



Programme Specification

BA (Hons) Film, TV & Theatre Production

2019-2020



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Section One

Programme Specification

The Programme Specification provides a summary of the main features of the **BA (Hons) Film, TV & Theatre Production** programme, and the learning outcomes that a 'typical' student might reasonably be expected to achieve and demonstrate if he/she passes the programme.

Further detailed information on the learning outcomes, content and learning and teaching methods of each module can be found in your module handbooks.

Key Programme Information	
Final award	BA (Hons)
Programme title	BA (Hons) BA (Hons) Film, TV & Theatre Production
Teaching institution	The Northern School of Art
Awarding Institution	Arts University Bournemouth [AUB]
Professional accreditation	None
Length of programme/mode of study	3 Years Full-Time
Level of final award (in FHEQ)	Level 6
Subject benchmark statement(s)	Communication, Media, Film & Cultural Studies, Drama, Dance & Performance. Art and Design
UCAS code	W692
Language of study	English
External Examiner for programme:	Brian Hall Oxford Brookes University
Please note that it is not appropriate for students to contact External Examiners directly	
Date of validation	28 April 2018
Date of most recent review	28 April 2018
Date programme specification is written/revised	28 April 2018

Programme Introduction

Whilst drama production in the theatre has an ancient tradition; it has co-existed for over a century with the development of a separate industry in production for cinema, television and more recently internet broadcast. However, theatre and film production share much of their skill sets, theories and practices. Therefore this unique programme has been designed to develop you as a creative practitioner who can operate effectively in either or both of these overlapping environments.

In this programme, you can specialise in production management, scriptwriting and/or directing for both stage and screen, with key technical skills in camera, lighting and post-production embedded as part of your overall learning making you readily employable in both marketplaces. Aligning with the other programmes; BA (Hons) Acting for Stage & Screen and the technical Foundation Degrees in Lighting & Camera, Sound Design, and Post Production, we have a unique collaborative approach to stage and screen production that is akin to the industry. Where specialist areas work collaboratively with each other to create a final product, whether on screen or in a theatrical production. While the BA (Hons) Film, TV & Theatre Production programme operates as a stand-alone degree, you will have the opportunity to collaborate or provide content for the complementary programmes. You will also be encouraged to join the Student Bectu Union and/or Equity depending on appropriate specialism.

You will have the opportunity to write, direct and produce the content for film, TV and theatre, as the programme is designed to cover all areas of production from a creative and managerial level, but with the flexibility to gain key technical skills so as to understand the technical and creative processes expected of a scriptwriter, production manager, and director.

Level 4 modules will introduce you to core creative, technical and managerial skills. This will be further developed at Level 5 in which you will have the opportunity to explore a variety of roles within a production context. In Level 6 you can either specialise in a specific role, for example, the director of a film production. Alternatively, you can develop a broader skills base where you gain multiple skills such as producing, lighting & camera and post production. All modules are mandatory, but within each module, the assignment brief allows you to negotiate areas of interest within a group setting.

Underpinning practical activities will be a strong understanding of the creative and cultural environment that you will be entering. Rigorous academic content is implicit throughout each module, specifically relating to the film, TV and theatre industries. As a creator of content, you have to be able to understand the cultural world you inhabit and what came before. Academic rigour and creativity go hand in hand to develop disciplined, organised and creative practitioners. Visual culture delivery is tailored to make it specific to the students in the discipline, encompassing early Greek theatre to the birth of film, television and the modern stage.

You will graduate from the Programme with a substantial showreel of work demonstrating the professional and technical skills needed to work in the stage and screen industries, underpinned with the academic rigour required for further study. There is an opportunity for graduates to set up their own production companies and gain early key support through our graduate hub.

Programme Aims

- PA1: To develop your professional practice, communication and transferable skills relevant to industry
- PA2: To instil the skills required for you to work independently and communicate effectively in co-operation with others, resolving problems professionally whilst respecting the opinions and contributions of others
- PA3: To develop your knowledge and cultural understanding, enabling you to explore, evaluate and discuss the relationship between research, theories and practice showing sustained independent and critical academic enquiry
- PA4: To develop your creative and professional application of, specialist technical skills, and the safe use of appropriate materials, equipment and technologies
- PA5: To develop your approaches to ideation and production and to innovatively challenge or advance existing forms and conventions
- PA6: To cultivate an environment that stimulates and challenges you, in order to equip you with the qualities essential for careers or further study in the film/moving image and theatrical industries, acknowledging legal, ethical and sustainable constraints

Programme Outcomes

By the end of the programme you will be able to:

- PO1: Demonstrate comprehensive and detailed knowledge of film, moving image and theatrical industries, individually and in collaboration with others in the production of your work
- PO2: Generate ideas, concepts, proposals, solutions or arguments independently and/or collaboratively
- PO3: Describe, interpret and evaluate texts using appropriate subject-specific vocabularies demonstrating confidence and intellectual flexibility in identifying, defining and resolving complex problems
- PO4: Effectively apply an appropriate range of practical, creative and technical skills to resolve problems and produce outcomes relevant to film, moving image and theatrical production and their related professional practice

PO5: Take responsibility for independent learning and decision-making, demonstrating innovation, problem-solving and experimentation.

PO6: Demonstrate your readiness for employment and/or continuing professional development, acknowledging legal, ethical, sustainable frameworks and professional expectations of the film, moving image and theatrical industries

Reference Points

UK Quality Code for Higher Education, including:

- Subject Benchmark Statement: Art and Design: February 2017
- Communication, Media, Film and Cultural Studies: October 2017
- Subject Benchmark Statement: Dance, Drama & Performance: July 2015
- Framework for Higher Education Qualifications (FHEQ)

AUB Regulatory Framework and Undergraduate Assessment Regulations

The Northern School of Art Strategic Plan

The Northern School of Art Higher Education Learning, Teaching and Assessment Strategy

Learning, Teaching and Assessment

Learning and Teaching Strategies

Your programme has been designed to give you a clear and logical learning experience, which encourages you to take an active part in the learning process. Each level of the programme has explicit learning outcomes that indicate the range of your knowledge and understanding, including intellectual, practical, professional and transferable skills.

The programme helps you to develop the ability to plan, manage and evaluate your learning, which is vital to the process of becoming an independent and professional practitioner. It also encourages you to take a more questioning approach, so that you can resolve problems with increasing confidence in your own judgements.

Formative feedback throughout modules helps you to evaluate your progress and identify your individual strengths and areas for development, based on feedback from tutors, other students, and your own self-evaluations.

The programme objectives are met by deploying a wide variety of teaching and learning methods including assignments, projects, lectures, seminars, group critiques and tutorials. In consultation with the Programme Leader, academic staff are responsible for coordinating individual modules of study, and for selecting appropriate methods of delivery according to the subject matter and the student experience.

The learning and teaching methods used to enable you to develop the skills, knowledge and critical awareness required to become a creative practitioner and promote the development of transferable skills, which are essential for employability.

The study time allocated to each module in the programme incorporates a balance of formal teaching, tutorial support and independent learning. The programme is structured progressively to provide increased opportunities for independent learning as you reach the later stages of the programme. The promotion of independent learning reflects your anticipated maturity as a student and allows you to direct your learning towards individual goals.

The integration of theory and practice is crucial in your development as a well-rounded and informed creative practitioner. This is promoted and reinforced through a team-teaching approach in both practical and written modules. Lectures, seminars and tutorials may be delivered by academic staff, as appropriate, in the creative environment of the studio, lecture theatre and seminar rooms.

Level 4 – Foundation and Orientation

Level 4 provides you with an introduction to the concepts, skills and knowledge associated with your subject area. You can access guidance and support from tutors during teaching sessions, but you are also expected to use independent study time to develop your skills further. Verbal and written formative feedback in tutorials and teaching sessions provides you with a clear indication of your progress, and you can use formative self and peer evaluation to help you to develop your critical and evaluative abilities.

Level 5 – Development and Exploration

The learning and teaching strategies used in Level 5 encourage you to take more responsibility for your learning and personal development, underpinned by formative self and peer evaluation. You are provided with opportunities to extend your subject knowledge and associated skills, and to study specific areas in greater depth. As you progress through Level 5, you are able to focus increasingly on your individual areas of interest and specialism. This is determined through the introduction of Learning Agreements, in which you can negotiate your own routes of inquiry, including research, development and realisation, in response to module learning outcomes. Elements of work-related learning, such as live projects, enable you to develop your professional practice and experience of working in a commercial context. Throughout Level 5, you are also encouraged to seek and negotiate your own work experience, if suitable opportunities are available.

Level 6 – Consolidation and Expertise

In Level 6, you are encouraged, within a supportive environment, to interrogate your specialism, consider your future direction and use the opportunity to effectively and meaningfully plan, prepare and move forward. Through analysing and defining your individual direction, you will develop a range of intellectually and practically challenging work that helps you to consolidate your prior experience, knowledge and skills to a higher level of expertise. Emphasis is placed on self-initiated projects and your ability to plan and manage your own learning within all modules. You are expected to work with a considerable degree of independence and to exercise effective critical analysis, evaluation and professional practice. However, specialist

academic tutors will give you guidance throughout Level 6 in order to provide a structured and supportive learning environment, promoting a manageable level of student autonomy, while continuing to address any potential issues. Individual student-initiated projects are developed, negotiated and undertaken within the module framework to assist you in the realisation of your creative aspirations as an independent practitioner.

Methods of Learning Glossary

A variety of methods are used to help you to engage with your learning, both by you as a student and by your tutors – some of these methods are described below.

Timetabled teaching sessions

Your student timetables indicate the teaching sessions that have been arranged for you across the modules that you are studying, and are available to you on the VLE. Within your teaching sessions, you will take part in a variety of activities that will help you to learn and develop as appropriate to each module and assignment. Specific learning and teaching strategies used in teaching sessions can include:

- Projects and assignments - covering a range of learning areas
- Tutorials - for appraisal and development as an individual or in groups
- Critiques - to provide formative feedback and to develop your presentation skills
- Lectures - formal and informal
- Flipped Learning – introduced to the learning material before class, with classroom time then being used to deepen understanding through discussion with peers and problem-solving activities
- Seminars - discussions that develop your critical responses
- Demonstrations - practical and workshop-based activities

Independent study

In addition to teaching sessions, the development of your skills and knowledge requires extra individual input defined as independent study. This will appear on your timetables and is an important part of the learning hours required for each module.

During these periods, tutors are not timetabled to teach you, but technician demonstrators and Library staff are available to help you to undertake research and the development of ideas and practical work. It is your responsibility to make good use of independent study time and the facilities available. It is essential that you access the specialist workshops during this time to develop your skills with materials, equipment and processes. The School's opening times and access to resources are intended to provide extra opportunities for you to benefit from your studies and to achieve your goals.

Assignments

A strategy based on practical and/or written work, ranging from staff-initiated activities at Level 4, and leading progressively to increasingly student-led activities at Levels 5 and 6.

Live assignments or live briefs

An assignment negotiated between a tutor and a relevant external agency, providing an opportunity for you to work within the constraints of a commercial brief. Live assignments/live briefs can also include competitions and awards.

Projects

An activity initiated by you as a student in which the emphasis is on student-centred learning. The tutor acts as a supervisor, negotiating the choice of topic with you through the Learning Agreement (see below), and supporting you throughout the project, including ethical considerations, which will be undertaken on an individual basis and/or in groups.

Lectures

A structured presentation of ideas, concepts and content knowledge by academic staff and visiting lecturers to groups of students, followed by feedback, questions and answers.

Academic tutorials

A meeting with an academic tutor or tutors either to discuss the progress of your work on a formative basis or to give summative feedback about your achievement in individual modules or the programme in general. Academic tutorials can take place on an individual basis, or with a group of students.

Seminars

A group activity involving the open discussion and analysis of topics – seminars may be tutor-led or student-led and can include short presentations.

Group critiques

These involve students in presenting and discussing work with tutors and the peer group within modules, giving you the opportunity to evaluate and respond to feedback.

Workshops

Specific activities within specialist modules that provide the skills required for assignments and can be delivered by tutors and/or technician/demonstrators. Technical and practical skills are developed in a range of techniques, processes and materials relevant to your area of study and specialism.

Educational visits

Educational visits to a range of external venues provide opportunities for you to broaden your field of research and knowledge related to your area of study. You will be given information about your programme's planned educational visits throughout the academic year.

Personal Development Planning [PDP]

Personal Development and Planning [PDP] are linked to all Levels of the programme through methods of reflective practice and planning which are integral to each module and help you to plan, integrate and take responsibility for your personal, academic and career development. In dialogue with tutors through formative feedback, you are encouraged to identify strengths and areas for development and establish learning goals that might improve perceived weaknesses and enhance your strengths.

Learning Agreements

As you progress through the programme, there are increasing opportunities for you to negotiate your own learning. Learning Agreements are introduced at Level 5 as a mechanism to support you in defining your individual learning in the context of the programme. Within the Learning Agreement, you will outline how you intend to fulfil the module aims and outcomes and how you plan to achieve this. This enables you to vary the work you produce according to your own personal and professional goals and aspirations whilst meeting the specified aims and learning outcomes of the module. The Learning Agreements contribute towards evidence of your Personal Development Planning. At level 6, the learning agreement includes an ethical approval process showing evidence of ethical awareness processes to overcome issues.

Assessment

Each module is assessed separately, and the assessment forms part of the module. Assessment both provides a measure of your achievement and also gives you regular feedback on how your learning is developing.

At every Level of your programme, you will be provided with a Module Handbook for each module, which contains information about the individual modules you will be studying. This includes what you are expected to learn within each module; the work that you have to submit; how it will be assessed; the deadline for submitting your work for assessment; and when you can expect to receive summative feedback.

You will receive a final mark for each module in the form of a percentage, which is recorded on your formal record of achievement (transcript). Each component of assessment is marked using a notched marking scale, whereby only certain marks are used within each banding of marks. The only marks available within any ten-point band are *2, *5 and *8 (e.g. 62, 65, 68). These marks correspond to a low, mid, and high level of achievement within each banding of marks.

All learning outcomes must be passed to successfully complete the module.

On successful completion of your Honours degree programme, you will be awarded a degree classification based on your module marks. The final classification is determined using all module marks at Levels 5 and 6 using two different algorithms, which are detailed in the Undergraduate Regulatory Framework and Assessment Regulations (available on the VLE). If the two algorithms produce different results, you will be awarded the higher class of degree.

If you have joined Level 6 either through the Accreditation of Prior Learning [APL] route or having completed a Foundation Degree [FdA], the final classification is determined using only your module marks at Level 6.

For further information on progression, awards and classifications, please visit the VLE.

Programme Structure

All students are registered for the award of BA (Hons); however, exit awards are available if you leave the programme early, having successfully completed one or two Levels. If you successfully complete a level of the programme, you will automatically be entitled to progress to the next level.

For the award of a Certificate of Higher Education (CertHE), you must have achieved a minimum of 120 credits at Level 4. This qualification may be awarded if you leave the School following successful completion of the first year of your programme.

For the award of a Diploma of Higher Education (DipHE), you must have achieved a minimum of 240 credits of which a minimum of 120 must be at Level 5. This qualification may be awarded if you leave the School following the successful completion of the second year of your programme.

For the award of a BA (Hons), you must have achieved a minimum of 360 credits of which a minimum of 240 must be at Level 5 or above, of which a minimum of 120 credits must be at Level 6. This qualification will be awarded upon successful completion of your programme.

A BA without Honours may be awarded if you have achieved 300 credits, at least 180 of which are at Level 5 or above, and at least 60 of which are at Level 6.

Programme Content

The programme is structured to provide you with the skills, knowledge and abilities that will help you to become increasingly independent as a creative practitioner within the worlds of film, TV and theatre production and to develop the skills required for employment and professional practice.

The programme's modules have been designed and organised to provide opportunities for you to develop and consolidate a wide range of knowledge and expertise. The practical and design-based modules enable you to develop the skills and abilities you will need to produce creative solutions, underpinned and enhanced by the written modules through integrated activities and the development of

knowledge and transferable skills. The module structure provides you with a holistic and coherent learning experience and a comprehensive framework for assessment and progression that will enable you to gain recognition for your progress and achievement.

The programme consists of three Levels (4, 5 and 6), each lasting one academic year of full-time study. Each Level is divided into modules, which may vary in size. A standard module represents 200 hours of study and is worth 20 credits. Depending on the complexity of the area being studied, some modules may be larger, for example, in the second half of Level 4 and in Level 5 and Level 6 you will study double (40 credit) design-based modules for some of the modules.

All studio based modules will have professional studies embedded as an integral part of the learning, especially those with an external facing approach. Professional studies includes those transferable skills such as research, problem solving, team work, communication skills, presentation skills, resilience and preparation for employment or postgraduate study. These modules include Live 1 and Production 1 at level 4. At level 5, professional studies will be highlighted within Live 2, Digital Production, Analogue Filmmaking and Production 2. At Level 6, Project Research and Preparation, Final Major Production and Final Show and Portfolio, will all have professional practice as a fundamental part of the learning and will be emphasised as best practice to prepare you and ready you for the professional world and or further study after graduation.

Level 4

Level 4 modules introduce the different aspects of film, TV and theatre production and provide the foundation of the skills and knowledge required for you to extend and develop as you progress through the programme. The majority of Level 4 modules are 20 credits in value, to help you to develop the skills and knowledge you need at this stage of the programme and to support you in managing your workload. The final Level 4 design-based module is 40 credits in value to allow you to explore the full design process with more depth and investigation.

Core Production Skills - (20 credits)

In this introductory module, you will learn the core production skills required of the filmmaker. It is important that filmmakers have an understanding of all aspects of production. Therefore, each student will pitch, write, direct, produce and edit a short film. Other students will take the camera and sound roles. These roles are rotated amongst the students until each has experienced all the main roles of filmmaking and has the required understanding of the key roles and responsibilities to extend their personal development and creative process.

Contextual Studies 1 - (20 credits)

The module extends your knowledge and awareness of issues that have shaped, defined and influenced contemporary culture. It is based on the notion that those who aim to influence culture must be aware of cultural influences and the history of that culture. The module introduces conventions of academic writing and enables the development of research, critical analysis; and study skills, with an emphasis on

taking increasing responsibility for your own learning. The module aims to investigate the wider cultural influences upon technology and performance. It draws connections between theoretical analysis and practical understanding of technology and performance for stage and screen, providing an opportunity to discuss and understand the principles and techniques of significant innovations and practices fundamental to analysis, theory and practice. The module will cover historical and cultural developments relevant to your practice.

Scriptwriting for Stage, Screen and Television – (20 credits)

The module will give you the grounding and key understanding required to write professionally formatted scripts for theatre performance or screen broadcast. You may apply methods developed in collaboration with actors to write viable dialogue suitable for each format. Working alongside peers, you will gain an understanding of how to approach the text and also how the actor/director relationship works. You will develop your knowledge of current industry trends which will inform your own creative work. You will learn how to work collaboratively, and understand the pace of storytelling from the perspective of the audience. The module emphasises the importance of breaking down the script for production.

Live Project - (20 credits)

This module will provide your first experience of working with an external partner and will require you to interact and respond to the client's requirements whilst creating a film that conforms to professional industry standards. This module is designed to work within the programme, but with possible collaboration with the complementary programmes. Working in teams, you will receive an initial brief, experience the pitch process and present creative responses to the client(s), and respond to client and tutor feedback to produce a suitable outcome. Professional practice, industry conventions and formats feature heavily in this module.

Production 1 - (40 credits)

This module is the culmination of the year where key skills in independent self-management and negotiation with peers and collaboration will be embedded in the learning. You will produce innovative outcomes that have potential and show critical thinking and practical understanding of the production process for either film, TV or theatre. This module provides students with the opportunity to manage a project which enhances their practice. Using the scripts created for **Scriptwriting for Stage, Screen and Television**, the students will pitch their concepts to a selection panel who will choose those to be produced. There will also be show produced by lecturing staff. This module is intended to enable collaboration with some or all of the complementary programmes.

Level 5

Level 5 modules have been designed to enable you to explore and study specific subject areas in greater depth and to extend your understanding of future career routes. The Learning Agreement is introduced in Level 5 to enable you to take more responsibility for your learning through negotiation with your tutors. It is used to help you to identify and plan your individual focus within specific modules and supports the progression of independent learning.

Digital Production - (20 credits)

This module encourages you to identify and explore commercial, promotional and/or distribution routes for your individual specialist practice in digital production, whilst considering project planning and outcomes for a target audience. You will explore the processes of digital capture, editing and broadcast or distribution. The project is initially negotiated with tutors within the Learning Agreement to define the creative outcome of the brief based on external parameters and/or client requirements. You will be expected to work to professional and commercial standards and will have the opportunity to potentially collaborate with the complementary programmes to produce work for your portfolio. Through the research and analysis of audience and distribution platforms, you will be encouraged to explore opportunities to promote and showcase your work.

Analogue Filmmaking (20 credits)

This module provides an introduction to celluloid film production. As with other analogue media, an understanding of traditional filmmaking provides a deeper understanding of terminology and conventions adopted in contemporary technologies as well as a greater appreciation of time and resources. Thus, the module is designed to provide a practical core to filmmaking skills in other modules and to cultivate experimentation. It will provide a body of work that will enhance your professional practice by entering festivals and competitions in using the craft and skills of analogue filmmaking. You will explore ideas generation from initial concepts through to final production with an emphasis on understanding celluloid film management within digital production. Technical considerations such as camera stock, lighting, filming, lens, lighting meters, processing and telecine developments will be explored.

Contextual Studies 2 - (20 credits)

This module aims to provide a greater context to your understanding of film, TV and theatre production. It will build upon learning in **Contextual Studies 1**. Content will include both historical and contemporary film, TV & theatre practices. The key emphasis will be to provide an academic context to practical work, discussing and exploring the constant evolutions and revolutions within these creative and cultural environments. You will be required to identify influences that shape and define current industry practice. These may come from interdisciplinary theories or from looking at wider philosophical concepts. Alongside this, they will also investigate emerging factors and how they may influence industry practice. These may include technological and cultural factors and their impact on your own practice. The module will further develop your research and study skills and the ability to analyse information and justify judgements within written work.

Contemporary Practice -Theatre - (20 credits)

This module provides the opportunity to develop and create a short contemporary piece of theatre for a staged performance. You will devise either experimental, physical, mask or other contemporary pieces such as movement, voice or a hybrid of different visual and aural performance that should challenge your understanding of the medium as well as your understanding the physical nature of theatre in the contemporary world. You will work closely with actors to create a modern piece of theatre. The material will consist of new works created collaboratively and in keeping

with current industry trends and expectations but also challenging traditional ideas, genres and narrative structures.

Production 2 - (40 credits)

This module is the culmination of the academic year where you will collectively pitch, stage, direct and production manage a shortened classical theatre production, cut to a manageable length of time alongside a full production to allow for all acting talent to be utilised. You will also film the same production for a film/TV output. Both modes will enhance your dramatic skills and develop your language and technique for both television and theatre staging offering differing creative outcomes from the same text. This will enhance your professional portfolio of work and enable collaboration across one or more productions gaining valuable experience in live and filmed drama productions. Working across disciplines, job roles and projects, this module will give you a strong understanding of what specialist role you may want to develop in the final year of the programme.

Level 6

At Level 6, you are able to consolidate and demonstrate the knowledge, understanding and skills you have gained in Levels 4 and 5, and to develop increasing levels of expertise and independence in preparation for future professional practice or postgraduate study. Extended projects encourage in-depth study and sustained research towards the realisation and presentation of a substantial portfolio or showreel to a professional standard.

The Level 6 modules have been devised to enable you to design your individual pathway through the final year, resulting in a focused package of skills which is supported by extensive critical and analytical research and is demonstrated in your visual language. For students who wish to progress onto postgraduate study, the emphasis will be focused on the requirements of a successful application.

The structure of Level 6 modules is common to all undergraduate programmes at the School and consists of four consecutive modules that enable you to research, plan, undertake and conclude a pathway of study that is specific to your individual areas of focus and interest within your creative discipline. The common structure also provides opportunities to work collaboratively with students from other disciplines, and the potential cross-fertilisation of creative practice is intended to reflect the realities of the contemporary creative industries.

The modules are structured to promote the integration of theory and practice and to ensure that concepts are realised in a manner that will support your personal and professional development. The final module concludes with a degree show that will focus on your future intentions with relevant written and practical work. The dissertation or report will inform the work for your final portfolio and develop a self-identified written investigative study that relates directly to your creative practice.

Throughout Level 6, you will be provided with a curriculum that allows for individual progression and development and is integrated with opportunities that enhance the realisation of your own vision to enable you to graduate as a professional and informed creative practitioner.

Project Research and Preparation - (40 credits)

You will identify, initiate and negotiate a personal project that will enable you to consolidate and demonstrate your individual creative identity whilst offering the opportunity to collaborate with your peers. This should reflect the individual focus of your creative practice and career aspirations; and be underpinned by extensive research, analysis and development work that supports the realisation and production of your creative outcomes in the Final Major Project. You will be able to research, define and develop a complex project that challenges your existing practice, and to consider potential collaborations in preparation for working in the creative industries, or for further study. The research, planning and development that you undertake during the Project Research and Preparation module will include identifying and negotiating the topic of your written investigative study for the Dissertation / Report module, which will be devised to inform and enhance your practical work.

Dissertation/Report - (20 credits)

This module provides you with the opportunity for extended research and investigation into a negotiated individual topic based on an aspect of your creative practice. The choice of either a theoretical argument (dissertation) or a factual report (for example, on an aspect of potential entrepreneurial activity) should be determined by your individual aims and aspirations after graduation and be clearly linked to areas of collaboration and define how you will project manage individual elements of your Final Major Project, Dissertation / Report and Final Show and Portfolio modules. Both options will equip you with a wide range of skills that can be applied to research, information retrieval and academic writing.

Final Major Project - (40 credits)

This module enables you to focus on your specialism and to apply the knowledge, skills and intellectual abilities acquired and developed throughout your programme. You will focus on the realisation of the conceptual, theoretical and professional enquiry of working in a specialist role as Writer, Director or Producer or a combination of these roles in managing a Stage or Screen outcome. Technical roles may be added to this by negotiation with the Teaching staff. Developed around your initial Learning Agreement produced in the Project Research and Preparation module, the practical work will be presented in a number of ways that will be defined by your creative sector. For example, you will produce a professional and vocationally relevant showreel which is supported by a sound business or a personal progression plan with appropriate marketing tools. Having clear personal direction for ideas and generation of concepts, with an independent and professional approach to the management of a complex project, are key aspects of the module. The outcomes should be executed and presented to the relevant academic or vocational standards and may be produced in a variety of formats as appropriate to your commercial or vocational focus. Whilst collaboration with students on other programmes is prioritised and encouraged; you may negotiate self-contained standalone projects or roles if appropriate. The final creative outcomes should be executed and presented to a standard appropriate to Level 6 Honours degree study and to your commercial or professional focus.

Final Show and Portfolio - (20 credits)

This module is a launch point for your commercial vision or progression to further study. You will present yourself and your work in a relevant professional context that highlights the progression you have made as a critical creative practitioner. The opportunity to create an outward-facing exhibition that showcases your creative practice and achievements is your chance to take the first steps into the creative industries. You will manage and deliver an individual show that promotes your final portfolio of work, supported by self-promotion and marketing tools directed toward your own professional aspirations.

Programme Modules

Module Code	Module Title	Credit Weighting
Level 4		
To be confirmed	Core Production Skills	20 CREDITS
To be confirmed	Contextual Studies 1	20 CREDITS
To be confirmed	Scriptwriting for Stage, Screen and Television	20 CREDITS
To be confirmed	Live Project	20 CREDITS
To be confirmed	Production 1	40 CREDITS
Level 5		
To be confirmed	Digital Production	20 CREDITS
To be confirmed	Analogue Filmmaking	20 CREDITS
To be confirmed	Contextual Studies 2	20 CREDITS
To be confirmed	Contemporary Practice - Theatre	20 CREDITS
To be confirmed	Production 2	40 CREDITS
Level 6		
To be confirmed	Project Research and Preparation	40 CREDITS
To be confirmed	Dissertation / Report	20 CREDITS
To be confirmed	Final Major Project	40 CREDITS
To be confirmed	Final Show and Portfolio	20 CREDITS

Programme Diagram

This diagram indicates the proposed start and end dates for each module and shows teaching weeks only; holiday periods are not included. Further information on the structure of each module is included in your Module Handbooks.

Level 4																														
Week Number																														
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14		15	16	17	18	19	20	21	22	23	24	25	26	27	28	
Welcome week	Contextual Studies 1 (20 Credits)														INTERIM	Production 1 (40 Credits)														Assessment of Final Modules and Tutorials
	Core Production Skills (20 Credits)																													
	Scriptwriting for Stage, Screen and Television (20 Credits)																													
														Live Project 1 (20 Credits)																

Level 5																															
Week Number																															
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14			15	16	17	18	19	20	21	22	23	24	25	26	27	28	
Welcome week / induction	Contextual Studies 2 (20 Credits)														INTERIM	Production 2 (40 Credits)														Assessment of Final Modules and Tutorials	
	Digital Production (20 Credits)															Contemporary Practice- Theatre (20 Credits)															
						Analogue Filmmaking (20 Credits)																									

Level 6																														
Week Number																														
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14		15	16	17	18	19	20	21	22	23	24	25	26	27	28	
Welcome week / induction	Project Research and Preparation (40 Credits)									Dissertation/ Report (20 Credits)					INTERIM	Final Major Project (40 Credits)									Final Show and Portfolio (20 Credits)					Assessment of Final Modules and Tutorials

Mapping of Module Learning Outcomes to Level Outcomes

Level 4	Core Production Skills	Contextual Studies 1	Script Writing for Stage, Screen and Television	Live Project 1	Production 1
Level Outcome	20 credits	20 credits	20 credits	20 credits	40 credits*
Describe, explain and use key elements of knowledge and key concepts of, and influences on, film, moving image and theatre, individually and in collaboration with others in the production of your work	LO3	LO1		LO3	LO1
Gather, evaluate and apply research from a defined range of primary and secondary sources and communicate accurately and reliably with structured and coherent ideas		LO3	LO2		
Apply a range of creative, practical and technical skills relevant to the practice of film, moving image and/or theatre in defined contexts in your work	LO1		LO1	LO2	LO2
Show an ability to describe, analyse and evaluate subject-specific materials and communicate accurately and reliably with structured and coherent solutions		LO2	LO3		
Take responsibility for your learning and identify your strengths and areas for development in order to manage work and meet deadlines	LO2				LO3
Demonstrate the qualities and transferable skills necessary for employment requiring the exercise of some personal responsibility showing an understanding of the creative industries expectations				LO1	LO4

Level 5	Digital Production	Analogue Filmmaking	Contextual Studies 2	Contemporary Practice - Theatre	Production 2
Level Outcome	20 credits	20 credits	20 credits	20 credits	40 credits
Demonstrate knowledge and critical understanding of the well-established principles of, and influences on, Film, moving image and/or Theatre Production and in collaboration with others and apply these to a range of activities		LO1	LO1	LO1	LO1
Analyse, interpret and apply research from a variety of primary and secondary sources appropriate to your individual role and routes of enquiry		LO2	LO1		
Apply appropriate practical, creative and technical skills to enable you to experiment and develop ideas and to critically evaluate outcomes based on your own decisions		LO3		LO3	
Take personal responsibility for the development of existing skills and new competences and the management of your work	LO3				LO3
Apply an enquiring approach to the changing nature of knowledge and concepts and demonstrate critical analysis in your problem-solving and synthesis of your work			LO2	LO2	
Demonstrate the qualities and transferable skills necessary for employment requiring the exercise of personal responsibility and decision-making and including an understanding of the hierarchy, ethics and responsibilities of the industry	LO1	LO4			LO2

Level 6	Project Research and Preparation 40 credits	Dissertation / Report 20 credits	Final Major Project 40 credits	Final Show and Portfolio 20 credits
Level Outcomes				
On successful completion of Level 6, you will be able to:				
Demonstrate comprehensive and detailed knowledge of film, moving image and theatrical industries, individually and in collaboration with others in the production of your work		LO1	LO1	LO1
Generate ideas, concepts, proposals, solutions or arguments independently and/or collaboratively	LO1	LO2	LO2	
Describe, interpret and evaluate texts using appropriate subject-specific vocabularies demonstrating confidence and intellectual flexibility in identifying, defining and resolving complex problems	LO2	LO3	LO3	
Effectively apply an appropriate range of practical, creative and technical skills to resolve problems and produce outcomes relevant to film, moving image and theatrical production and their related professional practice			LO4	LO2
Take responsibility for independent learning and decision-making, demonstrating innovation, problem-solving and experimentation	LO3			LO3
Demonstrate your readiness for employment and/or continuing professional development, acknowledging legal, ethical, sustainable frameworks and professional expectations of the film, moving image and theatrical industries	LO4		LO5	LO4

Resources

Library

The Library provides specialist art and design resources to support the learning, research and curriculum needs of both students and staff at the School. All new students receive a Library induction and a subject-specific resource guide which is followed up by an information skills. Additional help is available within the Library for research, and there is a proofreading service for essays and dissertations to check for spelling and grammatical errors.

The Library holds a variety of learning materials including books, academic journals, DVDs, and magazines. There is also a wide range of specialist electronic resources focusing on art, design and media, including e-books and online e-journals. The Library resources are catalogued onto the Heritage Library Management System, which can be accessed either within the Library or by the online version via the VLE and the School portal.

The Library is Wi-Fi enabled, and facilities include study spaces and a photocopier. The resources, and help from the knowledgeable, friendly staff, make the Library a popular space for work and study.

The Library consistently receives high scores in both the in-house and national student surveys, which are carried out annually.

Information technology [IT] and digital learning resources

The School provides a comprehensive range of IT resources based around Apple Macintosh computers and Windows PCs using the latest in specialist hardware and software solutions. In our studio and open access facilities every computer is pre-loaded with the latest versions of Adobe Creative Cloud and Microsoft Office 365 applications. Specialist programmes demand specialist requirements and the School caters for this with IT resources utilising industry standard software and hardware solutions.

Studio and open access facilities are complemented by our Bring Your Own Device system allowing access of personal hand-held devices to our wireless network and the internet.

IT resources are supported by a knowledgeable and friendly IT team that endeavours to put the student first and resolve any issues. IT support is accessible via our in-house helpdesk, which is open from 8.30am to 5.00pm Monday to Thursday and 8.30am to 4.30pm on Fridays, email: it@school.com

The School provides access to a variety of programme and School related information including Programme Handbooks, Module Handbooks and online learning materials through the VLE.

Student Support

Academic guidance and support

Academic staff are responsible for providing you with feedback on your work and your general academic progress, and for providing academic support and guidance through the programme. This is provided through critiques and written feedback, as well as guidance on practical work and informal discussion about your progress. These sessions may be individual or, in the case of collaborative work, in small groups.

Academic tutorials are scheduled to allow you to have in-depth discussions about your work or the programme in general. You will be entitled to at least one formal recorded academic tutorial per semester with a nominated member of your Programme Team. For further information about academic tutorials, you can refer to the HE Academic Tutorial Policy, which is available on the VLE.

Support and advice are also provided on an informal basis throughout the programme, through discussions between staff and students.

The School's HE Academic Support facility provides additional taught sessions and talks for all students in areas that will support your academic studies. These sessions are scheduled to align with the curriculum and relevant module deadlines and are delivered within programme areas as requested by academic staff or students.

- Academic referencing
- Academic research/reading
- Note-taking
- Essay and dissertation preparation
- Report writing
- Understanding module requirements
- Understanding summative and formative feedback
- Writing a self-evaluation
- How to complete a Learning Agreement
- Personal Development Planning [PDP]
- Time-management
- Confidence-building

In addition, HE Academic Support provides one-to-one and group support tutorials for all students throughout the academic year.

More information is available on the HE Academic Support section of the VLE.

Career education, information and guidance

Advice and guidance for careers support and further training are offered throughout your programme to help you understand the career routes available within your chosen profession. In addition to activities on your programme that will help to guide you towards your individual career path, it is important that you do your own additional research into potential careers. The academic staff on your programme,

many of whom are creative practitioners, will be able to give you further advice about careers in your subject area. Additional support and mentoring to assist in your career planning and research is available from the School's Employability and Enterprise Centre (Folio), and there is also a careers section in the Library.

Support for students with disabilities (including dyslexia)

The School is committed to the principles of equality and diversity and welcomes applications from students with a disability or learning difficulty. The School aims to support all students' individual needs wherever possible to enable all students to achieve their full potential.

If you experience a disability, mental health condition, specific learning difficulty, e.g. dyslexia, Autistic Spectrum Disorder, or long-term health condition, the Student Services team will support you to access additional funding (Disabled Students Allowances - DSA), which may fund the cost of any your support needs. A member of the Student Services team will contact you before you enrol to ask about any support you need, and put in place interim support while they are helping you to access DSA funding.

In addition, all students have the opportunity to complete a dyslexia screening test when they start their programme. This is called the LADS (Lucid Adult Dyslexia Screening) test and helps to identify if you need any extra support, even if you have never accessed support before. If you do, the team will work with you to identify what support you need and help you to access further diagnostic tests and funding. The Student Services team can also offer dyslexic thinkers one-to-one support from a specialist tutor to help develop learning skills, as well as offering all students facilities such as a proofreading service via the Library.

Pastoral support and guidance

Support and advice on non-academic matters are provided through trained and qualified professional staff within the Student Services team.

The Student Services team is based in the main building behind reception and is open 5 days a week. There is no need for an appointment, you can access support at any time, and the team are all contactable by email or through the online chat facility on the VLE.

The team can help with a variety of issues from practical support in areas such as finance, funding, accommodation and health-related issues, to support and advice on personal issues.

The team also has an onsite counselling service, which you can access whether or not you have seen a counsellor before. This service can help to find positive solutions to issues such as bereavement, mental health issues, and support in managing stress and anxiety. This service is entirely confidential. If the counsellor feels that they are unable to support you or that you would benefit from a different type of service, they will discuss this with you, and help you to seek the support that is appropriate for you.

You can find contact details and further information about Student Services in the Student Services section on the VLE and in various printed booklets available on the noticeboard outside the Student Services office.

Monitoring the quality of your programme

The programme is subject to rigorous quality assurance procedures which involve subject specialist and peer review of the programme by the Arts University Bournemouth at periodic intervals, normally of 5 years. This process ensures that the programme remains up to date, and is preparing you for a career in the creative industries while also delivering a high-quality student experience.

In addition, all programmes undertake an Annual Programme Review, which takes account of relevant information such as:

- External Examiners' Reports
- Key statistics including data on application, retention and achievement
- Results of the National Student Survey [NSS]
- Results of the internal Student Perception Survey [SPS]
- Feedback from Student Representatives, Student Assemblies and Programme Boards of Study
- Feedback from relevant employer groups.

All programmes develop an Action Plan from the Annual Programme Review process, which is monitored by the School. Your Student Representatives can keep you informed about progress against the programme Action Plan.

Staff development priorities for the Programme Team as a whole are identified through the Annual Programme Review process, and for individuals through the staff Performance Management process.

Indicators of quality and standards

All students on taught higher education programmes at the School are enrolled on a programme validated by the Arts University Bournemouth, which was granted taught degree awarding powers by the Privy Council in 2008; and University status was conferred in 2013.

In February 2016, the School underwent a Higher Education Review [HER] with the Quality Assurance Agency for Higher Education [QAA], which formed the following judgements about the higher education provision at The Northern School of Art [formally, Cleveland College of Art & Design]:

- The maintenance of the academic standards of awards offered on behalf of degree-awarding bodies meets UK expectations
- The quality of student learning opportunities meets UK expectations
- The quality of the information about learning opportunities meets UK expectations
- The enhancement of student learning opportunities is commended

This was an excellent outcome, and confirms that our quality assurance mechanisms are robust, meaning that we can have full confidence in the standard of programme outcomes, and the quality of the educational experience we deliver.

More detailed information to support your study on the programme is available in the following documents, which are available on the VLE:

- Online programme information
- Module Handbooks
- Regulatory Framework and Undergraduate Assessment Regulations
- HE Student Regulations
- Student Charter
- School policies and procedures