

Programme Specification

Programme Title: BA (Hons) Film and Media Production for the Creative Industries (Top-Up)

Awarding Institution:	University of Bolton		
Teaching Institution:	Bradford College		
Department and/or School/Curriculum Area:	School of Art		
Professional accreditation	Professional body	Professional body URL	Status of graduates
	N/A	N/A	N/A
Final award(s):	Honours Degree (BA)		
Exit or Fall-back award(s)	Ordinary Degree for minimum 60 credits at Level 6		
Programme title(s)	BA (Hons) Film and Media Production for the Creative Industries (Top-Up)		
JACS Code	W600		
University Course Code(s)	TBC		
QAA Benchmark Statement(s)	<p>The following benchmark statement applies to this programme:</p> <p>Communication, Media, Film and Cultural Studies https://www.qaa.ac.uk/docs/qaa/subject-benchmark-statements/subject-benchmark-statement-communication-media-film-and-cultural-studies.pdf?sfvrsn=28e2cb81_4</p>		
Other internal and external reference points	<p>UK Quality Code for Higher Education</p> <p>University of Bolton awards framework/regulations/programme design and development guidance</p>		
Language of study	English		
Mode of study and normal period of study	Full-time - 1 year		
	Part-time - 2 years		
Admissions criteria			
GCSE Maths and English Grade 4/C or above.			
Non-English language students will normally have IELTS 6.0 with no individual element below 5.5, or equivalent.			
Minimum of 120 credits at Level 5 or equivalent (minimum six merits).			
Non-standard applicants will be required to produce evidence of their ability to study at Higher Education level. Short-course and relevant work experience may be taken into account.			

Non-standard applicants and all applicants not currently studying at Bradford College will be interviewed to discuss and assess their expectations of the proposed programme in terms of career opportunities.

Additional criteria

Claims for Recognition of Prior Learning (RPL) and Recognition of Prior Experiential Learning (RPEL) are welcomed by the Programme team and are subject to programme and module mapping. Students should consult the Admissions Tutor if they wish to claim such recognition. Any claims will be considered in line with the College RPL/RPEL policy which is based on the University's regulations and policy.

Additional admissions matters

There may be additional programme costs, for example:

- Equipment: £100 (optional cost)
- Trips/visits to exhibitions, etc: £500 (optional cost)

Aims of the programme

The principal aims of the programme are to:

- Promote the creativity and initiative required for success in a creative discipline.
- Develop a range of technical, professional, vocational, transferable and key skills appropriate to Level 6 study and to the creative industries, including problem solving and analytical skills, particularly dealing with complex environments requiring the exercise of personal responsibility and decision-making.
- Enhance your employability skills within various creative industry contexts.
- Enable you to personalise and focus your learning towards your chosen discipline/career aspirations.
- Enable you to create a body of work of a professional standard which can be used in a portfolio.
- Establish key values including collaboration, entrepreneurialism, internationalisation, sustainability and social, public and ethical responsibility.
- Provide you with a conceptual and practical understanding which will enable you to devise and sustain projects informed by current professional practice.
- Enable you to engage in a stimulating and up-to-date curriculum that reflects creative industry practice and encompasses new developments.

Distinctive features of the programme

- Commitment to student-centred deep learning and a multi-disciplinary approach in terms of content to foster a contextual understanding of how differing skills areas and disciplines can work together within the creative industries.
- Support for development of innovative creative practice within the creative industries.

- Facilitation of autonomy to enhance creativity.
- Opportunity to collaborate with - and attend - guest lectures from experienced industry professionals.
- Personalised professional development planning with introductions to freelance working and self-promotion.
- The School of Art offers a range of cross discipline collaboration opportunities alongside Performing Arts, Music and Media Make-up with Special Effects students.
- Assignment briefs across modules will develop skills both specific to the qualification and transferable to a range of contexts post-graduation.

Programme learning outcomes

K. Knowledge and understanding

On completion of the programme, successful students will be able to demonstrate systematic knowledge and understanding of:

K1. Key production processes and professional practices relevant to the creative industries.

K2. Freelancing and self-employment in the creative industries.

K3. How media, film, cultural and creative organisations operate, communicate and are managed.

K4. How work is organised in the creative industries, whether individually or collaboratively.

C. Cognitive, intellectual or thinking skills

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

C1. Synthesise processes of idea generation and development in creative project-based learning.

C2. Critically analyse case studies and draw valid and justified conclusions.

C3. Employ critical self-reflection to review progress and continuing development needs.

C4. Critically apply effective problem-solving skills to complex real-life situations.

P. Practical, professional or subject-specific skills

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

P1. Organise and manage the production of high-quality creative projects in a specialist role.

P2. Create professional-standard project work for a range of contexts and platforms through the application of appropriate processes.

P3. Be adaptable, creative and reflexive in producing output for a variety of audiences and in a variety of multi-platform media.

P4. Employ a professional manner in collaborative work with a range of creative practitioners.

T. Transferable, key or personal skills*On completion of the programme, successful students will be able to demonstrate the ability to:*

T1. Create a personal development plan that determines and reflects on academic, professional and personal goals.

T2. Apply your own creative voice while respecting the voices of others.

T3. Critically articulate creative ideas in a range of situations to a variety of audiences and construct coherent arguments using appropriate language.

T4. Act autonomously to organise workload across projects to agreed standards and deadlines.

Programme structure**Full-Time****Year 1**

Semester 1	Semester 2
Advanced Creative Practice (20 credits)	Independent Project (40 credits)
Pre-Production Portfolio (20 credits)	
Individual Case Study (20 Credits)	
Freelance Working and Self-Employment in the Creative Industries (20 Credits)	

Part time**Year 1**

Semester 1	Semester 2
Advanced Creative Practice (20 credits)	
Individual Case Study (20 Credits)	
Freelance Working and Self-Employment in the Creative Industries (20 Credits)	

Year 2

Semester 3	Semester 4
Pre-Production Portfolio (20 credits)	Independent Project (40 credits)

Module Code	Module title	Core/ Option (C/O)	Credits	Length (1, 2 or 3 periods)
TBC	Advanced Creative Practice	C	20	1 semester
TBC	Pre-Production Portfolio	C	20	1 semester
TBC	Individual Case Study	C	20	2 semesters
TBC	Freelance Working and Self-Employment in the Creative Industries	C	20	2 semesters
TBC	Independent Project	C	40	1 semester

Learning and teaching strategies

Sessions model interactive learning and together with individual and group tutorials provide students with relevant and appropriate understanding to scaffold their learning and develop professional and practical skills.

The programme uses a blended learning approach, combining face-to-face sessions with online and practical work as appropriate. The learning and teaching methods typically used by tutors include, lectures, seminars, guest speakers, workshops and tutorials. A significant amount of personal study time is expected to be undertaken by the student comprising, for example, background reading, assignment work, preparation for seminars and practical production work. This will further be enhanced by peer support and personal tutoring. The learning and teaching process will become increasingly participative, and student led as the programme develops enabling students to become more autonomous.

Learning activities (KIS entry)

Course Year	HE6
Scheduled learning and teaching activities	30%
Guided independent study	70%
Placement	0%

Assessment strategy

Assessment tasks are linked to the learning outcomes of each module and are completed before the end of the module. Module assessments typically involve written coursework, oral presentations, time constrained activities, practicals and portfolios. Formative assessment, which does not contribute to the final mark, is given to help the student improve their work in future. Feedback may be given to the student verbally/written/online. Feedback for summative assessment is normally given in writing to the student, with the opportunity for the student to receive more detailed verbal explanation.

The programme specific approach to assessment follows University regulations ensuring a robust standard of practice and enables students to constructively use assessment to promote their own learning and achievement. Assessment procedures are rigorously monitored internally and externally to ensure they are valid and reliable. Comprehensive information is relayed to students in the programme handbook/specification, module handbooks/specifications and teaching programmes, in tutorials and at induction.

The assessment strategy employed throughout this programme is a formalised representation of the measurable outcomes expected from professionals in the creative industries. In this way critical context is embedded throughout and informs practice. The assessments follow a logical and interrelated structure throughout the programme at realistic intervals which are intentionally designed to drive progress and ultimately prepare students for their exit into industry or postgraduate education.

Assessment methods (KIS entry)

Course Year	HE6
Written exams	0%
Coursework	45%
Practical	55%

Assessment regulations

Assessment Regulations for Undergraduate Programmes apply to this programme.

Regulations can be found at:

<https://www.bolton.ac.uk/student-policy-zone/>

Grade bands and classifications

Degree

Grade	Mark
First Class	70 - 100%
Upper Second Class	60 - 69%
Lower Second Class	50 - 59%
Third Class	40 - 49%

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, viewing assessed samples of work with corresponding feedback/feed forward, reviewing assessment marks, attending assessment boards and reporting to the University on the assessment process.

Support for student learning

Induction comprises a full programme of events designed to welcome the students to the College and make them familiar with their new surroundings. The process of establishing effective relationships between students and the teaching team begins at this point and activities are geared towards establishing and promoting a cohort identity. All students are supported in gaining access to on-line resources.

At induction, all students are provided with a library-user education programme involving a general introduction to the library and the use of electronic information sources.

Students are informed at induction of the College Central Services offering the following:

- Confidential counselling services;
- Careers guidance;
- Financial advice;
- The enrichment programme (leisure, sport etc.);
- Accommodation advice;
- Childcare;
- Health service;
- Support for disabled students;
- Multi-faith support.

Students enrolled on the BA (Hons) Film and Media Production for the Creative Industries top-up have access to the College's Virtual Learning Environment. Appropriate information relating to lecture notes, revision questions, quizzes and links to related websites is available across all modules.

Students have access to the main David Hockney Library where a comprehensive range of resources is available. The Subject Specific Librarian at the College liaises closely with teaching staff and with students to ensure regular monitoring and updating of resources.

Other areas of student support include:

- English and Maths workshops;
- Information and Communication Technology facilities throughout the College.

Programme Level:

Each student on the programme will have a named tutor available for support throughout the academic year. A tutorial system is in place to provide academic and pastoral support to all students. Tutors are available on both a walk-in and by appointment basis. Tutors are also contactable via e-mail, MS Teams and the VLE.

All students are provided with Student, Programme and Module Handbooks.

Students will elect a student as programme representative who will be able to raise issues of behalf of individuals or the whole cohort to the programme/module leaders at Programme Committee meetings.

The Film and Media area is equipped with specialist equipment that reflects the standards required by industry and the equipment is reviewed annually.

Methods for evaluating and enhancing the quality of learning opportunities

- Student Experience Surveys (post-induction and end of stage).
- National Student Survey (NSS).
- Student module evaluations.
- Tutor module evaluations.
- Annual programme monitoring and evaluation reports - including analysis of key performance indicators e.g. admissions, retention, achievement, degree classifications, employment destinations, etc.
- Peer review of learning, teaching and assessment.
- Student staff liaison through Programme Committee meetings.
- External Examiners reports.
- Module/programme exam boards.

Other sources of information

- Bradford College website: <https://www.bradfordcollege.ac.uk/>
- HE Student Handbook: <https://www.bradfordcollege.ac.uk/wp-content/uploads/2022/09/180057-BC-HE-STUDENT-Handbook-2022-A4.pdf>
- College Regulations: <https://www.bradfordcollege.ac.uk/help/knowledge-base/academic-regulations/>
- VLE - Moodle: <https://moodle.bradfordcollege.ac.uk/>
- Student Portal: <https://learnerportal.bradfordcollege.ac.uk/>

- Students' Union: <https://www.bradfordcollegesu.co.uk/>
- External Examiners reports: <https://moodle.bradfordcollege.ac.uk/mod/book/view.php?id=302018&chapterid=7993>
- Library Services: <https://www.bradfordcollege.ac.uk/help/knowledge-base/library-services/>
- College careers advice: <https://www.bradfordcollege.ac.uk/about-us/careers-advice/>

Document control

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

Level 6

Module title	Module Code	Status C/O	K1	K2	K3	K4	C1	C2	C3	C4	P1	P2	P3	P4	T1	T2	T3	T4
Advanced Creative Practice	TBC	C	TDA	D		D	TDA		TDA	D	TDA	TDA	TDA	TDA	TD	TDA		TDA
Individual Case Study	TBC	C	TD	D	TDA			TDA	D	D			TD		TD		TDA	D
Independent Project	TBC	C	TDA			DA	TDA		TDA	TDA	TDA	DA	TDA		D	TDA	TDA	TDA
Pre-Production Portfolio	TBC	C	TDA		D	TDA		TD		D	TDA	TD		DA		D		TDA
Freelance Working and Self-Employment in the Creative Industries	TBC	C		TDA	TDA			TDA		TDA			TD	TDA	TDA			D

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
Advanced Creative Practice	TBC	✓	6	20	Core	Core	None	Practical - Recorded Group Production (15-30 mins)	50%	N	Individual Viva Voce	50%	Y
Individual Case Study	TBC	✓	6	20	Core	Core	None	Practical - Project Plan (2000 words)	40%	N	Practical - Presentation of research findings (20-30 mins)	60%	Y
Freelance Working and Self-Employment in the Creative Industries	TBC	✓	6	20	Core	Core	None	Coursework - Personal Career/Business Plan (2,000 words)	50%	N	Coursework - Professional Portfolio	50%	Y
Pre-Production Portfolio	TBC	✓	6	20	Core	Core	None	Coursework - Project Proposal (2,000 words)	50%	N	Coursework - Pre-Production Portfolio	50%	Y
Independent Project	TBC	✓	6	40	Core	Core	None	Practical - Project based on submission for 'Pre-Production Professional Portfolio' module	100%	Y			