

Programme Specification

Programme Title:

BA (Hons) Technical and Production Arts for Film and Television

Awarding Institution:	University of Bolton		
Teaching Institution:	Bradford College		
Division and/or School/Institute:	Northern School of Creative Industries		
Professional accreditation None associated with this programme	Professional body	Professional body URL	Status of graduates
Final award(s):	Honours Degree (BA)		
Exit or Fallback award(s)	Diploma of Higher Education (DipHE)		
	Certificate of Higher Education (CertHE)		
Programme title	(Hons) Technical and Production Arts for Film and Television		
JACS Code	W990		
University Course Code(s)			
QAA Benchmark Statement(s)	The following benchmark statements apply to this programme: <ul style="list-style-type: none"> • Art and Design (February 2017) 		
Other internal and external reference points			
Language of study	English		
Mode of study and normal period of study	Full time, 3 years Part time, 6 years		
Admissions criteria 80 UCAS points A minimum of two GCE A2-level passes (or equivalent), including at least one creative subject which includes Art and Design and five GCSEs at grade C (4) or above (or equivalent), including English.			

Additional admissions matters:

We may interview applicants to take any previous work and/or experience into account when making offers. Presentation of applicants' work/experience is usually in the form of a portfolio of recent or related (project-based) work. The quality of the portfolio can be used alongside traditional UCAS point bearing qualifications to determine the success of an application; therefore special consideration will be given to applicants without the above qualifications who have a strong portfolio.

Fitness to practise declaration

N/a

Aims of the programme

The principal aims of the programme are to:

- provide a broad education in Technical and Production Arts for Film and Television.
- enable students to acquire knowledge and understanding, develop personal attributes and master essential technical and production skills to enable them to work in a technical or production arts area of the broadcast/film creative industries.
- challenge students to show innovation and creativity in the context of technical and production arts for film and television
- establish key values in the students' skill set including the areas of collaboration, entrepreneurialism, internationalisation, sustainability and social, public and ethical responsibility

Distinctive features of the programme

By emphasising the development of key transferable skills and the building of vocational qualities which are deemed indispensable to an effective and rewarding career in film and television production, the BA (Hons) Technical and Production Arts for Film and TV course cultivates craft and technical design skills as well as an ability to plan and prepare production requirements. It draws on both practical art & design skills as well as developing and understanding of pre-production, production and production management skills for film and tv production. It develops problem solving skills, including creativity; practical and interpersonal skills; team working, leadership and communication.

Strong industry links across Yorkshire and the North will enable entry to many opportunities for work experience and future employment. As part of the course you will gain exposure to the film & television industry particularly in Yorkshire.

The course aims to provide the film and television industry with the production designers, art directors and production department personnel of tomorrow (particularly in the North of England). It will challenge and support intellectual, creative and technical capabilities appropriately at each level, in depth and with thoroughness.

By utilising project based learning via industry links/work experience opportunities, students will develop a framework of skills and creative knowledge that are associated with film & TV professional practice. They will be encouraged to develop a creative identity, work autonomously and negotiate self-directed projects.

- The programme aims to develop knowledge and understanding of contemporary practice including pre-and post-production as well as the main elements of production design,

- management and implementation within the overall processes for film and/or tv production.
- The programme provides a broad range of learning and teaching opportunities in production arts practice including production design, art direction, production design, technical production management and related areas.
- The programme shares common modules and has been designed to offer students an exposure to both related areas of production working.
- The culmination of the programme is a body of project based work suited to production design, art direction, production design, technical production management and related areas utilising individual portfolio development to a level required for potential employment, with the work being based on individually researched concepts and theories.
- The specialist modules at later levels combined with industry aligned projects enable students to develop their skills to the level where they are ready to contribute to the film and broadcast television industry upon graduate employment.
- The programme uses industry specialists to deliver areas such as production management, production design and technical production management and involves guest speakers throughout each year of study to underpin practice.

Programme learning outcomes

K. Knowledge and understanding

On completion of the programme successful students will be able to:

- K1. critically evaluate the impact of historical perspectives, conceptualisation and their impact on the creative industries with an emphasis on film and tv production.
- K2. analyse the influence of business, environmental, legislative, ethical and social constraints upon the individual student's current and future practice.
- K3. research and evaluate the impact of technological developments upon a range of capabilities and methodologies within the creative industries with an emphasis on film and tv production processes.
- K4. employ appropriate processes to develop ideas and test concepts.
- K5. employ and analyse the identification and application of a variety of individually selected appropriate technical and production arts techniques and approaches for film and television production.

C. Cognitive, intellectual or thinking skills

On completion of the programme successful students will be able to demonstrate the ability to:

- C1. employ creativity, imagination and flair in the use of appropriate techniques.
- C2. be willing to take risks and deploy innovative approaches within their work.
- C3. research, analyse, design and identify problems as well as visualise solutions through the application of design and production management approaches.
- C4. exercise critical judgment in reflecting upon their own work and that of others.

P. Practical, professional or subject-specific skills

On completion of the programme successful students will be able to demonstrate the ability to

- P1. critically evaluate materials, techniques and approaches in relevant mediums.
- P2. utilise a range of skills in the field, studio and in pre and post-production.
- P3. develop a high level of practical knowledge, skill and creativity in the body of work produced.
- P4. apply a range of professional skills transferable into vocational, research and employer environments.
- P5. apply a range of art direction skills on set, in studio and in pre and post-production.

T. Transferable, key or personal skills

On completion of the programme successful students will be able to demonstrate the ability to:

- T1. apply personal independent strengths in the planning, management, production of work and reflection in relation to complex projects.
- T2. utilise highly developed interpersonal skills and particularly the ability to interact effectively and collaborate with others.
- T3. analyse, synthesise and communicate ideas orally, visually and in written form to others.
- T4. utilise research and evaluative skills linked to: source identification; information retrieval and manipulation; the development of appropriate investigative procedures and; analysis of the resulting outcomes.
- T5. demonstrate developed personal strengths and areas for improvement, and the ability to correctly reflect on own development needs.

Programme structure

The BA (Hons) programme is 3 years full-time and up to 6 years part-time. Overall, the number and level of credits for this qualification are 120 credits at Level HE4, 120 credits at HE5 and 120 credits at HE6 – making 360 credits.

Full-Time

Year 1 – Level 4	
Semester 1	Semester 2
Introduction to Design Practice for Film and TV (20)	Sound and Lighting Techniques for Film and TV (20)
Drawing Techniques for Production Design (20)	Introduction to CAD for Production Design (20)
Collaboration, Teams and Techniques (20)	
Creative Industries Context (20)	

Year 2 – Level 5	
Semester 1	Semester 2
Production Management in the Creative Industries (20)	Sound and Lighting Design for a Film or TV Production (20)
Costume Design and Implementation (20)	Production Design and Implementation (20)
Exploring Design Practice for Film and Television production (20)	
Creative Industries Professional Practice and Entrepreneurship (20)	

Year 3 – Level 6	
Semester 1	Semester 2
Pre-Production Professional Portfolio (20)	Independent Project (40)
Creative Technology (20)	
Freelance Working and Self-Employment in the Creative Industries (20)	
Advanced Production Management (20) or Advanced Production Design (20) or Advanced Technical Design for Production (20)	

Part-time

Years 1 and 2 – Level 4	
Semester 1	Semester 2
Introduction to Design Practice for Film and TV (20)	Introduction to CAD for Production Design (20)
Creative Industries Context (20)	
Semester 3	Semester 4
Drawing Techniques for Production Design (20)	Sound and Lighting Techniques for Film and TV (20)
Collaboration, Teams and Techniques (20)	
Years 3 and 4 – Level 5	
Semester 1	Semester 2
Costume Design and Implementation (20)	Sound and Lighting Design for a Film or TV Production (20)
Exploring Design Practice for Film and Television production (20)	
Semester 3	Semester 4
Production Management in the Creative Industries (20)	Production Design and Implementation (20)
Creative Industries Professional Practice and Entrepreneurship (20)	
Year 5 and 6 – Level 6	
Semester 1	Semester 2
Creative Technology (20)	
Freelance Working and Self-Employment in the Creative Industries (20)	
Semester 3	Semester 4
Pre-Production Professional Portfolio (20)	Independent Project (40)
Advanced Production Management (20) or Advanced Production Design (20) or Advanced Technical Design for Production (20)	

Module List

Module Code	Module title	Core/ Option (C/O)	Credits	Length (1, 2 or 3 periods)
L4	Introduction to Design Practice for Film and TV (Project and portfolio)	C	20	SEM 1
L4	Collaboration, Teams and Techniques (Costume, Set, Props, Working from a Script, Prod management,)	C	20	SEM 1+2
L4	Drawing Techniques for Production Design (storyboarding, illustration, life drawing, technical drawing)	C	20	SEM 1
L4	Sound and Lighting Techniques for Film and TV	C	20	SEM 2
L4	Introduction to CAD for Production Design	C	20	SEM 2
L4	Creative Industries Context	C	20	SEM 1+2
			12120	
L5	Exploring Design Practice for Film and Television Production (Project)	C	20	SEM 1+2
L5	Creative Industries Professional Practice and Entrepreneurship	C	20	SEM 1+2
L5	Production Management in the Creative Industries (including location)	C	20	SEM 1
L5	Sound and Lighting Design for a Film or TV Production	C	20	SEM 2
L5	Production Design and Implementation	C	20	SEM 2
L5	Costume Design and Implementation	C	20	SEM 1
			120	
L6	Independent Project	C	40	SEM 2
L6	Pre-production Professional Portfolio	C	20	SEM 1
L6	Advanced Production Management	<u>O</u>	<u>20</u>	SEM 1+2
L6	Advanced Production Design	<u>O</u>	<u>20</u>	SEM 1+2
L6	Advanced Technical Design for Production	<u>O</u>	<u>20</u>	SEM 1+2
L6	Creative Technology	C	20	SEM 1
L6	Freelance Working and Self-Employment in the Creative Industries	C	20	SEM 1+2

Learning and teaching strategies

Learning and teaching methods apply a blended style. This may include lectures, seminars, tutorials and critiques, self-directed learning, e-learning and workshop sessions, as well as online. Practical skills are acquired through technical introduction and support, workshop sessions, demonstrations and activity-based assignments. Active learning is promoted with a particular focus on project-based learning. This programme underpins the development of your practical skills as a creative practitioner with key theories, context and the development of academic skills. The programme is intended to be predominantly practical in its assessment and delivery, but with key theories and contextual information delivered as part of the course programme to underpin these practices. You are expected to develop vocational skills that will help them to learn in a more real world and vocational higher education scenario.

The e-learning strategy has been incorporated into the lessons to enhance the learning experience. You will use technology within some of the sessions for creative and production purposes. You may also notate pieces of written work by creating a blog or website. You will also utilise the College's own VLE (Moodle). All the resources are posted on here, and you can engage further with it by taking quizzes and submitting assignments via 'Turnitin'.

Tutorial sessions are worked in to the scheme of work for each unit to ensure that you are offered one to one support with your transition and to ensure that you have a clear understanding of what is required in each unit. You will also be supported through regular assessment workshops to work through any questions that you may have in terms of the progression of the module and essentially the assessment for the module.

There will also be guest masterclasses from visiting professionals periodically throughout the year to give further context to the content delivered in the lectures.

Learning activities (KIS entry)

Learning Activities (KIS entry)

Course Year	HE3	HE4	HE5	HE6
Scheduled learning and teaching activities	n/a	39%	40%	37%
Guided independent study	n/a	61%	60%	63%
Placement/study abroad	n/a	n/a	n/a	n/a

Assessment strategy

Assessment is carried out at key points during teaching. Formative assessment with either verbal and/or written feedback is offered during each module. Written feedback is provided following summative assessment. Assessment tasks are linked to the objectives of each module and are normally completed by the end of each module. Types of assessment evidence can include: assignments, projects, case study, reflective and evaluative journals, blogging, portfolio development, peer to peer crits, viva interviews, artefacts, performance, reports, scale models, and presentations, exhibitions, video, film, photographs.

Throughout the delivery of the course regular formative feedback on progress will be provided particularly around the design process and to embed the pedagogy of the social process of design. Staff and (where appropriate and available) industry professionals will provide on-going formative feedback in regular tutorials as well as during the learning process. Group critique and presentation by teams will take place and will form an essential part the creative learning process.

Assessment methods (KIS entry)

Course Year	HE3	HE4	HE5	HE6	HE7
Written exams	n/a	0%	0%	0%	n/a
Coursework	n/a	87%	100%	44%	n/a
Practical Exams	n/a	13%	0%	56%	n/a

Assessment regulations

Assessment Regulations for Undergraduate Programmes apply to this programme.

Regulations can be found at: <http://www.bolton.ac.uk/studentinformation-policyzone/Student-Information-Policy-Zone-2017-18.aspx>

Grade bands and classifications

Undergraduate Honours Degree

Grade Description	Mark Hons	Degree Class
Work of Exceptional Quality	70-100	First
Work of Very Good Quality	60-69	2.i
Work of Good Quality	50-59	2.ii
Work of Satisfactory Quality	40-49	Third

Fail

below 40

Role of external examiners

External examiners are appointed for all programmes of study. They oversee the assessment process and their duties include: approving assessment tasks, reviewing assessment marks, attending assessment boards and reporting to the University on the assessment process.

Support for student learning

College Level:

There are many support networks in place across the college and the students are introduced to these during the induction process. This includes access to student support services which ensure that help is available for students with any learning difficulties or disabilities. The College is committed to promoting equality and diversity in all aspects of student life, ensuring that everyone is treated in a fair and consistent manner throughout their time on the programme. Further information included in the Programme and Student handbooks which list the support available in more detail.

Programme Level:

Students are given a week long induction plan in which they are introduced to the programme, facilities and the tutors on the programme. They are presented with a programme handbook which outlines specific information including module specifications and broader subjects including email addresses and contact numbers for the various services that the college provides. There will be an introduction to the programme identifying Level 6 expectations and any impact this has on the completion of work and assessment.

Students will receive one individual tutorial per semester to track their progress on the programme and discuss any issues regarding their studies. Further tutorials are available upon request. There are systems in place to account for any difficulties that students might encounter on the programme, including the option to apply for mitigating circumstances and extensions to deadlines (long and short).

Methods for evaluating and enhancing the quality of learning opportunities

- Student Staff programme committees
- Focus groups
- Module reviews by staff and students
- Student Experience Surveys
- Annual quality monitoring and action planning through the Annual Monitoring Reports and Panels
- Faculty Student Councils
- Peer review/observation of teaching
- Professional development programme for staff – REBEL
- External Examiner reports
- Quality Improvement Plan

Other sources of information

Bradford College University Centre <https://www.bradfordcollege.ac.uk/study/university-centre> **Student Handbook** <https://www.bradfordcollege.ac.uk/study/university-centre/handbook>

College Regulations <https://www.bradfordcollege.ac.uk/study/university-centre/handbook/regulations>

Document control

Author(s)

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Learning Outcomes Map (*D – Developed; T – Taught; A – Assessed*)

K. Knowledge and understanding P. Practical, professional and subject specific skills C. Cognitive, Intellectual and thinking skills T. Transferable, key or personal skills

Module title	Module Code	Status C/O	K1	K2	K3	K4	K5	C1	C2	C3	C4	P1	P2	P3	P4	P5	T1	T2	T3	T4	T5
L4 Collaboration, Teams and Techniques		C	D	D	A	T	T	D	D	T		D		D	D		D	T	D		D
L4 Creative Industries Context		C	T	T	D					D	D						D		A	D	D
L4 Drawing Techniques for Production Design		C						A	T	D	T	T	T	T		T	D		T	D	D
L4 Introduction to CAD for Production Design		C			D	T	T	D	D	D	T	D	A	T		T			T	D	D
L4 Introduction to Design Practice for Film and TV		C				D	T	T	T	T	T	T	A	T		T			T		
L4 Sound and Lighting Techniques for Film and TV		C				T	D			T		T	A			T			D	D	D
L5 Costume Design and Implementation		C				D	D	D	D	D	D			D		A	D		D	D	D
L5 Creative Industries Professional Practice and Entrepreneurship		C	D	D							D				A		D	D	D	D	A
L5 Exploring Design Practice for Film and Television production		C				A	A	D	D	D	D		D	D		D	D	D			

L5 Production Design and Implementation		C				D	D			A				D	D		D		D	D	
L5 Production Management in the Creative Industries		C	D	A	D					A	D			D	D	D				D	
L5 Sound and Lighting Design for a Film or TV Production		C				D	A	D	D	D	D	D		D		D		D	A		
L6 Independent Project		C	A			A	A	D	D	A	A	A	A	A	A	D	A	A	D	A	A
L6 Advanced Technical Design for Production		O			D	D	D	D	A				A	A	D	A	A	A	D	D	D
L6 Advanced Production Management		O				D	D	D	D		D	A	A	D	D		A	A	D	D	D
L6 Advanced Production Design		O				D	D	A	D		A	A	A	A	D	A	A	D	D	D	D
L6 Creative Technology		C	A		D	A	D	D	A	D		A	A	A	T	T	T	D	T	A	T
L6 Freelance Working and Self-Employment in the Creative Industries		C		A	A		D	T	D	D	D			D			T	D			
L6 Pre-Production Professional Portfolio		C	D	D		D	D	D	D	D				D	A			D	T	D	A

K. Knowledge and understanding P. Practical, professional and subject specific skills C. Cognitive, Intellectual and thinking skills T. Transferable, key or personal skills

Module Listing and Assessments Map

Module title	Module Code	New ? ✓	Level	Credits	Type	Core/Option/Elective C/O/E	Pre-requisite Module	Assessment 1			Assessment 2		
								Assessment type	Assessment %	Add Y if final item	Assessment type	Assessment %	Add Y if final item
Collaboration, Teams and Techniques		✓	4	20	Standard	C	N	Coursework	100	Y			
Creative Industries Context		✓	4	20	Standard	C	N	Coursework	30	N	Coursework	70	Y
Drawing Techniques for Production Design		✓	4	20	Standard	C	N	Coursework	50	Y	Coursework	50	Y
Introduction to CAD for Production Design		✓	4	20	Standard	C	N	Practical	100	Y			
Introduction to Design Practice for Film and TV		✓	4	20	Standard	C	N	Coursework	100	Y			
Sound and Lighting Techniques for Film and TV		✓	4	20	Standard	C	N	Coursework	50	N	Coursework	50	Y
Costume Design and Implementation		✓	5	20	Standard	C	N	Coursework	100	Y			
Creative Industries Professional Practice and Entrepreneurship		✓	5	20	Standard	C	N	Coursework	100	Y			
Exploring Design Practice for Film and Television production		✓	5	20	Standard	C	N	Coursework	80	N	Coursework	20	Y
Production Design and Implementation		✓	5	20	Standard	C	N	Coursework	20	N	Coursework	80	Y

Production Management in the Creative Industries	✓	5	20	Standard	C	N	Coursework	80	N	Coursework	20	Y
Sound and Lighting Design for a Film or TV Production	✓	5	20	Standard	C	N	Coursework	100	Y			
Independent Project	✓	6	40	Project	C	N	Coursework	20	N	Practical	80	Y
Advanced Technical Design for Production	✓	6	20	Standard	O	N	Practical	100	Y			
Advanced Production Management	✓	6	20	Standard	O	N	Practical	100	Y			
Advanced Production Design	✓	6	20	Standard	O	N	Coursework	30	N	Coursework	70	Y
Creative Technology	✓	6	20	Standard	C	N	Coursework	20	N	Practical	80	Y
Freelance Working and Self-Employment in the Creative Industries	✓	6	20	Standard	C	N	Coursework	40	N	Coursework	60	Y
Pre-Production Professional Portfolio	✓	6	20	Project	C	N	Coursework	100	Y			