



**Definitive Programme Document: Film, Television and Digital Production
(Bachelor's with Honours)**

Awarding institution	Bath Spa University
Teaching institution	Bath Spa University
School	College of the Liberal arts
Department	Digital Academy
Main campus	Newton Park
Other sites of delivery	Singapore Media Academy
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
Routes available	Single
Sandwich year	Optional
Duration of award	3 years full-time, 4 Years with optional sandwich 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	
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 2018

Exemptions

The following exemptions are in place:

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

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

² See section on 'Exemptions'

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 5	On Achieving Level 4
	On Achieving Level 6		
A1	Systematic knowledge and understanding of the principles underlying single	Critical understanding of the wide range of roles in the production of single	An understanding of the differences between single

	and multicamera production of professional film, television and digital media content.	and multiple camera film and television content.	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.
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B Cognitive and Intellectual Skills

	Programme Intended Learning Outcomes (ILOs)	On Achieving Level 5	On Achieving Level 4
	On Achieving Level 6		
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 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

	Programme Intended Learning Outcomes (ILOs)	On Achieving Level 5	On Achieving Level 4
	On Achieving Level 6		
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 some 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 some 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.

³ ie the ability to review, direct and manage one's own workload

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	Major	Joint	Minor
4	FTV4000-20	Introduction to Sound and Camera I	20	C			
4	FTV4001-20	Introduction to Sound and Camera II	20	C			
4	FTV4002-20	Introduction to Studio Production I	20	C			
4	FTV4003-20	Introduction to Studio Production II	20	C			
4	CME4100-20	Digital Practice	20	O			
4	FSS4000-20	The Moving Image	20	O			
4	MCO4100-20	Introduction to Television	20	O			
4	CME4000-20	Ideation and Creative Problem Solving	20	O			
4	FTV4100-20	Introduction to Audio Recording	20	O			
5	FTV5000-20	Experimenting with Specialist Roles in Production	20	C			
5	FTV5001-20	Short Collaborative Fiction Film	20	C			
5	FTV5002-20	Advanced Studio Production I	20	C			
5	FTV5003-20	Digital Effects I	20	C			
5	FTV5100-20	Advanced Studio Production II	20	O			
5	FTV5101-20	Digital Effects II	20	O			
5	FTV5102-20	Scripting for Screen	20	O			
5	FSS5001-20	Key Movements in World Cinema	20	O			
5	CME5001-20	Digital Cultures	20	O			

5	YP5100-120	Professional Placement Year	120	O			
6	FTV6000-40	Live and Recorded Production	40	C			
6	FTV6001-20	Industry Research Project	20	C			
6	FTV6100-20	Advanced Post Production I	20	O			
6	FTV6101-20	Advanced Post Production II	20	O			
6	FSS6102-20	Short Form Documentary Making	40	O			
6	FTV6102-20	Music for Screen	20	O			
6	MCO6102-20	Digital Innovation and Enterprise	20	O			
6	CME6001-20	Professional Practice	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.

Graduate Attributes

	Bath Spa Graduates...	In Film and Media [subject], 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 such as Create Lab.
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 e.g. Digital Citizenship which all students are encouraged to take.

Modifications

Module-level modifications

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

Programme-level modifications

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

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 - Single Honours Film, Television and Digital Production

Level	Semester One	Semester Two
4	<p>Core: Introduction to Sound and Camera I – 20 credits</p> <p>Core: Introduction to Studio Production I – 20 credits</p> <p>Options:</p> <ul style="list-style-type: none"> • The Moving Image – 20 credits • Introduction to Television – 20 credits • Introduction to Audio Recording – 20 credits 	<p>Core: Introduction to Sound and Camera II – 20 credits</p> <p>Core: Introduction to Studio Production II – 20 credits</p> <p>Options:</p> <ul style="list-style-type: none"> • Digital Practice – 20 credits • Ideation and Creative Problem Solving – 20 credits
5	<p>Core: Experimenting with Specialist Roles in Production – 20 credits</p> <p>Core: Digital Effects I – 20 credits</p> <p>Core: Advanced Studio Production I – 20 credits</p> <p>Option</p> <ul style="list-style-type: none"> • Digital Cultures – 20 credits 	<p>Core: Short Collaborative Fiction Film – 20 credits</p> <p>Options</p> <ul style="list-style-type: none"> • Advanced Studio Production II – 20 credits • Digital Effects II – 20 credits • Scripting for Screen – 20 credits • Key Movements in World Cinema – 20 credits
5/6	Professional Placement Year (Optional)	
6	<p>Core: Live and Recorded Production – 40 credits</p> <p>Options:</p> <ul style="list-style-type: none"> • Advanced Post Production I – 20 credits • Digital Innovation and Enterprise – 20 credits • Music for Screen – 20 credits 	<p>Core: Industry Research Project – 20 credits</p> <p>Options:</p> <ul style="list-style-type: none"> • Advanced Post Production II – 20 credits • Professional Practice – 20 credits • Short Form Documentary Making – 40 credits

Appendix 2: Map of Intended Learning Outcomes (ILOs) against modules

BA Honours Film Television and Digital Production



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	FTV4000-20	Introduction to Sound and Camera I	C	X	X	X	X	X	X	X	X	X	X	X	X	X		X	X
4	FTV4001-20	Introduction to Sound and Camera II	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	CME4100-20	Digital Practice	O			X	X	X	X		X	X	X	X	X	X		X	X
4	FSS4000-20	The Moving Image	O	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	CME4000-20	Ideation and Creative Problem Solving	O	X	X	X	X	X		X	X	X	X		X	X	X		X
4	FTV4100-20	Introduction to Audio Recording	O	X		X	X	X	X	X	X	X		X	X	X	X	X	
5	FTV5000-20	Experimenting with Specialist Roles in Production	C	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

5	FTV5001-20	Short Collaborative Fiction Film	C	X	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	FTV5003-20	Digital Effects I	C	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	FTV5101-20	Digital Effects 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	CME5001-20	Digital Cultures	O	X	X	X		X	X	X	X	X		X	X	X	X	X	X
5	YP5100-120	Professional Placement Year	O													X	X	X	X
6	FTV6000-40	Live and Recorded Production	C	X	X	X	X		X	X	X	X	X	X	X		X	X	X
6	FTV6001-20	Industry Research Project	C	X	X	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	X
6	FSS6102-20	Short Form Documentary Making	O	X	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	MCO6102-20	Digital Innovation and Enterprise	O	X	X	X		X	X	X	X	X	X	X	X	X	X	X	
6	CME6001-20	Professional Practice	O	X	X	X	X	X		X		X		X	X	X		X	X

Appendix 3: Map of summative assessment tasks by module
Film, Television and Digital Production



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	FTV4000-20	Introduction to Sound and Camera I	C				x	x					x					
4	FTV4001-20	Introduction to Sound and Camera II	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	CME4100-20	Digital Practice	O							x			x					
4	FSS4000-20	The Moving Image	O			x	x											
4	MCO4100-20	Introduction to Television	O			x	x											
4	CME4000-20	Ideation and Creative Problem Solving	O				x			x								

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

4	FTV4100-20	Introduction to Audio Recording	O					x										
5	FTV5000-20	Experimenting with Specialist Roles in Production	C				x	x				x						
5	FTV5001-20	Short Collaborative Fiction Film	C					x		x		x						
5	FTV5002-20	Advanced Studio Production I	C				x			x		x						
5	FTV5003-20	Digital Effects I	C				x	x				x						
5	FTV5100-20	Advanced Studio Production II	O			x						x						
5	FTV5101-20	Digital Effects 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	CME5001-20	Digital Cultures	O					x				x		x				
5	YP5100-20	Professional Placement Year						x	x									
6	FTV6100-20	Advanced Post Production I	O									x						
6	FTV6101-20	Advanced Post Production II	O									x						
6	FTV6000-40	Live and Recorded Production	C									x						
6	FSS6102-20	Short Form Documentary Making	O					x				x						
6	FTV6001-20	Industry Research Project	C							x		x		x				

6	FTV6102-20	Music for Screen	O		x							x			2x			
6	MCO6102-20	Digital Innovation and Enterprise	O							x				x				
6	CME6001-20	Professional Practice	O					x		x				x				