

BA (Hons) Film, Television and Digital Production

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Awarding institution	Bath Spa University
Teaching institution	Bath Spa University
School	Bath School of Art, Film and Media
Main campus	Newton Park
Other sites of delivery	N/A
Other Schools involved in delivery	N/A
Name of award(s)	Film, Television and Digital Production
Qualification (final award)	BA (Hons)
Intermediate awards available	CerTHE, DipHE, BA
Routes available	Single
Professional Placement Year	Optional
Duration of award	3 years full-time, 4 Years with optional Professional Placement Year 6 years part time
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	38V4
Route code (SITS)	FTVSIN (three year version) and FTVSIN-SW (sandwich version)
Relevant QAA Subject Benchmark Statements (including date of publication)	Communication, Media, Film and Cultural Studies 2016
Date of most recent approval	March 2018
Date specification last updated	March 2021

^[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, Television and Digital Production	Undergraduate Academic Framework	Exemption requested to depart from Framework, Paragraph 1.4	Academic Quality Standards Committee, 15-Feb-2018

Programme Overview

The BA *Film, Television and Digital Production* (FTV) is designed for students who want to develop industry skills in film, television and multiplatform production. This degree enables you to develop your technical and production understanding but also allows you to explore the critical, theoretical and historical background of film and TV production.

In the first two years, you will learn the stages of pre-production, production and post-production. Craft skills learnt may include: idea development, research, storytelling and scriptwriting, storyboarding, producing, directing and production management, camera and lighting and post production and work flow. Sessions on film theory and critical analysis will also ensure that you are exposed to a variety of different ideas and approaches.

In the final year, you will specialise in a craft of your own choosing and you will develop your own portfolio of work. You will be expected to demonstrate your professional skills and your ability to work individually and in a production team.

Programme Aims

1. To provide students a sound technical knowledge of relevant skills matching the needs of existing and future film, television and digital production professionals.

2. To provide a critical understanding of the theory, practice, workflow and application of a variety of crafts and technologies employed in the film and television sectors.
3. To provide a developed understanding of the processes of designing and creating film and television content using the changing tools and methodologies of the industry.
4. To inculcate an ability to work effectively as a creative practitioner both independently and as part of a team.
5. To instil sound knowledge of applying film, television and digital production methods and techniques to their work through practice based learning techniques.
6. To provide a developed understanding of key critical debates in their field.
7. To inculcate the ability to apply and exercise initiative, decision-making and develop a programme of personal development and training needs relevant to their sector.
8. To provide a sound knowledge of of the technical, social, ethical and legal issues in the film, television and digital production business.

Programme Intended Learning Outcomes (ILOs)

A Subject-Specific Skills and Knowledge

	Programme Intended Learning Outcomes (ILOs) On Achieving Level 6	On Achieving Level 5	On Achieving Level 4
A1	Systematic knowledge and understanding of the principles underlying single and multicamera production of professional film, television and digital media content.	Critical understanding of the wide range of roles in the production of single and multiple camera film and television content.	An understanding of the differences between single and multiple camera production.
A2	Conceptual understanding of the application of critical approaches in the generation of original and sophisticated screen media content.	The application of critical analysis for the development of original screen media content using visual language.	Knowledge of the basic tools of critical analysis which shape an understanding of screen media.
A3	Systematic understanding of (and ability to express original ideas using), visual conventions of screen media.	Critical knowledge of the main formal conventions and processes of television and video production for current and emerging methods of delivery.	A knowledge of the underlying formal conventions of screen media.
A4	The ability systematically to deploy post production techniques and use of software for current and emerging modes of delivery in screen media.	Critical knowledge of the main pre- and post- production techniques (e.g. digital effects) used in film and television industries, with reference to aesthetic and stylistic conventions.	An understanding of a wide range of basic stylistic conventions used in the relevant industries.
A5	Conceptual knowledge of theoretical debates in film and television and screen media, both historical and contemporary.	Knowledge and critical understanding of the debates on the changing dynamics between film, television and digital media, both historical and contemporary.	Knowledge of the changing dynamics between film, television and digital media platforms.
A6	Conceptual and coherent understanding of the cultural, social and economic contexts of current screen content and an understanding of future trends in the creative industries.	Knowledge of the main contexts, design and structure of individual and team produced film and television content.	An understanding of the differences between individual and team produced content.
A7	Detailed and coherent understanding of (and ability to respond to) the changing expectations of screen audiences.	The ability effectively to communicate complex information, ideas and problems to specialist and non-specialist audiences.	An ability to generate concepts and structure them in accordance with the basic theories and approaches of the discipline.
A8	The ability efficiently and systematically to manage assets and resources in a variety of film and television projects, both individual and team produced.	Critical understanding of the use of assets and resources in a variety of film and television projects, both individual and team produced.	Knowledge of individual and team responsibilities in contributing to and managing projects.

B Cognitive and Intellectual Skills

	Programme Intended Learning Outcomes (ILOs) On Achieving Level 6	On Achieving Level 5	On Achieving Level 4
B1	The ability systematically to deploy individual and collaborative project development skills.	The ability to apply, consolidate and extend the learning experience to develop complex projects.	The ability to develop, research and structure an idea for a project.
B2	The ability to manage a substantial body of work while engaging critically and in detail with arguments, assumptions, abstract concepts and data, and applying them to creative practice.	The ability to adapt and deploy ideas and information from critical film, television and media theory to creative practice.	The ability to understand and apply basic contemporary film, television and media theory to creative practice.
B3	The ability systematically to synthesise information from a variety of sources and apply them to creative practice in a sophisticated way.	The ability to evaluate sources and information uncovered by independent research.	The ability to identify original sources while carrying out independent research.
B4	The ability to develop, sustain and evaluate arguments and to solve problems using techniques at the forefront of the discipline.	Reflective and critical skills, including the ability to solve problems by responding to criticism of creative ideas.	Problem solving and critical analysis skills.

C Skills for Life and Work

	On achieving Level 6 you will be able to:	On achieving Level 5 you will be able to:	On achieving Level 4 you will be able to:
C1	Work Independently Exercise initiative, independence and personal responsibility to manage your own learning and time.	Work Independently Exercise independence and personal responsibility to manage your own learning and time.	Work Independently Manage your own learning and time.
C2	Work with Others Work collaboratively with others to achieve individual and common goals, solve problems creatively and build interpersonal relationships to flourish in a global workplace.	Work with Others Work collaboratively with others to achieve individual and common goals, solve problems creatively.	Work with Others Work collaboratively with others.
C3	Communicate with Impact Communicate clearly, effectively and impactfully with specialist and non-specialist audiences.	Communicate with Impact Communicate clearly and effectively with others.	Communicate with Impact Communicate accurately and reliably with others.
C4	Demonstrate Digital Fluency Use digital skills productively, critically and ethically to enhance creativity and communication.	Demonstrate Digital Fluency Use digital skills productively, critically and ethically.	Demonstrate Digital Fluency Use digital skills productively.

Programme Content

This programme comprises the following modules

Key:

Core = C

Required = R

Required* = R*

Optional = O

Not available for this status = N/A

If a particular status is greyed out, it is not offered for this programme.

Subject offered as single award

Film, Television and Digital Production				Status	
Level	Code	Title	Credits	Single	Joint
4	FTV4004-20	Short Film Production: Drama	20	C	
4	FTV4005-20	Short Film Production: Documentary	20	C	
4	FTV4002-20	Introduction to Studio Production I	20	C	
4	FTV4003-20	Introduction to Studio Production II	20	C	
4	FTV4006-20	Digital Creativity and Content Creation	20	C	
4	FSS4000-20	The Moving Image	20	C	
5	FTV5004-20	Specialist Roles in Filmmaking	20	C	
5	FTV5005-20	Advanced Short Film Production	20	C	
5	FTV5002-20	Advanced Studio Production I	20	C	
5	FTV5106-20	Visual Effects and Motion Graphics I	20	O	
5	FTV5100-20	Advanced Studio Production II	20	O	
5	FTV5107-20	Visual Effects and Motion Graphics II	20	O	
5	FTV5104-20	Untold Stories: Factual Filmmaking	20	O	
5	FTV5102-20	Scripting for Screen	20	O	
5	FSS5001-20	Key Movements in World Cinema	20	O	
5	PPY5100-120	Professional Placement Year	120	O	
6	FTV6201-40	Major Project: Short Form Drama Film Production	40	R*	
6	FTV6202-40	Major Project: Short Form Documentary Making	40	R*	
6	FTV6200-40	Major Project: Live and Recorded Production	40	R*	
6	FTV6004-20	Graduate Runway: Industry Research Project	20	C	
6	FTV6108-20	Music Videos and Promos	20	O	
6	FTV6100-20	Advanced Post Production I	20	O	
6	FTV6101-20	Advanced Post Production II	20	O	
6	FTV6102-20	Music for Screen	20	O	
6	FSS6104-20	Politics and Global Cinema	20	O	
6	CME6002-20	Digital Innovation and Enterprise	20	O	

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.

You 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.

Work experience and placement opportunities

You can pursue work placement at Levels 5 and 6 through the Open Modules on Work Placement and Freelancing respectively. Work experience is available through specialised modules e.g. the FT6204 Industry Project. Some modules are designed to equip students with industry-standard skillsets e.g. specialist Avid Pro Tools training in FT4205 Introduction to Audio Recording which allows students to pursue external certification in the software.

Some modules include workshops in which you work on projects under the supervision of industry professionals e.g. FT5203 Advanced Studio Production. Direct industry interface is embedded into the programme. 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.

Additional Costs Table

Module Code & Title	Type of Cost	Cost
N/A		

Graduate Attributes

Graduate Attribute	While at Bath Spa, I will develop my ability to:	This programme will help me to do this through:
Confidently Self-Aware	Reflect on and recognise my unique skills, strengths, and values and be able to apply and articulate them in a range of different contexts.	Optional module choices that enable students to find their own path in an ever-changing film, TV and digital environment Assessments enable students to build both practical and collaborative skills in the creation of outstanding work, but do this by allowing, examining and actioning mistakes, accidents and areas for development along the way Many extracurricular activities that give students the confidence to work outside of the university environment in real world situations and roles

Emotionally Attuned	Be mindful of how my actions and emotions impact those around me so I can better navigate difficult situations and build effective interpersonal relationships.	A hands-on practical approach to many projects not only enhances their creative output but also simulates real-world industry dynamics, where collaboration is key to success. Students participate in live projects and high-pressure scenarios, such as film shoots, client led briefs and live studio or location broadcasts. Emphasising these collaborative practices, the course prepares students to thrive in the fast-paced world of film and television.
Inclusive Collaborator	Contribute independently to collaborative projects while working effectively with others, valuing diversity and respecting individual differences.	Students engage in group pitching and presentation sessions to present their ideas, fostering creativity and collaboration. During the ideation phase, they work together to brainstorm and refine concepts, ensuring diverse perspectives are included. Constructive feedback is integral, as students learn to give and receive critiques that enhance their projects. This iterative process not only strengthens their work but also builds essential skills for future collaboration in the industry.
Adaptable Innovator	Embrace challenges, taking risks where needed and applying individual and collective problem solving.	Hands on assessment projects allow students to collaborate to produce short films, TV segments, and multiplatform content. Collaborative Workshops simulate high-pressure environments, such as live broadcasts or pitch sessions in a supportive way. They help students build effective relationships and enhance teamwork skills, which are essential in the industry. Mentorship and Industry Engagement: Inviting visiting speakers, alumni, and industry professionals provides valuable guidance. Reflective Practices: Incorporating feedback sessions and critiques after projects encourages students to discuss their experiences and insights. Additionally, rotating through diverse roles in various projects helps them become versatile creators, equipping them for the multifaceted demands of the film and TV industry.
Critical Thinker	Keep an open mind, ask curious questions and think creatively to gain a deeper and broader understanding of global perspectives and the world around me.	Integrating client-led briefs allows students to tackle real-world challenges while collaborating with charities and small businesses, enhancing their social impact. Engaging with the wider university community to create moving image content both with and for them fosters a sense of belonging and encourages diverse perspectives. Inviting guest speakers from the industry provides valuable insights and connects students with professional experiences.
Forward Thinker	Set goals, plan ahead and utilise resources to support my personal ambitions and achieve my own version of success.	Integrating industry panel events and close links with the careers and employability team into the curriculum allows students to engage with professionals and gain insights into goal setting and planning in real-world contexts. Including core soft and hard skills, CV expectations and showreels. From the very first projects all the way up to their final major projects, students can create short films, documentaries, or live television segments, where they set specific goals and develop actionable plans. Course specific sessions on managing budgets, schedules, risk assessment and collaborations.
Ethical Leader	Act with empathy, making decisions grounded in ethical principles while advocating for sustainability and positive social change.	The curriculum embeds inclusive casting and diversity in writing screen stories workshops, ensuring that students understand the importance of representation and cultural sensitivity. Collaborative projects foster teamwork and ethical production techniques, allowing students to engage in discussions about inclusivity and respect for different perspectives. Industry panel events and site visits to production studios provide valuable insights into real-world practices and ethical leadership. Industry-accredited training sessions equip students with the skills needed to navigate their responsibilities as creators in a diverse media landscape.
Responsible Self-Starter	Be accountable for my actions and decisions while demonstrating creativity, proactivity, and a focus on solutions.	Practical real-world projects where students' decisions impact outcomes, fostering accountability. Creativity is assessed through assignments that require students to explore diverse ideas and justify their choices. Structured feedback sessions allow for peer and instructor pitches and critiques, helping students learn from their experiences. Reflective practices encourage students to evaluate their work and understand their responsibilities as creators.
Compassionately Resilient	Respond to setbacks with a reflective and positive attitude, flexibility and a self-caring approach.	Focussing on conflict resolution, negotiation, and team dynamics in all group modules through exercises and reflection Highlight student wellbeing services and collaborate with the SWS team to include self-care, time management and stress management. Invite industry professionals to share their experiences through talks, masterclasses and events such as the 'Industry & Networking Day' . Utilise reflective journals and embed reflection into assessments to reinforce these concepts.
Digitally Resourceful	Utilise and responsibly leverage existing and emerging technologies to solve problems and communicate.	In the classroom, both the academic and the technical teams use collaborative platforms like Microsoft 365 and Adobe Suite to facilitate group activities. For example, students can work together on scriptwriting, editing tasks or risk assessments, allowing them to experience real-time collaboration. Emerging technologies are showcased through practical workshops where students learn to use studio equipment, green screens, and 4K cameras. Assignments can involve creating short films or digital content that require students to apply these technologies creatively. This encourages them to think critically about their storytelling techniques and the technical aspects of production. Ethical considerations are woven into seminars, discussions and case studies throughout the course. Students analyse and apply real-world scenarios relating to music use, copyright laws and data privacy, prompting them to reflect on the implications of their work and use for legal public display. This culminates in assessments where they must demonstrate the use industry standard technology, software and clearances and navigate these ethical challenges while developing their projects. Final major projects serve as a capstone experiences, allowing students to demonstrate their learning with technology. These projects encourage autonomy, giving students the freedom to choose their equipment and approaches to topics that are right for their stories while applying the skills and knowledge they've gained.

Modifications

Module-level modifications

Code	Title	Nature of modification	Date(s) of approval and approving bodies	Date modification comes into effect
BIO6102-20	Wildlife Photography	New module	CoLA Learning, Teaching and Quality Sub-committee, 22 November 2018	2019/20
FTV6002-20	Collaborative Group Project 1	New module	CoLA Learning, Teaching and Quality Sub-committee, 22 November 2018	2019/20
FTV6003-20	Collaborative Group Project 2	New module	CoLA Learning, Teaching and Quality Sub-committee, 22 November 2018	2019/20
FTV6000-40	Live and Recorded Production	Change to module status	CoLA Learning, Teaching and Quality Sub-committee, 22 November 2018	2019/20
FTV4000-20	Introduction to Sound and Camera 1	Change to assessment	CoLA Learning, Teaching and Quality Sub-committee, 3 April 2019	2019/20
FTV5001-20	Short Collaborative Fiction Film	Change to assessment	CoLA Learning, Teaching and Quality Sub-committee, 3 April 2019	2019/20
FTV5000-20	Advanced Studio Production 1	Change to assessment	CoLA Learning, Teaching and Quality Sub-committee, 3 April 2019	2019/20
FTV5100-20	Advanced Studio Production 2	Change to assessment	CoLA Learning, Teaching and Quality Sub-committee, 3 April 2019	2019/20
CME4000-20	Ideation and Creative Problem Solving	Module deleted	CoLA Learning, Teaching and Quality Sub-committee, 3 April 2019	2019/20

CME5001-20	Digital Cultures	Module deleted	CoLA Learning, Teaching and Quality Sub-committee, 3 April 2019	2019/20
FTV6103-20	Television Journalism	New module	approved by School of Creative Industries SQMC (Extended deadline Feb 2020)	2020/21
CME6001-20	Professional Practice	Module deleted	approved by School of Creative Industries SQMC (Extended deadline Feb 2020)	2020/21
MCO4105-20	Your World, Your Media	Added core module removed FSS4000	approved by School of Creative Industries SQMC 30th November 2020	2021/22
MCO4100-20	Introduction to Television	Removed module	Fixed Level 4 Project	2021/22
FTV4100-20	Introduction to Audio Recording	Deleted Module	Fixed Level 4 project	2021/22
Level 4	Fixed Level 4	Changed status to core	Fixed Level 4 project	2021/22
FTV5003-20	Digital Effects	Change to assessment weighting	approved at Creative Industries SQMC 30 November 2020	2021/22
FTV5002-20	Advanced Studio Production 1	Assessment change	Approved at Creative Industries SQMC 19 March 2021	2021/22
FTV5000-20	Experimenting with Specialist Roles in Production	Assessment Change	Approved Chair's Action on behalf of SQMC June 2021	2021/22
FTV5001-20	Short Collaborative Fiction Film	Assessment Change	Approved Chair's Action on behalf of SQMC June 2021	2021/22
FTV4000-20	Introduction to Sound and Camera 1	Module Deleted	SQMC January 2022	2022-23
FTV4004-20	Short Film Production: Drama	New Module	SQMC January 2022	2022-23
FTV4001-20	Introduction to Sound and Camera 2	Module Deleted	SQMC January 2022	2022-23
FTV4001-20	Short Film Production: Documentary	New Module	SQMC January 2022	2022-23
MCO4105-20	Your world, Your Media	Deleted Module	SQMC March 2022	2022-23
FTV5000-20	Experimenting with Specialist Production	Module Deleted	SQMC March 2022	2022-23
FTV5004-20	Specialist Roles in Filmmaking	New Module	SQMC March 2022	2022-23
FTV5001-20	Short Collaborative Fiction Film	Module Deleted	SQMC March 2022	2022-23
FTV5005-20	Advanced Short Film Production	New Module	SQMC March 2022	2022-23
FTV5003-20	Digital Effects I	Module Deleted	SQMC March 2022	2022-23
FTV5006-20	Visual Effects 1	New Module	SQMC March 2022	2022-23
FTV5103-20	Visual Effects 2	New Module	SQMC March 2022	2022-23
FTV5101-20	Digital Effects 2	Deleted Module	SQMC March 2022	2022-23
FTV5102-20	Scripting for Screen	Semester change	SQMC March 2022	2022-23
FSS6102-20	Short Form Documentary Making	Code change	SQMC March 2022	2022-23
BIO6102-20	Wildlife Photography	Module deleted	SQMC March 2022	2022-23
FTV4006-20	Digital Creativity and Content Creation	Module Added	SQMC March 2022	2022-23
FTV6106-20	Advanced Visual Effects	Module Added	SQMC March 2022	2022-23
SPD5006-20	Sports Podcasting and Social Media	Module Added	SQMC March 2023	2023-24
FTV6107-20	Sports Journalism	Module Added	SQMC March 2023	2023-24
FTV4004-20	Short Film Production: Drama	Amendments to basic description and aims of module	SQMC March 2023	2023-24
FTV4005-20	Short Film Production: Documentary	Amendments to basic description and aims of module	SQMC March 2023	2023-24
FTV5002-20	Advanced Studio Production I	Amendments to basic description and aims of module. Change to assessment item S1.	SQMC March 2023	2023-24
FTV5004-20	Specialist Roles in Filmmaking	Amendments to basic description and aims of module. Deletion of "Team" from assessment item S1.	SQMC March 2023	2023-24
FTV5005-20	Advanced Short Film Production	Amendments to basic description and aims of module. Deletion of "Team" from assessment item S1.	SQMC March 2023	2023-24
FTV5100-20	Advanced Studio Production II	Change to single assessment item.	SQMC March 2023	2023-24
FTV5006-20	Visual Effects I	Change to assessment items S1 and S2	SQMC March 2023	2023-24
FTV5103-20	Visual Effects II	Change to assessment items S1 and S2	SQMC March 2023	2023-24
FTV6000-40	Live and Recorded Production	Amendments to basic description and aims of module. Intended Learning Outcomes and assessment item S1.	SQMC March 2023	2023-24
FTV6104-40	Short Form Documentary Making	Note added to pre-requisites. Amendments to description and aims of the module. Intended Learning Outcomes and F2 formative exercises and tasks	SQMC March 2023	2023-24
FTV6103-20	Television Journalism	Module deleted	SQMC March 2023	2023-24
FTV5004-20	Specialist Roles in Filmmaking	Formative assessment change	Curriculum Approval Panel, December 2024	2025/26
FTV5005-20	Advanced Short Film Production	Formative assessment change	Curriculum Approval Panel, December 2024	2025/26
FTV6100-20	Advanced Post Production I	Amendments to description and aims, outline syllabus, ILOs and summative assessment item	Curriculum Approval Panel, December 2024	2025/26
FTV6101-20	Advanced Post Production II	Amendments to description and aims, outline syllabus, ILOs and summative assessment item	Curriculum Approval Panel, December 2024	2025/26
FTV6202-40	Major Project: Short Form Documentary Making	Summative assessment amendment	Curriculum Approval Panel, December 2024	2025/26

Nature of modification	Date(s) of approval and approving bodies	Date modification comes into effect
CME4100-20 Digital Practice removed	Curriculum Approval Panel, December 2023	2024/25
FSS4000-20 The Moving Image added	Curriculum Approval Panel, December 2023	2024/25
FTV4006-20 Digital Creativity and Content Creation Semester change	Curriculum Approval Panel, December 2023	2024/25
FTV6106-20 Advanced Visual Effects Semester change	Curriculum Approval Panel, December 2023	2024/25
FTV6002-20 Collaborative Group Project 1 removed	Curriculum Approval Panel, December 2023	2024/25
FTV6003-20 Collaborative Group Project 2 removed	Curriculum Approval Panel, December 2023	2024/25
FTV6104-40 Short Form Documentary Making, changed to year long module: FTV6202-40 Major Project: Short Form Documentary Making, status changed to R*	Curriculum Approval Panel, December 2023	2024/25
FTV6000-40 Live and Recorded Production, changed to year long module: FTV6200-40 Major Project: Live and Recorded Production, R*	Curriculum Approval Panel, December 2023	2024/25
FTV6201-40 Major Project: Short Form Drama Film Production added, R*	Curriculum Approval Panel, December 2023	2024/25
SPD5006-20 Sports Podcasting and Social Media, module removed	Curriculum Approval Panel, December 2024	2025/26
FTV6106-20 Advanced Visual Effects, module removed	Curriculum Approval Panel, December 2024	2025/26
FTV6107-20 Sports Journalism, module removed	Curriculum Approval Panel, December 2024	2025/26
FTV5104-20 Untold Stories: Factual Filmmaking, module added	Curriculum Approval Panel, December 2024	2025/26
FSS6104-20 Politics and Global Cinema, module added	Curriculum Approval Panel, December 2024	2025/26
FTV6108-20 Music Videos and Promos, module added	Curriculum Approval Panel, December 2024	2025/26
FTV5006-20 Visual Effects 1 renamed with new module code to FTV5106-20 Visual Effects and Motion Graphics 1	Curriculum Approval Panel, December 2024	2025/26
FTV5103-20 Visual Effects 2 renamed with new module code to FTV5107-20 Visual Effects and Motion Graphics 1, with changes to assessment item weightings	Curriculum Approval Panel, December 2024	2025/26
FTV6001-20 Industry Research Project renamed with new module code to FTV6004-20 Graduate Runway: Industry Research Project, with change to summative assessment item	Curriculum Approval Panel, December 2024	2025/26
FTV5102-20 Scripting for Screen, semester change	Curriculum Approval Panel, December 2024	2025/26

Attached as appendices:

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

Appendix 1: Programme Structure Diagram - BA (Hons) Film, Television and Digital Production

Single Honours	
Level 4	
Semester 1	Semester 2
Core Modules	
FTV4004-20 Short Film Production: Drama - 20 credits	FTV4005-20 Short Film Production: Documentary - 20 credits
FTV4002-20 Introduction to Studio Production I - 20 credits	FTV4003-20 Introduction to Studio Production II - 20 credits
FSS4000-20 The Moving Image - 20 credits	FTV4006-20 Digital Creativity and Content Creation - 20 credits
Level 5	
Core Modules	
FTV5004-20 Specialist Roles in Filmmaking – 20 credits	FTV5005-20 Advanced Short Film Production – 20 credits
FTV5002-20 Advanced Studio Production I – 20 credits	
Optional Modules	
FTV5106-20 Visual Effects and Motion Graphics I – 20 credits	FTV5107-20 Advanced Studio Production II – 20 credits
FTV5104-20 Untold Stories: Factual Filmmaking	FTV5103-20 Visual Effects and Motion Graphics II – 20 credits
	FSS5001-20 Key Movements in World Cinema – 20 credits
	FTV5102-20 Scripting for Screen
Optional Professional Placement Year 120 credits	
Level 6	
Core Modules	
N/A	FTV6004-20 Graduate Runway: Industry Research Project – 20 credits
Required* Modules	

Single Honours	
Year-long modules:	
FTV6200-40 Major Project: Live and Recorded Production - 40 credits	
FTV6201-40 Major Project: Short Form Drama Film Production - 40 credits	
FTV6202-40 Major Project: Short Form Documentary Making - 40 credits	
Optional Modules	
FTV6100-20 Advanced Post Production I – 20 credits	FTV6101-20 Advanced Post Production II – 20 credits
CME6002-20 Digital Innovation and Enterprise – 20 credits	FTV6108-20 Music Videos and Promos
FTV6102-20 Music for Screen – 20 credits	
FSS6104-20 Politics and Global Cinema - 20 credits	
Rule Notes: Students are required to take one 40 credit year-long R* modules at Level 6, with 80 credits of optional modules. FTV6200-40, FTV6201-40 and FTV6202-40 are year-long modules.	

Appendix 2: Map of Intended Learning Outcomes

Level	Module Code	Module Title	Status (C,R,R*,O) ^[4]	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	FTV4004-20	Short Film Production: Drama	C	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
4	FTV4005-20	Short Film Production: Documentary	C	X	X		X	X	X	X	X	X	X	X		X		X	X
4	FTV4002-20	Introduction to Studio Production I	C	X	X	X	X				X	X	X	X	X	X		X	X
4	FTV4003-20	Introduction to Studio Production II	C	X		X	X	X		X	X	X	X	X	X	X	X	X	X
4	FTV4006-20	Digital Creativity and Content Creation	C	X	X	X		X	X	X	X	X		X	X		X	X	
4	FSS4000-20	The Moving Image	C	X	X	X		X	X	X	X	X	X	X	X	X	X	X	X
5	FTV5004-20	Specialist Roles in Filmmaking	C	X	X	X	X	X		X		X	X	X	X	X	X	X	X
5	FTV5005-20	Advanced Short Film Production	C	X	X	X	X	X	X		X	X	X	X	X		X	X	
5	FTV5002-20	Advanced Studio Production I	C	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
5	FTV5106-20	Visual Effects and Motion Graphics I	O	X	X	X		X	X	X	X	X	X		X		X	X	
5	FTV5100-20	Advanced Studio Production II	O	X	X	X	X		X	X	X	X	X		X		X	X	
5	FTV5107-20	Visual Effects and Motion Graphics II	O	X	X	X	X	X	X	X	X	X		X	X		X	X	
5	FTV5102-20	Scripting for Screen	O	X	X		X	X		X	X		X		X	X		X	X
5	FSS5001-20	Key Movements in World Cinema	O	X	X	X		X	X		X	X	X	X	X		X		X
5	FTV5104-20	Untold Stories: Factual Filmmaking	O	X	X	X		X	X	X		X		X	X	X	X		X
5	PPY5100-120	Professional Placement Year	O													X	X	X	X
6	FTV6201-40	Major Project: Short Form Drama Film Production	R*	X	X	X	X		X	X	X	X	X	X	X		X	X	X
6	FTV6202-40	Major Project: Short Form Documentary Making	R*	X	X	X	X	X	X	X	X	X		X	X		X	X	
6	FTV6200-40	Major Project: Live and Recorded Production	R*	X	X	X	X		X	X	X	X	X	X		X	X	X	
6	FTV6004-20	Graduate Runway: Industry Research Project	C	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
6	FTV6108-20	Music Videos and Promos	O	X	X	X	X		X	X	X	X		X	X	X	X	X	X
6	FTV6100-20	Advanced Post Production I	O	X		X	X		X	X	X	X	X		X		X	X	
6	FTV6101-20	Advanced Post Production II	O	X	X	X	X	X		X	X	X	X	X		X	X	X	
6	FTV6102-20	Music for Screen	O	X		X	X		X	X	X	X	X		X	X	X		
6	FSS6104-20	Politics and Global Cinema	O	X	X		X	X		X	X		X	X		X	X	X	X
6	CME6002-20	Digital Innovation and Enterprise	O	X	X	X		X	X	X	X	X	X	X	X	X	X	X	X

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

Appendix 3: Map of Summative Assessment Tasks by Module

Level	Module Code	Module Title	Status (C,R,R*,O) [5]	Assessment method															
				Coursework							Practical					Written Examination			
				Composition	Dissertation	Essay	Journal	Portfolio	Project Plan	Report	Performance	Practical Project	Practical skills	Presentation	Set exercises	Written Examination	In-class test (seen)	In-class test (unseen)	
4	FTV4004-20	Short Film Production: Drama	C				x	x						x					
4	FTV4005-20	Short Film Production: Documentary	C				x	x						x					
4	FTV4002-20	Introduction to Studio Production I	C				x												
4	FTV4003-20	Introduction to Studio Production II	C								x			x					
4	FTV4006-20	Digital Creativity and Content Creation	C						x										
4	FSS4000-20	The Moving Image	C			x	x												
5	FTV5004-20	Specialist Roles in Filmmaking	C					x											
5	FTV5005-20	Advanced Short Film Production	C					x											
5	FTV5002-20	Advanced Studio Production I	C											x					
5	FTV5106-20	Visual Effects and Motion Graphics 1	O				x	x						x					
5	FTV5100-20	Advanced Studio Production II	O			x								x					
5	FTV5107-20	Visual Effects and Motion Graphics II	O				x	x						x					
5	FTV5102-20	Scripting for Screen	O	x				x											
5	FSS5001-20	Key Movements in World Cinema	O			x									x				
5	FTV5104-20	Untold Stories: Factual Filmmaking	O					x											
5	PPY5100-20	Professional Placement Year	O					x	x										
6	FTV6201-40	Major Project: Short Form Drama Film Production	R*					x											
6	FTV6100-20	Advanced Post Production I	O											x					
6	FTV6101-20	Advanced Post Production II	O											x					
6	FTV6200-40	Major Project: Live and Recorded Production	R*											x					
6	FTV6202-40	Major Project: Short Form Documentary Making	R*					x 2											
6	FTV6004-20	Graduate Runway: Industry Research Project	C							x				x					
6	FTV6108-20	Music Videos and Promos	O					x						x					
6	FTV6102-20	Music for Screen	O		x									x		2x			

6	FSS6104-20	Politics and Global Cinema	O			x		x									
6	CME6002-20	Digital Innovation and Enterprise	O							x				x			

^[5] C = Core; R = Required (ie required for this route); R* = Required*; O = Optional