Film and Screen Media challenges traditional understanding of screen and looks at new and emerging technologies such as 360° filming and video for virtual reality.
- The course has been developed with local media businesses in mind and the course curriculum is designed to move with local and national industry requirements.
- Unlike other courses that teach within a solely academic environment, students will be given opportunities to work with the local community and creative agencies. Links have been made with several media companies keen to be involved with placements and workplace opportunities.
- Many of the modules have been specifically designed to reflect contemporary media and film practices that have included input from industry professionals.

- Excellent relationships with local creative agencies in Leeds and the surrounding area, creating opportunities for networking, mentoring and placements.
- Leeds has a thriving and growing film and media scene and the course will place students at the centre of it.
- Strong links with creative agencies including Screen Yorkshire will allow for a visiting lecturer programme to enhance and enrich the student experience.
- Students have access to an outstanding range of facilities including:
 - Fully comprehensive High Definition Television Studio
 - 360 degree cameras and VR
 - Access to 4K resolution Blackmagic film cameras
 - Bookable full frame DSLR cameras for videography work
 - Complete green screen studio for effects and compositing
 - A variety of professional filmmaking equipment including camera sliders/jibs
 - Professional post-production and sound suite
 - Teaching rooms containing Macs
 - Latest version of Adobe Creative Cloud and full range of software including, Premiere Pro, After Effects, Photoshop, Illustrator, Speedgrade, Prelude
- Strong teaching team that are practising sound, video and graphics practitioners in commercial and contemporary settings which supports student progress and access to the industry.
- Academic team has strong research interests in contemporary film studies analysis.

6. Support for students and their learning

The award adopts the approach to student learning support as identified below:

- Tailored induction support begins before students arrive with the admissions team, and is reinforced at the detailed induction programme
- A robust communications system functions to give students access to lecturers and management; this includes e-mail, the VLE and notice boards in studios.
- All necessary information about the programme is provided by means of the student handbook, module handbooks and the VLE.
- Each student is allocated a tutor for regular tutorials and personal development planning. This is implemented in the first term and continued throughout the two years of study
- There is an extensive range of learning resources in the Library, supported by specialist staff who provide bespoke study skills sessions for students
- Students are provided with Chromebooks to support their studies and engage with the colleges Google platforms
- The University Centre provides an extensive range of services for students, including support for those with special needs
- There is a range of student services such as welfare, counselling, financial and careers advice

7. Criteria for admission

A typical offer would normally be made up of appropriate level 3 qualifications, such as full A levels or BTEC L3 Diploma. This could be translated as 2 x D at A level, or a Merit profile in a relevant BTEC National Diploma/Certificate, together with 5 of GCSE grades at C or above including English (Maths isn't required). However, factors such as previous experience and performance at interview can support the application.

Non Standard Entry

We welcome applications from mature candidates who may not have met the academic criteria, but can demonstrate experience in their chosen field of art practice. Candidates in this category and otherwise are will be interviewed to assess their suitability for the course and asked to provide a portfolio of evidence to support their application. In the absence of formal learning qualifications applications are welcomed from persons who can demonstrate relevant work experience, including work in a voluntary capacity. The course structure actively supports claims for Accreditation of Prior Certified Learning (APCL) and Accreditation of Prior Experiential Learning (APEL).

International qualifications will be assessed against these criteria. Speakers of other languages will need to possess an IELTS band score of 6.0 (with no-less than 5.5 in any one element) or a recognised English Level 2 qualification.

All students are to present a portfolio and supporting academic text. This is undertaken during an interview or correspondence for distance applicants.

Students on the course will be expected to experience work related learning as part of the programme of study. Notional hours of approximately 30 hours will be logged through a WRL blog.

8. Language of study

English

9. Information about assessment regulations

Production Project (40 Credits) – non-compensatable

10. Methods for evaluating and improving the quality and standards of teaching and learning.

In addition to the Annual Programme Monitoring process the following mechanisms are in operation:

- Peer Review
- Annual Planning
- Peer Observation
- Student module reviews
- Tutor module reviews
- Enrolment and induction reviews
- Course Committee meetings
- Pathway Committee meetings
- Student Pathway meetings

Annexe 1 - Map of Outcomes to Modules L4 & L5

This table indicates which study units assume responsibility for delivering (shaded) and assessing (☐) particular programme learning outcomes.

Module Name	A1	A2	A3	B1	B2	B3	C1	C2	C3	C4	D1	D2	D4	D5
Level 4														
Sound for Media	✓			✓			✓			✓			✓	
Film Techniques		✓			✓				✓	✓	✓			✓
Screen Practice			✓		✓		✓	✓					✓	
Introduction to Motion Design		✓				✓			✓	✓		✓		
Documentary Practice			✓			✓	✓	✓			✓			✓
Contextualising Film & Screen	✓		✓	✓					✓			✓		
Level 5														
Alternative Screen Practice			✓	✓	✓				✓			✓		✓
Production Project	✓				✓	✓		✓	✓	✓	✓		✓	✓
Self-Promotion		✓		✓		✓	✓	✓			✓	✓		
Motion Design for Screen	✓					✓			✓	✓			✓	
Film Studies		✓	✓		✓		✓				✓			

Annex 2 – Map of Teaching and learning Methods

Level 4

Examples – put in your own specific forms	Lectures	Seminars	Critiques	Tutorials	Practical	Demonstrations	Case studies	Group activities	Guest speakers	Field Trips
Sound for Media	✓	✓		✓	✓			✓		✓
Film Techniques	✓			✓	✓	✓		✓	✓	✓
Broadcast Practice	✓		✓	✓	✓		✓	✓		
Introduction to Motion Design	✓	✓	✓	✓	✓	✓	✓		✓	
Documentary Practice	✓			✓	✓			✓		
Contextualising Film & Screen	✓	✓	✓	✓			✓	✓		

Map of Teaching & Learning Methods – Level 5

Examples – put in your own specific forms	Lectures	Seminars	Critiques	Tutorials	Practical	Demonstrations	Case studies	Group activities	Guest speakers	Field Trips
Alternative Screen Practice	✓	✓	✓	✓	✓	✓		✓	✓	✓
Production Project		✓		✓	✓	✓		✓	✓	✓
Self-Promotion		✓		✓			✓	✓	✓	
Motion Design for Screen	✓	✓	✓	✓	✓					
Film Studies	✓	✓	✓	✓			✓			

Annex 3 – Map of Assessment Methods – level 4

Level 4	Diarised log / blog (Documentation of process)	Portfolio / Film/Audio	Presentation Critique Reflection	Essay	Production Documents
Sound for Media		60%	40%		
Film Techniques	40%	60%			
Screen Practice		60%	40%		
Introduction to Motion Design	40%	60%			
Documentary Practice		60%			40%
Contextualising Film & Screen			50%	50%	

Annex 3 – Map of Assessment Methods – Level 5

Level 5	Pitch	Diarised log / blog (Documentation of process)	Portfolio / Film/Audio	Presentation Critique Reflection	Essay / Report	Production Documents
Alternative Screen Practice	30%			70%		
Production Project			70%	30%		
Self-Promotion			50%	50%		
Motion Design for Screen		40%	60%			
Film Studies				40%	60%	

ASSESSMENT CHART

Module Name	Draft Assessment Type and Week of Completion	Summative Assessment Type and Week of Submission
Module Name – LEVEL 4		
Sound for Media	<p>Draft assessment will take the form of tutor critiques and one-to-one tutorials to assess progress</p> <p>Draft submission - Score: Wk5</p> <p>Draft submission – Presentation: Wk11</p>	<p>1. Film Score Submission: Wk7</p> <p>2. Presentation Submission: Wk13</p>
Film Techniques	<p>Students will have the opportunity for draft assessment through one-to-one tutorials and draft conversations in the classroom</p> <p>Draft submission - Production log: Wk10</p> <p>Draft submission - Short Film: Wk12</p>	<p>1. Short Film Submission: Wk12</p> <p>2. Production Log Submission: Wk14</p>
Documentary Practice	<p>Draft assessment will take the form of production feedback from the tutor</p> <p>Draft submission – Production Documents: Wk19</p> <p>Draft submission – Documentary: Wk27</p>	<p>1. Production Documents Submission: Wk21</p> <p>2. Documentary Submission: Wk29</p>

Introduction to Motion Design	<p>Draft assessment will take the form of one-to-one tutorial support and draft meetings.</p> <p>Draft submission - Motion Graphics Sequence: Wk26</p> <p>Draft submission - Reflective log: Wk28</p>	<p>1. Motion Graphics Sequence Submission: Wk28</p> <p>2. Reflective log: Submission: Wk30</p>
Screen Practice	<p>Draft assessment will take the form of tutor critiques and one-to-one tutorials to assess progress</p> <p>Draft submission – Presentation: Wk7</p> <p>Draft submission – Online Video: Wk13</p>	<p>1. Presentation Submission: Wk9</p> <p>2. Online Video Submission: Wk15</p>
Contextualising Film & Screen	<p>Draft assessment will take the form of tutor critiques and one-to-one tutorials to assess progress</p> <p>Draft submission – Essay: Wk21</p> <p>Draft submission – Annotated Bibliography: Wk25</p>	<p>1. Presentation Submission: Wk23</p> <p>2. Essay Submission: Wk27</p>
Module Name – LEVEL 5		
Alternative Screen Practice	<p>Draft assessment will take the form of tutor critiques and one-to-one tutorials to assess progress</p> <p>Draft submission – Visual Product: Wk10</p> <p>Draft submission – Log Book: Wk13</p>	<p>1. Visual Product Submission: Wk12</p> <p>2. Log Book Submission: Wk15</p>

Production Project	<p>Draft assessment will take the form of tutor critiques and one-to-one tutorials to assess progress</p> <p>Draft submission – Production Documents: Wk12</p> <p>Draft submission – Moving Image Product: Wk28</p>	<p>Production Documents Submission: Wk14</p> <p>Moving Image Product Submission: Wk30</p>
Self-Promotion	<p>Draft assessment will take the form of tutor critiques and one-to-one tutorials to assess progress</p> <p>Draft submission – Promotional material/Online: Wk24</p> <p>Draft submission – Presentation: Wk26</p>	<p>Promotional material/Online Submission: Wk26</p> <p>Presentation Submission: Wk28</p>
Motion Design for Screen	<p>Draft assessment will take the form of tutor critiques and one-to-one tutorials to assess progress</p> <p>Draft submission – Motion Graphics Sequence: Wk11</p> <p>Draft submission – Production Log:13</p>	<p>Motion Graphics Sequence Submission: Wk13</p> <p>Production Log Submission: Wk15</p>
Film Studies	<p>Draft assessment will take the form of tutor critiques and one-to-one tutorials to assess progress</p> <p>Draft submission – Film Analysis: W19</p> <p>Draft submission – Essay: Wk27</p>	<p>Film Analysis Submission: Wk21</p> <p>Essay Submission: Wk29</p>