

# BA (Hons) Film and Screen Studies

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Awarding institution	Bath Spa University
Teaching institution	Bath Spa University
School	School of Creative Industries
Main campus	Newton Park
Other sites of delivery	N/A
Other Schools involved in delivery	N/A
Name of award(s)	Film and Screen Studies
Qualification (final award)	BA (Hons)
Intermediate awards available	CertHE, DipHE, BA
Routes available	Single/Joint/Major/Minor
Professional Placement Year	Optional
Duration of award	3 years full-time, 4 years with Professional Placement Year
Modes of delivery offered	Campus-based
Regulatory Scheme[1]	Undergraduate Academic Framework
Exemptions from regulations/framework[2]	Yes

Professional, Statutory and Regulatory Body accreditation	N/A
Date of most recent PSRB approval (month and year)	N/A
Renewal of PSRB approval due (month and year)	N/A
UCAS code	W620
Route code (SITS)	FISIN
Relevant QAA Subject Benchmark Statements (including date of publication)	Communication, Media, Film and Cultural Studies 2016
Date of most recent approval	May 2018
Date specification last updated	June 2019

[1] This should also be read in conjunction with the University's Qualifications Framework

[2] See section on 'Exemptions'

## Exemptions

Programme /Pathway	Regulations /Framework	Brief description of variance	Approving body and date
BA (Hons) Film and Screen Studies	Undergraduate Academic Framework	Exemption requested to depart from Framework paragraph 1.4	Academic Quality Standards Committee, 17 April 2019 (Chair's Action)

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## Programme Overview

Film and Screen studies is one of four undergraduate degree programmes which together form the corpus of Film and Media based curricula at Bath Spa University. Based in Writing, Film and Digital Creativity in the College of Liberal Arts, the programme seeks to create graduates with an informed, critical and creative approach to film and screen media, and their role in contemporary society and culture.

The first year of study introduces students to the histories and theories of film and television. Students are encouraged to watch, analyse and debate during these sessions, which are structured to create a nuanced understanding of the technological and narrative possibilities of film and screen media.

In the second year, students are encouraged to engage with key debates on film and screen studies, e.g. spectatorship, stardom, and their relationship with broader cultural questions, such as gender, race and ideology. Modules focus on key movements in American, European and Asian film cultures, with reference to their historical, cultural, political, economic and industrial contexts.

In the final year, students are encouraged to engage with specialised areas of study through a combination of taught and research based modules e.g. the dissertation, which is the core module for Level 6. Interdisciplinary approaches to film and screen studies is widely encouraged at this level, for example through modules on film and music, or film and video gaming.

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## Programme Aims

1. To provide a critical understanding of film and screen history, theory and criticism, and with an appreciation of its relationship with media and culture.
2. To provide a sound knowledge of the evolutionary changes in cinematic and electronic media and how television, video and digital arts continue to challenge cinema to adapt and invent/discover new forms of representation and communication.
3. To provide a developed understanding of the history of film and screen institutions, production, distribution and exhibition, and their relationship with society and culture.
4. To inculcate an ability to respond intellectually to the rapid changes and the global reach of film, television and new media industries.
5. To instil a nuanced and interdisciplinary awareness of reception and consumption practices in film and television, and the interactive practices of digital media within their institutional, economic and political contexts.
6. To instil advanced visual awareness, as demonstrated by the ability to analyse and interpret film images, and the production of written and visual projects based on an engagement with contemporary developments in film, media and visual culture.
7. To impart the skills and competencies that prepare them for a future career in the relevant sector and/or postgraduate study in Film and Screen Studies, or a cognate area, as well as skills for lifelong learning in this and associated subject areas.

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## Programme Intended Learning Outcomes (ILOs)

### A Subject-Specific Skills and Knowledge

	<b>Programme Intended Learning Outcomes (ILOs) On Achieving Level 6</b>	<b>On Achieving Level 5</b>	<b>On Achieving Level 4</b>
A1	Systematic understanding of key contemporary approaches in film studies with a developed awareness of the interdisciplinary nature of these approaches.	A detailed knowledge of key approaches to film studies with reference to periods, genres, movements and styles.	Knowledge of film history.
A2	Systematic understanding of the global reach of film and screen media, and the transnational nature of the ensuing cultural encounters.	Critically informed knowledge of particular movements in world cinema and their aesthetic and cultural significance.	An understanding of the cultural significance of world cinema.
A3	Conceptual understanding of the use of technology and conceptual tools in the mediation of society and culture by cinematic, televisual and electronic images.	A detailed understanding of the technological changes, both historical and contemporary, that influence film and its changing relationship with other screen media.	An understanding of technological context of film.
A4	Ability to use critical tools and the ability to apply them to the study of film in a number of ways: e.g. critical and analytical essays, journals, case studies, research projects, oral presentations, audio-visual projects etc.	Specialist knowledge of critical and cultural theory e.g. theories of gender, race, ideology, nationhood etc. and their place in film and screen scholarship.	Knowledge of critical, conceptual and theoretical underpinnings of Film and Screen Studies.
A5	Systematic understanding of contemporary industrial contexts of screen culture.	Detailed knowledge of the industrial contexts that lead to the overlaps in contemporary film and screen cultures.	An understanding of the increasingly overlapping contexts of screen media.
A6	Systematic understanding of the processes that lead to the extension of film and screen narratives into spaces defined by wider practices of media consumption.	A specialist knowledge of the main film narrative conventions and its formal and structural principles.	Knowledge of the formal conventions of film narrative and its distinctions from other screen narrative forms.
A7	Conceptual and coherent understanding of audiences and cultures of spectatorship in film and television and the interactive practices of digital media and their relationship with other key concepts e.g. stardom, authorship etc.	Critical understanding of film theory with reference to key approaches e. g. narrative, authorship, stardom and spectatorship.	An understanding of the relationship between film theory and media and cultural studies theory.
A8	Systematic knowledge of global film industries and their economic, social, cultural and technological contexts.	An insight into contemporary film and screen industries with a focus on employability.	Knowledge of the industrial contexts of film and screen media.

## **B Cognitive and Intellectual Skills**

	<b>Programme Intended Learning Outcomes (ILOs)</b>  <b>On Achieving Level 6</b>	<b>On Achieving Level 5</b>	<b>On Achieving Level 4</b>
B1	The ability accurately to analyse and evaluate published studies, and film and screen material for a chosen project.	Apply, consolidate and extend the learning experience of contextual frameworks and situations for the development of a project.	The ability to develop, research and structure an idea for a project.
B2	The ability to deploy coherent and detailed evaluation of ideas and information from a variety of sources of knowledge and a variety of disciplines, using current research methods.	Gather, organise and deploy ideas and information from key critical models in order to formulate coherent arguments on film cultures	The ability to apply an understanding of film theory to a range of examples from film cultures.
B3	The ability to plan, conduct, and prepare research on chosen aspects of film and screen studies, with research findings presented in a coherent, structured manner	Carrying out independent research which combines constructive responses to feedback with the ability to generate information and evaluate sources.	Ability to respond to criticism of ideas and scholarship in a constructive way.
B4	The ability to use critical self-reflection as part of project development, problem solving and critical analysis exercises.	Select, verify and appropriately use extant film and screen scholarship for problem solving and to formulate critical analyses.	Problem solving and critical analysis skills.

## **C Skills for Life and Work**

	<b>Programme Intended Learning Outcomes (ILOs)</b>  <b>On Achieving Level 6</b>	<b>On Achieving Level 5</b>	<b>On Achieving Level 4</b>
C1	Autonomous learning[3] (including time management) that shows the exercise of initiative and personal responsibility and enables decision-making in complex and unpredictable contexts.	Autonomous learning (including time management) as would be necessary for employment requiring the exercise of personal responsibility and decision-making such that significant responsibility within organisations could be assumed.	Autonomous learning (including time management) as would be necessary for employment requiring the exercise of personal responsibility.
C2	Team working skills necessary to flourish in the global workplace with an ability both to work in and lead teams effectively.	Team work as would be necessary for employment requiring the exercise of personal responsibility and decision-making for effective work with others such that significant responsibility within organisations could be assumed.	Team work as would be necessary for employment requiring the exercise of personal responsibility for effective work with others.

C3	Communication skills that ensure information, ideas, problems and solutions are communicated effectively and clearly to both specialist and non-specialist audiences.	Communication skills commensurate with the effective communication of information, arguments and analysis in a variety of forms to specialist and non-specialist audiences in which key techniques of the discipline are deployed effectively.	Communication skills that demonstrate an ability to communicate outcomes accurately and reliably and with structured and coherent arguments.
C4	IT skills and digital literacy that demonstrate core competences and are commensurate with an ability to work at the interface of creativity and new technologies.	IT skills and digital literacy that demonstrate the development of existing skills and the acquisition of new competences.	IT skills and digital literacy that provide a platform from which further training can be undertaken to enable development of new skills within a structured and managed environment.

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[3] i.e. the ability to review, direct and manage one's own workload

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## Programme Content

This programme comprises the following modules

Key:

Core = C

Required = R

Required\* = R\*

Optional = O

Not available for this status = N/A

Film and Screen Studies				Status			
Level	Code	Title	Credits	Single	Major	Joint	Minor
4	FSS4000-20	The Moving Image	20	C	C	C	C
4	FSS4001-20	Film History, Film Theory	20	C	C	C	C
4	FSS4100-20	Framing Film: Silence, Sound and Spectacle	20	O	O	O	O
4	MCO4100-20	Introduction to Television	20	O	O	O	O
4	FTV4000-20	Introduction to Sound and Camera I	20	O	O	O	O
4	FTV4001-20	Introduction to Sound and Camera II	20	O	O	O	O
4	MCO4012-20	Media Fandom	20	O	O	O	O
4	MCO4103-20	Your World Your Media: Making Film and Media Meaningful	20	O	O	O	O
5	FSS5000-20	American Cinema	20	C	C	C	C
5	FSS5001-20	Key Movements in World Cinema	20	C	C	C	C
5	FSS5100-20	Director's Cut: Auteur Cinema	20	O	O	O	N/A
5	FSS5101-20	Film Genre	20	O	O	O	N/A
5	MCO5102-20	Stardom and Celebrity	20	O	O	O	N/A
5	MCO5101-20	Television, Representation and Gender	20	O	O	O	N/A
5	FSS5102-20	Film Cultures Project	20	O	O	O	N/A
5	FTV5000-20	Experimenting with Specialist Roles in Production	20	O	O	O	N/A
5	FTV5001-20	Short Collaborative Fiction Film	20	O	O	O	N/A
5	PPY5100-120	Professional Placement Year	120	O	O	O	O
6	FSS6000-40	Film and Screen Studies Dissertation I	40	R	R	O	N/A
6	MCO6001-20	Dissertation II	20	O	O	O	N/A
6	FSS6100-20	European Cinema	20	O	O	R	R

6	MCO6105-20	Popular Music Journalism	20	O	O	O	N/A
6	MCO6104-20	Feminist Film Criticism	20	O	O	O	O
6	MCO6103-20	Videogames	20	O	O	O	O
6	MCO6102-20	Digital Innovation and Enterprise	20	O	N/A	N/A	N/A
6	FSS6101-20	Rock n' Reel: Popular Music on Screen	20	O	O	O	O
6	FSS6102-40	Short Form Documentary Making	40	O	O	O	N/A

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## Assessment methods

A range of summative assessment tasks will be used to test the Intended Learning Outcomes in each module. These are indicated in the attached assessment map which shows which tasks are used in which modules.

Students will be supported in their development towards summative assessment by appropriate formative exercises.

Please note: if you choose an optional module from outside this programme, you may be required to undertake a summative assessment task that does not appear in the assessment grid here in order to pass that module.

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## **Work experience and placement opportunities**

The course does not offer direct work experience or placement based opportunities and students are encouraged to opt for the Level 5 Work Placement open module. The Level 5 Film Cultures Project module is developed around industry interface and students create and research an aspect of industry, which requires them to work within their chosen sector. Guest sessions by industry professionals are held along with inputs from BSU's careers service to increase student employability in industry.

This programme can also be taken as a 'Sandwich' degree, which is studied over 4 years and includes a year-long work placement in a sector of your choice. The placement year is completed between years 2 and 3 of your degree and counts for 120 Level 5 credits. During this time you will be able to utilise knowledge gained as part of your studies in a real work environment to gain 'hands on' experience. The University has a dedicated Careers & Employability team to help you find and prepare for a placement. Following your placement year, you will return to University to complete your final year of study.

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## Graduate Attributes

	Bath Spa Graduates...	In Film and Media we enable this...
1	Will be employable: equipped with the skills necessary to flourish in the global workplace, able to work in and lead teams	Employability is embedded in the delivery and assessment of the course. The involvement of industry professionals as guest speakers and/or as leaders of projects is an integral part of course delivery. There is significant emphasis on industry interface, especially in Level 5 and 6 modules. In addition, students are also directed to appropriate employability related open modules.
2	Will be able to understand and manage complexity, diversity and change	Each level is characterised by a set of learning outcomes, which ensure progression in students' ability to manage issues of complexity, diversity and change. An awareness of these issues is embedded in course delivery. Assignments are designed at each level to assess students' ability to respond to increasingly advanced and complex learning experiences.
3	Will be creative: able to innovate and to solve problems by working across disciplines as professional or artistic practitioners	Specialist modules encourage students to develop original ideas into structured collaborative projects and problem-solving skills are an important part of these exercises. Interdisciplinarity is further facilitated by open modules.
4	Will be digitally literate: able to work at the interface of creativity and technology	Digital literacy is central to both theory and practice based modules. Core and optional modules require students to engage with digital skills of a high order as part of their learning experience, and to display high degrees of digital proficiency in their assignment submissions.
5	Will be internationally networked: either by studying abroad for part of the their programme, or studying alongside students from overseas	Erasmus and study abroad arrangements are in place and increasing numbers of students apply to study abroad every year. In recent years, overseas exchange students have been attending Film and Media courses in greater numbers, most often from USA, EU and Australia, and this significantly enriches the quality of peer learning in the classroom.
6	Will be creative thinkers, doers and makers	Creative thinking is encouraged as part of module delivery, both in theory and practice based modules. Seminars, workshops, activities and assessments are designed to facilitate learning by making, which involves participative and activity-based learning, both individually and in groups.
7	Will be critical thinkers: able to express their ideas in written and oral form, and possessing information literacy	The learning outcomes at every level emphasise the importance of critical and conceptual understanding of subject matter. The ability to communicate these ideas by using tools of critical analysis is an important part of the assessment in both core and optional modules.

8	Will be ethically aware: prepared for citizenship in a local, national and global context	Research ethics, as well as the ethics of film, media and digital platforms are an essential part of the delivery of core modules. The global nature of film, media and digital spaces is an integral part of course content across all three levels. This awareness is supplemented by open modules.
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## Modifications

### Module-level modifications

Code	Title	Nature of modification	Date(s) of approval and approving bodies	Date modification comes into effect
MCO4 102-20	Media Fandom	New module	CoLA Learning, Teaching and Quality Sub-committee, 3 April 2019	2019/20
FTV40 00-20	Introduction to Sound and Camera 1	Change to assessment	CoLA Learning, Teaching and Quality Sub-committee, 3 April 2019	2019/20
FTV50 01-20*	Short Collaborative Fiction Film	Change to assessment	CoLA Learning, Teaching and Quality Sub-committee, 3 April 2019	2019/20
FSS51 00-20*	Director's Cut: Auteur Cinema	Change to module status	CoLA Learning, Teaching and Quality Sub-committee, 3 April 2019	2019/20
FSS51 01-20*	Film Genre	Change to module status	CoLA Learning, Teaching and Quality Sub-committee, 3 April 2019	2019/20
MCO5 102-20*	Stardom Celebrity	Change to module status	CoLA Learning, Teaching and Quality Sub-committee, 3 April 2019	2019/20
MCO5 101-20*	Television, Representation and Gender	Change to module status	CoLA Learning, Teaching and Quality Sub-committee, 3 April 2019	2019/20
FSS51 02-20*	Film Cultures Project	Change to module status	CoLA Learning, Teaching and Quality Sub-committee, 3 April 2019	2019/20
FTV50 00-20*	Experimenting with Specialist Roles in Production	Change to module status	CoLA Learning, Teaching and Quality Sub-committee, 3 April 2019	2019/20
FTV50 01-20*	Short Collaborative Fiction Film	Change to module status	CoLA Learning, Teaching and Quality Sub-committee, 3 April 2019	2019/20
FSS60 00-20*	Dissertation I	Change to module status	CoLA Learning, Teaching and Quality Sub-committee, 3 April 2019	2019/20
MCO6 001-20*	Dissertation II	Change to module status	CoLA Learning, Teaching and Quality Sub-committee, 3 April 2019	2019/20

FSS61 02-40*	Short Form Documentary Making	Change to module status	CoLA Learning, Teaching and Quality Sub-committee, 3 April 2019	2019/20
MCO6 102-20	Digital Innovations and Enterprise	New module added	CoLA Learning, Teaching and Quality Sub-committee, 3 April 2019	2019/20
MCO6 105-20	Popular Music Journalism	New module added	CoLA Learning, Teaching and Quality Sub-committee, 3 April 2019	2019/20
CME4 100-20	Digital Practice	Module deleted	approved by School of Industries SQMC (Extended Deadline Feb 2020)	2020/21
MCO4 103-20	Your World Your Media: Making Film and Media Meaningful	New Module	approved by School of Industries SQMC (Extended Deadline Feb 2020)	2020/21

\*Modification to clarify that these modules are not available as options to Minor students

#### Programme-level modifications

Nature of modification	Date(s) of approval and approving bodies	Date modification comes into effect

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**Attached as appendices:**

1. Programme structure diagram
2. Map of module outcomes to level/programme outcomes
3. Assessment map
4. Module descriptors

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## Appendix 1: Programme Structure Diagram - BA (Hons) Film and Screen Studies (single honours)

Level	Semester One	Semester Two
4	<p><b>Core:</b> The Moving Image – 20 credits</p> <p><b>Options:</b></p> <ul style="list-style-type: none"> <li>• Framing Film: Silence, Sound and Spectacle – 20 credits</li> <li>• Introduction to Sound and Camera I – 20 credits</li> <li>• Your World Your Media: Making Film and Media Meaningful - 20 credits</li> </ul>	<p><b>Core:</b> Film History, Film Theory – 20 credits</p> <p><b>Options:</b></p> <ul style="list-style-type: none"> <li>• Introduction to Sound and Camera II – 20 credits</li> <li>• Media Fandom - 20 credits</li> <li>• Introduction to Television – 20 credit</li> </ul>
5	<p><b>Core:</b> American Cinema – 20 credits</p> <p><b>Options:</b></p> <ul style="list-style-type: none"> <li>• Director's cut: Auteur Cinema– 20 credits</li> <li>• Television, Representation and Gender – 20 credits</li> <li>• Experimenting with Specialist Roles in Production – 20 credits</li> </ul>	<p><b>Core:</b> Key Movements in World Cinema – 20 credits</p> <p><b>Options:</b></p> <ul style="list-style-type: none"> <li>• Film Genre – 20 credits</li> <li>• Stardom and Celebrity – 20 credits</li> <li>• Short Collaborative Fiction Film – 20 credits</li> <li>• Film Cultures Project – 20 credits</li> </ul>
5/6	Professional Placement Year (Optional) - 120 credits	
6	<p><b>Required:</b> Film and Screen Studies Dissertation I – 40 credits</p> <p><b>Options:</b></p> <ul style="list-style-type: none"> <li>• European Cinema – 20 credits</li> <li>• Feminist Film Criticism – 20 credits</li> <li>• Rock n' Reel: Popular Music on Screen – 20 credits</li> <li>• Digital Innovation and Enterprise – 20 credits</li> </ul>	<p><b>Required:</b> Film and Screen Studies Dissertation I – 40 credits</p> <p><b>Options:</b></p> <ul style="list-style-type: none"> <li>• Videogames – 20 credits</li> <li>• Dissertation II – 20 credits</li> <li>• Short Form Documentary Making–40 credits</li> <li>• Popular Music Journalism – 20 credits</li> </ul>

## Appendix 1b: Programme Structure Diagram - Combined Honours Film and Screen Studies

Level	Semester One	Semester Two
4	<p><b>Core:</b> The Moving Image – 20 credits</p> <p><b>Options:</b></p> <ul style="list-style-type: none"> <li>• Framing Film: Silence, Sound and Spectacle – 20 credits</li> <li>• Introduction to Sound and Camera I – 20 credits</li> <li>• Your World Your Media: Making Film and Media Meaningful - 20 credits</li> </ul>	<p><b>Core:</b> Film History, Film Theory – 20 credits</p> <p><b>Options:</b></p> <ul style="list-style-type: none"> <li>• Introduction to Sound and Camera II – 20 credits</li> <li>• Media Fandom - 20 credits</li> <li>• Introduction to Television – 20 credits</li> </ul>
<p>At Level 4, for Major Joint or Minor Film and Screen Studies you must take the 40 credits of Core modules.</p>		
5	<p><b>Core:</b> American Cinema – 20 credits</p> <p><b>Options:</b> <i>(N/A for Minor students)</i></p> <ul style="list-style-type: none"> <li>• Director’s cut: Auteur Cinema– 20 credits</li> <li>• Television, Representation and Gender – 20 credits</li> <li>• Experimenting with Specialist Roles in Production – 20 credits</li> </ul>	<p><b>Core:</b> Key Movements in World Cinema – 20 credits</p> <p><b>Options:</b> <i>(N/A for Minor students)</i></p> <ul style="list-style-type: none"> <li>• Film Genre – 20 credits</li> <li>• Stardom and Celebrity – 20 credits</li> <li>• Short Collaborative Fiction Film – 20 credits</li> <li>• Film Cultures Project – 20 credits</li> </ul>
<p>At Level 5: For Major, take Core 40 credits and 40 optional Film and Screen Studies credits, with 40 core credits from your minor subject;</p> <p>For Joint take Core and 20 optional Film and Screen Studies credits, with Core (40 credits) plus 20 optional credits from Joint Subject</p> <p>For Minor take just the Core Film and Screen Studies modules</p>		
5 /6	<p>Professional Placement Year (Optional) - 120 credits</p>	

6	<p><b>Required:</b></p> <ul style="list-style-type: none"> <li>• European Cinema – 20 credits <i>( Required for Joint and Minor students)</i></li> <li>• Film and Screen Studies Dissertation I – 40 credits <i>( Required for Major students only)</i></li> </ul> <p><b>Options:</b></p> <ul style="list-style-type: none"> <li>• European Cinema – 20 credits <i>(Optional for Major students)</i></li> <li>• Feminist Film Criticism – 20 credits</li> <li>• Rock n’ Reel: Popular Music on Screen – 20 credits</li> </ul>	<p><b>Options:</b></p> <ul style="list-style-type: none"> <li>• Videogames – 20 credits</li> <li>• Short Form Documentary Making– 40 credits <i>(Optional for Major/Joint students only)</i></li> <li>• Film and Screen Studies Dissertation I – 40 credits <i>(Optional for Joint students only)</i></li> <li>• Popular Music Journalism – 20 credits <i>(Optional for Major/Joint students only)</i></li> <li>• Dissertation II – 20 credits <i>(N/A for Minor students)</i></li> </ul>
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At Level 6: For Major, take Required\* 40 credits and 40 optional Film and Screen Studies credits, with 40 core credits from your minor subject;

For Joint take 20 credits Required\* and 40 credits of Film and Screen Studies options, with 60 credits from Joint Subject

For Minor take 20 credits Required\* and 20 credits of Film and Screen Studies options, with 80 credits from your major subject

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## Appendix 2: Map of Intended Learning Outcomes

Level	Module Code	Module Title	Status (C,R,R*,O) <sup>[4]</sup>	Intended Learning Outcomes															
				Subject-specific Skills and Knowledge								Cognitive and Intellectual Skills				Skills for Life and Work			
				A1	A2	A3	A4	A5	A6	A7	A8	B1	B2	B3	B4	C1	C2	C3	C4
4	FSS4000-20	The Moving Image	C	X	X	X	X	X	X	X	X	X	X	X	X	X		X	X
4	FSS4001-20	Film History, Film Theory	C	X	X		X	X	X	X	X	X	X	X		X	X	X	X
4	FSS4100-20	Framing Film: Silence, Sound and Spectacle	O	X	X	X	X		X	X	X	X	X	X	X	X		X	X
4	MCO4100-20	Introduction to Television	O	X		X	X	X		X	X	X	X	X	X	X	X	X	X
4	FTV4000-20	Introduction to Sound and Camera I	O	X	X	X	X	X	X	X	X	X	X	X	X	X		X	X
4	FTV4001-20	Introduction to Sound and Camera II	O	X	X		X	X	X	X	X	X	X		X		X	X	
4	MCO4102-20	Media Fandom	O		X		X	X	X	X		X	X	X	X		X	X	
4	MCO4103-20	Your World Your Media: Making Film and Media Meaningful	O	X	X		X	X		X	X		X		X	X		X	
5	FSS5000-20	American Cinema	C	X	X	X	X	X	X	X		X	X	X	X	X	X	X	X
5	FSS5001-20	Key Movements in World Cinema	C	X	X	X	X		X	X	X	X	X	X	X	X		X	X
5	FSS5100-20	Director's Cut: Auteur Cinema	O	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
5	FSS5101-20	Film Genre	O	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
5	MCO5102-20	Stardom and Celebrity	O	X	X	X	X		X	X	X	X	X	X	X	X		X	X
5	MCO5101-20	Television, Representation and Gender	O	X	X	X	X		X	X	X	X	X	X	X	X	X	X	X
5	FSS5102-20	Film Cultures Project	O	X	X	X		X	X	X	X	X	X		X	X	X	X	
5	FTV5000-20	Experimenting with Specialist Roles in Production	O	X	X	X	X	X		X	X	X	X	X	X	X	X	X	X
5	FTV5001-20	Short Collaborative Fiction Film	O	X	X	X	X	X	X	X	X	X	X	X	X		X	X	
5	PPY5100-120	Professional Placement Year	O													X	X	X	X
6	FSS6000-40	Film and Screen Studies Dissertation I	R/O	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
6	MCO6001-20	Dissertation II	O	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
6	FSS6100-20	European Cinema	O/R	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
6	MCO6105-20	Popular Music Journalism	O	X	X	X		X	X	X		X	X		X	X	X	X	X

6	MCO6104-20	Feminist Film Criticism	O	X	X	X	X	X	X	X	X	X		X	X	X	X	X	X
6	MCO6103-20	Videogames	O	X	X	X	X	X	X	X	X	X	X		X	X		X	X
6	MCO6102-20	Digital Innovation and Enterprise	O	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
6	FSS6101-20	Rock n' Reel: Popular Music on Screen	O	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
6	FSS6102-40	Short Form Documentary Making	O	X	X	X		X	X	X	X	X	X	X		X		X	X

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[4] C = Core; R = Required (ie required for this route); R\* = Required\*; O = Optional

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### Appendix 3: Map of Summative Assessment Tasks by Module

Level	Module Code	Module Title	Status (C, R,R*,O) <sup>[5]</sup>	Assessment method														
				Coursework							Practical						Written Examination	
				Composition	Dissertation	Essay	Journal	Project Plan	Portfolio	Report	Performance	Practical Project	Practical skills	Presentation	Set exercises	Written Examination	In-class test (seen)	In-class test (unseen)
4	FSS400-0-20	The Moving Image	C			x	x											
4	FSS400-1-20	Film History, Film Theory	C			x								x				
4	FSS410-0-20	Framing Film: Silence, Sound and Spectacle	O			x									x			
4	MCO41-00-20	Introduction to Television	O			x			x									
4	FTV400-0-20	Introduction to Sound and Camera I	O				x		x		x							
4	FTV400-1-20	Introduction to Sound and Camera II	O				x		x		x							
4	MCO41-02-20	Media Fandom	O				x		x									
4	MCO41-03-20	Your World Your Media: Making Film and Media Meaningful	O						x									
5	FSS500-0-20	American Cinema	C			x								x				
5	FSS500-1-20	Key Movements in World Cinema	C			x								x				
5	FSS510-0-20	Director's Cut: Auteur Cinema	O			2x												
5	FSS510-1-20	Film Genre	O		x	x												

5	MCO51 02-20	Stardom and Celebrity	O			x			x								
5	MCO51 01-20	Television, Representation and Gender	O				x		x								
5	FSS510 2-20	Film Cultures Project	O			x							x				
5	FTV500 0-20	Experimenting with Specialist Roles in Production	O				x		x			x					
5	FTV500 1-20	Short Collaborative Fiction Film	O						x	x		x					
5	PPY510 0-120	Professional Placement Year	O					x	x								
6	FSS600 0-40	Film and Screen Studies Dissertation I	R/O		x								x				
6	MCO60 01-20	Dissertation II	O							x			x				
6	FSS610 0-20	European Cinema	O/R		2x												
6	MCO61 05-20	Popular Music Journalism	O			x								x			
6	MCO61 04-20	Feminist Film Criticism	O			x											
6	MCO61 03-20	Videogames	O						x								
6	MCO61 02-20	Digital Innovation and Enterprise	O						x				x				
6	FSS610 1-20	Rock n' Reel: Popular Music on Screen	O			x			x								
6	FSS610 2-40	Short Form Documentary Making	O						x			x					

<sup>[5]</sup> C = Core; R = Required (ie required for this route); R\* = Required; O = Optional

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