

Changes to previous information

Because of Covid-19, we had to make some changes to your course. We set out what we told you about in our prospectus material. We explain what changes we needed to make. We want to make sure you know about these changes. When you register for your course we will ask you to confirm you read this information.

	Current published course related information	Changes to previous information
Course title	Film, Radio and Television	Film, Radio and Television
Award level	BA - Single honours only	BA - Single honours only
How do you want to study?		
Start Date	Sept 2020	Sept 2020
Modes of study	Full-time Part-time	Full-time Part-time
Duration	3 years full-time	3 years full-time
UCAS code	W620	W620
Location	Canterbury	Canterbury
Partner institution	N/A	N/A
Available with a Foundation Year	Yes	Yes
Overview		
	<p>Learn about and work in a variety of media, using industry standard equipment and facilities. You'll soon be ready for a career in the creative industries.</p> <p>You'll have access to:</p> <ul style="list-style-type: none"> • Our industry standard Television studio and gallery. • A variety of different digital film cameras including the Blackmagic Ursa Mini Pro. • A wide range of location lighting and grip equipment. • Postproduction facilities include AVID Media Composer, the Adobe Creative Cloud Suite and After Effects software on a specialist EditShare network server. • Four dedicated radio studios, a student radio station CSR (Canterbury Student Radio) run 	<p>Learn about and work in a variety of media, using industry standard equipment and facilities. You'll soon be ready for a career in the creative industries.</p> <p>You'll have access to:</p> <ul style="list-style-type: none"> • Our industry standard Television studio and gallery. • A variety of different digital film cameras including the Blackmagic Ursa Mini Pro. • A wide range of location lighting and grip equipment. • Postproduction facilities include AVID Media Composer, the Adobe Creative Cloud Suite and After Effects software on a specialist EditShare network server. • Dedicated radio studios. a student radio station CSR (Canterbury Student Radio) run in a collaboration between FRTV

	<p>in a collaboration between FRTV students in CCCU and the University of Kent</p> <p>Visiting industry professionals and former students will offer you guidance and advice through workshops and dedicated masterclasses.</p>	<p>students in CCCU and the University of Kent</p> <p>Visiting industry professionals and former students will offer you guidance and advice through workshops and dedicated masterclasses.</p>
<p>Why study Film, Radio and Television?</p>		
	<p>Film, Radio and Television offers you the chance to study a range of media in Year 1 before specialising in Years 2 and 3.</p> <p>The course explores the links between practice and theory in a way that will enhance your creative, analytical and communication skills. It pays special attention to employability and you will be encouraged to work both individually and as part of a team.</p> <p>It will help you to develop the transferable skills that are vital in the constantly evolving creative industries while simultaneously giving you the opportunity to explore and develop your own relationship with the media.</p> <p>Your tutors are a creative mix of practitioners and theoreticians and you will have access to professional standard television and radio studios, computing and editing suites and specialist film production equipment.</p> <p>The course is taught in the Powell Building, which is named after renowned British filmmaker Michael Powell and was opened by his widow Thelma Schoonmaker-Powell, who is Martin Scorsese's film editor and an Honorary Fellow of the university. Thelma occasionally visits the School to deliver master classes and guest lectures.</p> <p>The course has an Industry Advisory Panel and constantly uses industry professionals to teach alongside full-time academics. The programme provides a blend of practice and theory</p>	<p>Film, Radio and Television offers you the chance to study a range of media in Year 1 before specialising in Years 2 and 3.</p> <p>The course explores the links between practice and theory in a way that will enhance your creative, analytical and communication skills. It pays special attention to employability and you will be encouraged to work both individually and as part of a team.</p> <p>It will help you to develop the transferable skills that are vital in the constantly evolving creative industries while simultaneously giving you the opportunity to explore and develop your own relationship with the media.</p> <p>Your tutors are a creative mix of practitioners and theoreticians and you will have access to professional standard television and radio studios, computing and editing suites and specialist film production equipment.</p> <p>Due to Covid -19, the programme will be taught via a mixture of blended online learning and face to face in the Powell Building, which is named after renowned British filmmaker Michael Powell and was opened by his widow Thelma Schoonmaker-Powell, who is Martin Scorsese's film editor and an Honorary Fellow of the university. Thelma occasionally visits the School to deliver master classes and guest lectures.</p> <p>The course has an Industry Advisory Panel and constantly uses industry professionals to teach alongside full-time academics. The programme provides a blend of practice</p>

	<p>and offers you a highly marketable mix of technical, production and academic skills.</p> <p>The creative industries are a thriving sector of the UK and global economy and there is high demand for multi-skilled and engaged students in this sector.</p>	<p>and theory and offers you a highly marketable mix of technical, production and academic skills.</p> <p>The creative industries are a thriving sector of the UK and global economy and there is high demand for multi-skilled and engaged students in this sector.</p>
Entry requirements	A typical offer would be 88-112 UCAS points.	A typical offer would be 88-112 UCAS points.
About the course		
	<p>"It's always fun talking to young filmmakers - it's very inspiring. I'm always really impressed when I meet them. They seem very serious, very committed and because of the training they get at Canterbury Christ Church University, they are very well versed in film history. I do tell them filmmaking is a very demanding profession, but very rewarding, very exciting and you grow constantly because of the way the work stretches you. I have the best job in the world working for Martin Scorsese. I encourage them to try and find something equally exciting."</p> <p>Thelma Schoonmaker-Powell. Honorary Fellow Canterbury Christ Church University 3 time Oscar winning editor for Raging Bull, The Aviator and The Departed.</p>	<p>"It's always fun talking to young filmmakers - it's very inspiring. I'm always really impressed when I meet them. They seem very serious, very committed and because of the training they get at Canterbury Christ Church University, they are very well versed in film history. I do tell them filmmaking is a very demanding profession, but very rewarding, very exciting and you grow constantly because of the way the work stretches you. I have the best job in the world working for Martin Scorsese. I encourage them to try and find something equally exciting."</p> <p>Thelma Schoonmaker-Powell. Honorary Fellow Canterbury Christ Church University 3 time Oscar winning editor for Raging Bull, The Aviator and The Departed.</p>
<p>Module information</p> <p>Please note that the list of optional modules and their availability may be subject to change. We continually review and where appropriate, revise the range of modules on offer to reflect changes in the subject and ensure the best student experience. Modules will vary when studied in combination with another subject.</p>		
Core year 1		
	<p>Professional Perspectives in the Creative Industries Core module SH - (20 Credits)</p> <p>This module focuses upon the key skills, knowledge and understanding for orientation to undergraduate study and research and begins your academic journey in preparation for work within the creative industries. The module will</p>	<p>Professional Perspectives in the Creative Industries Core module SH - (20 Credits)</p> <p>This module focuses upon the key skills, knowledge and understanding for orientation to undergraduate study and research and begins your academic journey in preparation for work within the creative industries. The module will build on your</p>

	<p>build on your pre-existing skills to enable you to make a smooth transition to Higher Education and the challenges it presents. The module encourages a more independent, reflective and self-managed approach to your study, time management, research and work-readiness.</p>	<p>pre-existing skills to enable you to make a smooth transition to Higher Education and the challenges it presents. The module encourages a more independent, reflective and self-managed approach to your study, time management, research and work-readiness.</p>
	<p>Television Production Core module SH and CH - (20 Credits)</p> <p>This module is designed as a hands on practical module teaching you the skills needed to make a live studio television show. You will have the chance to work with presenters, music and create live content. Working as a team, you will be introduced to the technology, equipment and industry procedures used in contemporary television production from the initial idea to the final product.</p>	<p>Television Production Core module SH and CH - (20 Credits)</p> <p>This module is designed as a hands-on practical module teaching you the skills needed to make a live studio television show. Working as a team, you will be introduced to the technology, equipment and industry procedures used in contemporary television production from the initial idea to the final product.</p>
	<p>Radio Production Core module SH - (20 Credits)</p> <p>This module introduces students the skills needed to design and produce a live music radio show for a particular audience, taking into account current changes and professional practice in the radio industry. As a professional team you will work together to produce a live show. You will learn how to operate the radio studios and myriad playout software, digital audio editing and multi-tracking on Adobe Audition and studio and portable microphone techniques.</p>	<p>Radio Production Core module SH - (20 Credits)</p> <p>This module introduces students the skills needed to design and produce a short radio feature for a particular audience, taking into account current changes and professional practice in the radio industry. You will learn how to record as well as digital audio editing and multi-tracking on Adobe Audition and portable microphone techniques.</p>
	<p>FRTV in Context Core module SH and CH - (20 Credits)</p> <p>This module focuses upon the historical and cultural contexts of film radio and television. Additionally, it aims to give you an understanding of the historical and critical discourses surrounding film radio and television, while also applying critical and theoretical approaches to contemporary developments in the media. Lastly, the module aims to provide you with a critical and theoretical context for your own</p>	<p>FRTV in Context Core module SH and CH - (20 Credits)</p> <p>This module focuses upon the historical and cultural contexts of film radio and television. Additionally, it aims to give you an understanding of the historical and critical discourses surrounding film radio and television, while also applying critical and theoretical approaches to contemporary developments in the media. Lastly, the module aims to provide you with a critical and theoretical context for</p>

	production work in film, radio and television.	your own production work in film, radio and television.
	<p>Animation Production Core module SH - (20 Credits)</p> <p>The Animation module introduces students to the basic principles and history of animation and its relationship with film. Students are introduced to a range of animation techniques and technology ranging from the most basic 'hand-made' to the use of software such as Adobe After Effects. Students in groups and individually to produce a short animation show reel.</p>	<p>Animation Production Core module SH - (20 Credits)</p> <p>The Animation module introduces students to the basic principles of animation. Students are introduced to a range of animation techniques and technology ranging from the most basic 'hand-made' to the use of software such as Adobe After Effects. Students produce a portfolio of animation work.</p>
	<p>Film Production Core module SH and CH - (20 Credits)</p> <p>The film Production module offers you the opportunity to engage with contemporary digital film practice introducing you to the effective and safe use of digital film production equipment and techniques providing opportunities to develop creative, technical and organisational skills within the context of digital film production. The module encourages you to acquire team skills and to integrate theoretical concepts within practical production.</p>	<p>Film Production Core module SH and CH - (20 Credits)</p> <p>The film Production module offers you the opportunity to engage with contemporary digital film practice introducing you to the effective and safe use of digital film production equipment and techniques providing opportunities to develop creative, technical and organisational skills within the context of digital film production. The module encourages you to acquire team skills and to integrate theoretical concepts within practical production.</p>
Optional year 1		
	N/A	
Core year 2		
	<p>Creative Film Practice Core module SH - (20 Credits)</p> <p>This module develops your skills and understandings of specialist moving image production and post-production technologies. You will develop a short creative film from initial concept to post-production.</p>	<p>Creative Film Practice Core module SH - (20 Credits)</p> <p>This module develops your skills and understandings of specialist moving image production and post-production technologies. You will develop a short creative moving image project and portfolio and document and work from initial concepts to post-production.</p>

	<p>Digital Broadcasting Core module SH - (20 Credits)</p> <p>You will develop radio production skills including scripting, vocal delivery, content research and creation, studio and location recording and editing by designing and producing a professional podcast. You will also build on your television production skills, including vision control, graphics, sound, directing and vision mixing, through the creation of a live show suitable for broadcast.</p>	<p>Digital Broadcasting Core module SH - (20 Credits)</p> <p>You will develop your radio production skills including scripting, vocal delivery, content research and creation and location recording and editing by designing and producing a professional podcast. You will also build on your television production skills, including vision control, graphics, sound, directing and vision mixing, through the creation of a live show suitable for broadcast.</p>
	<p>Professional Perspectives in the Creative Industries 2 Core module SH - (20 Credits)</p> <p>This is an optional module that prepares you for work-related experience in the creative industries, which is an important step towards your future employment. Tailored workshops and industry guests will help you to understand popular trends, issues and markets in order for you to make the best of these opportunities.</p>	<p>Professional Perspectives in the Creative Industries 2 Core module SH - (20 Credits)</p> <p>This is an optional module that prepares you for work-related experience in the creative industries, which is an important step towards your future employment. Tailored workshops and industry guests will help you to understand popular trends, issues and markets in order for you to make the best of these opportunities.</p>
Optional year 2		
	<p>Film Sound and Music Optional module SH and CH - (20 Credits)</p> <p>You will examine the theoretical frameworks in which film sound has been understood and relates them to production practices and developments in film sound technology. You will also consider the ways in which sound works to produce meaning and emotional effects for the audience. The module aims to enable you to make critical connections between film and other forms of auditory experience in order to better understand the use of sound in cinema.</p>	<p>Film Sound and Music Optional module SH and CH - (20 Credits)</p> <p>You will examine the theoretical frameworks in which film sound has been understood and relates them to production practices and developments in film sound technology. You will also consider the ways in which sound works to produce meaning and emotional effects for the audience. The module aims to enable you to make critical connections between film and other forms of auditory experience in order to better understand the use of sound in cinema.</p>
	World Cinema	NOT OFFERED in 2020-21

	<p>Optional module SH and CH – (20 Credits)</p> <p>This module aims to introduce you to a variety of international films and develop their ability to critically engage with specific expressions within the context of national identity, industry, genre/movements, themes and style. You will examine a number of movements and styles and be encouraged to interpret the significance of films and place them in the context of the larger cultural systems of which they are a part.</p>	
	<p>Popular TV Optional module – (20 Credits)</p> <p>In Popular TV, you will analyse the industrial practices and cultural contexts of popular programming on British television and evaluate key debates and theories relating to popular formats and genres such as quiz shows, lifestyle programming and talk shows. You will develop an awareness and understanding of the multitude of ways that TV producers engage with the popular audience across a multi-platform medium.</p>	<p>NO LONGER EXISTS – REPLACED WITH STREAMING WORLDS</p>
	<p>Editing – Practice and Theory Optional module – (20 Credits)</p> <p>This module develops your critical understanding of the process of editing through practical exercises and the analysis of cinematic texts. The module introduces you to the theory of editing and provides practical opportunities for you to develop your understanding of the importance of the editing process in film and television production.</p>	<p>NOT OFFERED in 2020 - 21</p>
	<p>Screenwriting Optional module SH and CH - (20 Credits)</p> <p>This module builds on your earlier study of screenwriting and enables you to explore more substantial drama formats. You will examine scripts from</p>	<p>Screenwriting Optional module SH and CH - (20 Credits)</p> <p>This module builds on your earlier study of screenwriting and enables you to explore more substantial drama formats. You will examine scripts from an industry perspective and consider the needs of</p>

	<p>an industry perspective and consider the needs of specific audiences. There will be the opportunity to write long form material that could be developed into a production in Year 3.</p>	<p>specific audiences. There will be the opportunity to write long form material that could be developed into a production in Year 3.</p>
	<p>Documentary Optional module SH and CH - (20 Credits)</p> <p>The documentary module provides an opportunity for you to engage with non-fiction filmmaking and to produce a short film within a critical and industrial context. Through examining the form and conventions within the genre, you will critically consider the ethical and contextual issues when filming with real people, as well as expanding your own creative and intellectual development.</p>	<p>Documentary Optional module SH and CH - (20 Credits)</p> <p>The documentary module provides an opportunity for you to engage with non-fiction filmmaking and to produce a short film within a critical and industrial context. Through examining the form and conventions within the genre, you will critically consider the ethical and contextual issues when filming with real people, as well as expanding your own creative and intellectual development.</p>
	<p>Global Experience in Media and Art Design Optional module SH and CH - (20 Credits)</p> <p>This is an optional module that will develop your appreciation of cultural differences and how these affect your professional practice by carrying out a media project abroad. To complete the project you will need to apply the skills that you have learned on the programme so far, and engage with the host culture.</p> <p>Watching the Detectives Optional module SH and CH - (20 Credits)</p> <p>This is an optional module were you are introduced to the detective as a literary, film and television narrative and stylistic device. You will evaluate the distinction between the police detective and the private detective and the gender and/or ethnic identity of the detective. The creation of original content by streaming services such as Netflix and Amazon will also be considered to</p>	<p>NOT OFFERED in 2020 - 21</p> <p>NOT OFFERED in 2020 - 21</p>

	<p>examine how the detective genre is shifting in terms of audience reception, narrative fluidity and genre expectations.</p> <p>Cinematography Optional module SH and CH - (20 Credits)</p> <p>You will gain practical hands on experience of moving image production technologies and learn how to light, control exposure and compose for the camera. The module is delivered through practical workshops, lectures and screenings.</p> <p>Streaming Worlds Optional module SH and CH - (20 Credits)</p> <p>The module seeks to develop a critical understanding and knowledge of the concepts and practices underlying current television programming formats and genres. It will examine a range of popular streaming and terrestrial factual and fictional shows in addition to the production roles, distribution and consumption of those programmes within the broadcast industry. Central to the module will be an awareness and understanding of the multitude of ways that TV viewers engage with television as a multi-platform medium within a 21st Century digital landscape.</p>	<p>Cinematography Optional module SH and CH - (20 Credits)</p> <p>You will gain practical hands on experience of moving image production technologies and learn how to light, control exposure and compose for the camera. The module is delivered through practical workshops, lectures and screenings.</p> <p>Streaming Worlds Optional module SH and CH - (20 Credits)</p> <p>The module seeks to develop a critical understanding and knowledge of the concepts and practices underlying current television programming formats and genres. It will examine a range of popular streaming and terrestrial factual and fictional shows in addition to the production roles, distribution and consumption of those programmes within the broadcast industry. Central to the module will be an awareness and understanding of the multitude of ways that TV viewers engage with television as a multi-platform medium within a 21st Century digital landscape.</p> <p>Film Sound and Music Optional module SH and CH - (20 Credits)</p> <p>You will examine the theoretical frameworks in which film sound has been understood and relates them to production practices and developments in film sound technology. You will also consider the ways in which sound works to produce meaning and emotional effects for the audience. The module aims to enable you to make critical connections between film and other forms of auditory experience in order to</p>
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		<p>better understand the use of sound in cinema.</p> <p>FRTV in the Digital Age</p> <p>Core Module SH and CH – (20 Credits)</p> <p>The module aims to develop the student’s critical and conceptual knowledge and understanding of the relationship between film, radio and television and developments in digital technology. The module seeks to explore those aspects of digital technology that have impacted upon the cultures, economies, texts, audiences and histories of cinema, and the ways in which film, radio and television have changed, and continues to change, in response to and as a part of a rapidly evolving digital mediascape.</p> <p>American Independent Cinema</p> <p>Optional Module SH and CH – (20 Credits)</p> <p>The module aims to develop a conceptual and critical knowledge and understanding of American Independent cinema since the end of the 1950s to its current position in relation to mainstream Hollywood cinema. To examine the work of specific filmmakers who might be regarded as pioneers of the independent cinema aesthetic, including, John Cassavetes, the Coen Brothers, John Sayles, Lisa Chodolenko.</p>
Core year 3		
	<p>Pre-Production for Final Project Core module SH - (20 Credits)</p> <p>This module is where you will research and plan your final production, which is produced in semester two. You will follow industry-standard planning and pre-production procedures to produce an appropriate project proposal or ‘pitch’. You will develop your proposal into a pre-production portfolio comprising a collection of supporting materials.</p>	<p>Pre-Production for Final Project Core module SH - (20 Credits)</p> <p>This module is where you will research and plan your final production, which is produced in semester two. You will follow industry-standard planning and pre-production procedures to produce an appropriate project proposal or ‘pitch’. You will develop your proposal into a pre-production portfolio comprising a collection of supporting materials. Those students specialising in TV Production will also produce pre-recorded material for their TV programme.</p>

	<p>Final Project Core module SH - (20 Credits)</p> <p>This module gives you the opportunity to synthesise the technical expertise you have acquired throughout the programme to work as part of a team to create an ambitious professional production. The Final Project will add to your showreel and act as your 'calling card' when seeking professional employment.</p>	<p>Final Project Core module SH - (20 Credits)</p> <p>This module gives you the opportunity to synthesise the technical expertise you have acquired throughout the programme to work as part of a team to create an ambitious professional production. The Final Project will add to your showreel and act as your 'calling card' when seeking professional employment.</p>
	<p>Professional Perspectives in the Creative Industries 3 Core module SH - (20 Credits)</p> <p>The module prepares you for entry in to the creative industries by developing key skills in presentation, pitching, networking, portfolio management, and team-work. The module focuses on work readiness by examining freelancing, self-employment, and setting up a micro-business. You will respond to briefs set by industry experts to simulate the experience of a creative industries pitch. You will have contact with industry professionals who will help to set project briefs and offer feedback on your work.</p>	<p>Professional Perspectives in the Creative Industries 3 Core module SH - (20 Credits)</p> <p>The module will focus on the development of key employability skills in the creative industries such as multi-platform content generation, pitching ideas to industry professionals. Emphasis will be placed on the ways in which each student can present most effectively the skills, knowledge, understanding and creativity they bring with them to the world of work. Students will learn about the Albert certification award and go through the certification process as part of their assessment for the module.</p>
Optional year 3		
	<p>Contemporary TV Drama Optional module SH and CH - (20 Credits)</p> <p>This module will develop your knowledge and understanding of contemporary television drama and the way in which its evolving forms affect its consumption and definition. By the end of the module you should be able to analyse examples of contemporary television and understand how contemporary television drama relates to the larger cultural systems of which it is a part.</p>	<p>Contemporary TV Drama Optional module SH and CH - (20 Credits)</p> <p>This module will develop your knowledge and understanding of contemporary television drama and the way in which its evolving forms affect its consumption and definition. By the end of the module you should be able to analyse examples of contemporary television and understand how contemporary television drama relates to the larger cultural systems of which it is a part.</p>
	<p>Laughing Matters Optional module - (20 Credits)</p>	<p>NOT OFFERED IN 2020 - 21</p>

	<p>This module will develop your critical understanding of comedy, humour and laughter, both in terms of comprehending the pleasures laughter offers an audience and the ways it is necessary to structure a given text for comedic purposes. You will study a variety of theoretical positions on comedy, the comic, humour and laughter and the socio-political contexts in which comedy takes place.</p>	
	<p>Critical Practices Optional module (20 Credits)</p> <p>This module gives you the opportunity to reflect critically on your practice during your programme of study. You will evaluate your creative workflow and how your practice has been effective for your chosen target audiences. You will also have the opportunity to evaluate how your work fits within the broader creative landscape.</p>	NOT OFFERED in 2020-21
	<p>Sound Studies Optional module SH and CH - (20 Credits)</p> <p>This interdisciplinary, cross-media module develops your understanding of a range of audio production practices and associated critical theories. The module places sound practice in its historical and cultural contexts and introduces you to concepts and theories that will allow you to analyse audio-visual texts and practices. You will produce a practical sound project and relate it to relevant theoretical concepts.</p>	<p>Sound Studies Optional module SH and CH - (20 Credits)</p> <p>This interdisciplinary, cross-media module develops your understanding of a range of audio production practices and associated critical theories. The module places sound practice in its historical and cultural contexts and introduces you to concepts and theories that will allow you to analyse audio-visual texts and practices. You will produce a practical sound project and relate it to relevant theoretical concepts.</p>
	<p>Real Time Visual Performance</p>	<p>Real Time Visual Performance Optional module SH and CH - (20 Credits)</p>

	<p>Optional module SH and CH - (20 Credits)</p> <p>The module aims to develop your knowledge and understanding of the history and practice of real-time visual performance. You will develop the skills and knowledge required to produce and perform visuals for live events, theatre or music performances and gallery installations or to produce digital artworks. The module aims to place real-time visual performance in an historical and cultural context.</p>	<p>The module aims to develop your knowledge and understanding of the history and practice of real-time visual performance. You will develop the skills and knowledge required to produce and perform visuals for live events, theatre or music performances and gallery installations or to produce digital artworks. The module aims to place real-time visual performance in an historical and cultural context.</p>
	<p>Art Film and Video Optional module SH and CH - (20 Credits)</p> <p>This module will enable you to place art film and video within a critical context in relation to the avant-garde in other art forms and to contemporary audio-visual culture. It aims to provide you with an understanding of the historical and theoretical contexts of art film and video production, which will enable you to engage with questions of expression, representation, meaning and affect. The module will allow you to make informed connections between film and video and production, key works in art cinema and video art, and contemporary cultural discourse.</p>	<p>Art Film and Video Optional module SH and CH - (20 Credits)</p> <p>This module will enable you to place art film and video within a critical context in relation to the avant-garde in other art forms and to contemporary audio-visual culture. It aims to provide you with an understanding of the historical and theoretical contexts of art film and video production, which will enable you to engage with questions of expression, representation, meaning and affect. The module will allow you to make informed connections between film and video and production, key works in art cinema and video art, and contemporary cultural discourse.</p>
	<p>Cinematic City Optional module SH and CH - (20 Credits)</p> <p>You will develop your knowledge and understanding of the meanings of space and place in contemporary cinema, with particular attention to the construction of the cinematic city. You have all visited cities in your imagination through film and television representation and this module explores the theoretical framework for thinking through how the “real” city and the “imagined” cinematic city are intertwined.</p>	<p>Cinematic City Optional module SH and CH - (20 Credits)</p> <p>You will develop your knowledge and understanding of the meanings of space and place in contemporary cinema, with particular attention to the construction of the cinematic city. You have all visited cities in your imagination through film and television representation and this module explores the theoretical framework for thinking through how the “real” city and the “imagined” cinematic city are intertwined.</p>
	<p>Mixed-Media Dissertation</p>	<p>Mixed-Media Dissertation</p>

	<p>Optional module SH and CH - (20 Credits)</p> <p>This module develops your skills in research, analysis and the construction of an academic argument through the production of a mixed-media dissertation on a chosen subject. A mixed-media dissertation may take the form of a written dissertation or an alternate practical form, for example a film that introduces theoretical concepts.</p>	<p>Optional module SH and CH - (20 Credits)</p> <p>This module develops your skills in research, analysis and the construction of an academic argument through the production of a mixed-media dissertation on a chosen subject. A mixed-media dissertation may take the form of a written dissertation or an alternate practical form, for example a film that introduces theoretical concepts.</p>
		<p>Dissertation Optional Module SH and CH (20 Credits)</p> <p>The Dissertation module is designed to support your extended research into an area of study proposed by yourself and agreed with your tutor. As well as this specific study, more general shared tuition will focus on research skills and methodology, introducing you to the skills of extended academic research.</p>
	<p>Utopianism Optional module—(20 Credits)</p> <p>This module aims to introduce you to theories of utopian representation and develop your ability to evaluate social dreaming in a number of relevant cinematic texts. You will learn to distinguish between utopias, anti-utopias, critical utopias and dystopias and to understand their significance.</p>	<p>NOT OFFERED in 2020-21</p>

How you'll learn

<p>Teaching</p>	<p>The academic year consists of two semesters. You will study three modules in each semester, making a total of 6 modules per year. You will be taught through a combination of screenings, lectures, seminars and practical workshops.</p> <p>You will typically have around 12 contact hours per week. You will be assigned a Personal Academic Tutor (PAT) in Year 1 who will be available to offer advice and guidance over the three years of your degree.</p> <p>Year 1 provides you with the opportunity to experience a variety of creative media, develop your production and craft skills, and your ability to work as part of a team.</p> <p>In Year 2, you will focus your study towards a specialist area of interest. There is also the opportunity to study abroad.</p> <p>Year 3 provides you with the opportunity to extend your skillset and provide professional examples of practice for inclusion within your show reel.</p> <p>You will use industry-standard software and facilities. You will have access to specialist facilities throughout your course. Seminars in smaller groups will enable you to discuss and develop your understanding of topics covered in lectures. In addition, you will meet with your academic personal tutor.</p> <p>All programmes are informed by the University's Learning and Teaching Strategy 2015-2022.</p>	<p>The academic year consists of two semesters. You will study three modules in each semester, making a total of 6 modules per year. Where possible, and due to the current C-19 restrictions, we will make every effort to supply face to face teaching supplemented by both synchronous and asynchronous blended learning.</p> <p>You will typically have around 12 contact hours per week. You will be assigned a Personal Academic Tutor (PAT) in Year 1 who will be available to offer advice and guidance over the three years of your degree.</p> <p>Year 1 provides you with the opportunity to experience a variety of creative media, develop your production and craft skills, and your ability to work as part of a team.</p> <p>In Year 2, you will focus your study towards a specialist area of interest.</p> <p>Year 3 provides you with the opportunity to extend your skillset and provide professional examples of practice for inclusion within your show reel.</p> <p>You will use industry-standard software and facilities. You will have access to specialist facilities throughout your course. Seminars in smaller groups will enable you to discuss and develop your understanding of topics covered in lectures. In addition, you will meet with your academic personal tutor.</p>
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<p>Independent Learning</p>	<p>When not attending lectures, seminars, workshops or other timetabled sessions you will continue learning through directed activities and self-study. Self-study typically involves looking at films, television and animation programmes, listening to radio, practicing with the production equipment, reading journal articles and books, undertaking research in the library, working on projects, and preparing for coursework assignments/examinations, workshops and seminars. On Blackboard (the virtual learning environment) you will also find a range of video tutorials to help you recap core production skills.</p> <p>For the major production projects in years one, two and three, you will work independently and in production groups that are under the supervision of a member of the teaching team. You will be expected to meet with your supervisor on a regular basis.</p>	<p>When not attending lectures, seminars, workshops or other timetabled sessions you will continue learning through directed activities and self-study. Self-study typically involves looking at films, television and animation programmes, listening to radio, practicing with the production equipment, reading journal articles and books, undertaking research in the library, working on projects, and preparing for coursework assignments/examinations, workshops and seminars. On Blackboard (the virtual learning environment) you will also find a range of video tutorials to help you recap core production skills.</p> <p>For the major production projects in years one, two and three, you will work independently and in production groups that are under the supervision of a member of the teaching team. You will be expected to meet with your supervisor on a regular basis.</p>
<p>Overall workload</p>	<p>Your overall workload typically consists of 36 hours per week, including 12 contact hours and a further 24 hours of independent learning and assessment activity.</p> <p>Total study time averages about 12 hours a week for each 20 credit module.</p>	<p>Your overall workload typically consists of 36 hours per week, including 12 contact hours and a further 24 hours of independent learning and assessment activity.</p> <p>Total study time averages about 12 hours a week for each 20 credit module.</p>

<p>Academic input</p>	<p>The teaching team is a creative mix of practitioners and theoreticians. Guest speakers from industry, including from the BBC, ITV, Channel 4 and the independent television sector, provide industry insights and expert masterclasses. The programme's Industry Advisory Panel ensures that the curriculum remains current and maintains industry standards.</p> <p>All the members of our programme team hold postgraduate degrees and teaching qualifications and are research-active. They have experience in delivering both theory and practice-based teaching. Many modules are supported by visiting lecturers from industry who bring valuable insight and industry knowledge, which keeps the teaching of practice and process relevant. You can find out more about the current teaching on the 'our staff' webpage. You should note members of the teaching team might change.</p>	<p>The teaching team is a creative mix of practitioners and theoreticians. Guest speakers from industry, including from the BBC, ITV, Channel 4 and the independent television sector, provide industry insights and expert masterclasses. The programme's Industry Advisory Panel ensures that the curriculum remains current and maintains industry standards.</p> <p>All the members of our programme team hold postgraduate degrees and teaching qualifications and are research-active. They have experience in delivering both theory and practice-based teaching. Many modules are supported by visiting lecturers from industry who bring valuable insight and industry knowledge, which keeps the teaching of practice and process relevant. You can find out more about the current teaching on the 'our staff' webpage. You should note members of the teaching team might change.</p>
<p>How you'll be assessed</p>		

	<p>You will be assessed by a combination of practical and written assessments. In 20 credit theory modules normally by essay or dissertation. Typical word count for a theory module is 4000 words, generally spread over two assignments.</p> <p>In practical modules you will normally be assessed by practical project accompanied by a reflective assignment. In 20 credit Practical modules, work is equivalent to 4000 words, generally a 5-8 minute practical production and an evaluation assignment to the value 400-800 words. Practical modules provide you with opportunities to develop and evaluate your understanding of the subject through workshops, seminars, production meetings and tutorials before you complete the formal assessments that count towards your final mark.</p> <p>You will receive feedback on all assessments undertaken. Feedback is very important part of your learning experience and you will be encouraged to discuss it with your module tutor and incorporate how you have used this feedback in subsequent assignments.</p> <p>Normally we aim to provide you with feedback within 15 working days of hand-in (theory and practice assessments). There are no written exams.</p>	<p>You will be assessed by a combination of practical and written assessments. In 20 credit theory modules normally by essay or dissertation. Typical word count for a theory module is 4000 words, generally spread over two assignments.</p> <p>In practical modules you will normally be assessed by practical project accompanied by a reflective assignment. In 20 credit Practical modules, work is equivalent to 4000 words, generally a 5-8 minute practical production and an evaluation assignment to the value 400-800 words. Practical modules provide you with opportunities to develop and evaluate your understanding of the subject through workshops, seminars, production meetings and tutorials before you complete the formal assessments that count towards your final mark.</p> <p>You will receive feedback on all assessments undertaken. Feedback is very important part of your learning experience and you will be encouraged to discuss it with your module tutor and incorporate how you have used this feedback in subsequent assignments.</p> <p>Normally we aim to provide you with feedback within 15 working days of hand-in (theory and practice assessments). There are no written exams.</p>
Fees		
UK/EU	Full-time £9,250	Full-time £9,250
	Part-time £4,625	Part-time £4,625
Overseas	Full-time £13,000	Full-time £13,000
	Part-time N/A	Part-time N/A
Course specific costs		
Text books	No purchase is mandatory	No purchase is mandatory
Professional accreditation	N/A	N/A
Industry links	N/A	N/A
Other important information		
	N/A	N/A

Date of publishing	29/6/2020	
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