

# **Programme Specification**

With effect from: September 2023

A programme specification is the definitive record of your programme of study at the University. It sets out the aims, learning outcomes, and indicative content of the programme. You should read this programme specification alongside the relevant module descriptors and the University's Taught Programme Academic Regulations.

This specification only applies to the delivery of the programme indicated below. The details in this specification are subject to change through the modifications or periodic review processes.

## 1 Programme name and award

#### This programme specification relates to the following award(s)

BA (Hons) Film

## 2 Aims of the programme

#### Rationale and general aims, including what is special about this programme

The Film programme mixes academic study of film with practical experience of devising and producing your films. The academic, creative and professional aspects are productively linked so that each can help develop and inform your abilities in the others.

The aims of the programme are:

- to develop your ability to understand film as an aesthetic and economic object in its social and cultural contexts, and to engage critically with major theories and intellectual paradigms of the field and put them to productive use:
- 2. to develop your ability to formulate research questions and carry out research projects drawing on applicable theoretical frameworks and employing appropriate methodologies;
- 3. to develop your ability to initiate, develop, and realise distinctive and creative work, and employ productions skills in producing output for a variety of audiences and in a variety of film forms:
- 4. to develop your generic skills as effective independent learners.

#### 3 Level Learning Outcomes and Employability Outcomes

- Knowledge and understanding (K)
- Intellectual / cognitive / 'thinking' skills (I)
- Practical skills specific to the subject (P)
- Employability skills (E)

We design assessment tasks to enable you to demonstrate the Level Learning Outcomes and relevant Employability Outcomes for your level of study. To a greater or lesser extent, all Level Learning Outcomes at each level of your study are embedded in the assessment task(s) at that level. This means we can take a more integrated view of your overall performance at a level.

To progress to the next level, or to receive an award, you will need to satisfy the Level Learning Outcomes below and relevant Employability Outcomes and achieve credit as per the Taught Programme Academic Regulations.

Level Learning Outcomes		
Level 4		
K1	Subject knowledge – demonstrate core subject knowledge and understanding of film as an art form, industry, and cultural phenomenon in a range of social and cultural contexts.	
K2	Disciplinary knowledge – identify and employ a range of core concepts and approaches appropriate to the study of film, with an awareness of their strengths and limitations; appreciate and employ academic standards and conventions appropriate to a task.	
КЗ	Professional knowledge – demonstrate core knowledge of professional roles, processes, and activities in the film sector; and basic knowledge of appropriate critical, technical, and professional vocabularies.	
I1	Critical thinking – apply recommended approaches to understanding film, clarify the meaning manifest in information presented in a defined context, apply existing concepts in defined contexts; formulate a thesis justified by evidence and examples; and assess the value of knowledge using recommended approaches.	
I2	Creative thinking – produce ideas when prompted and to define projects within a given framework; recognise dominant ways of solving a problem and suggest alternatives; and collect and categorise information according to a prescribed format.	
13	Information literacy – identify the nature of information required to meet a defined need; demonstrate basic search and discovery skills; access recommended information sources, understand the need for information management and apply recommended information management strategies using information technology.	
14	Professional development – appreciate the need for and show commitment to continuing professional development; demonstrate the ability to identify own professional development needs; respond to opportunities to develop professionally; and understand the need to develop a professional identity and present self professionally through networks.	

P1	Production skills – demonstrate core functional and technical knowledge and use recommended tools to complete a task to an acceptable standard.
P2	Professional practice – recognise the importance of health and safety in the workplace and follow health and safety guidelines as instructed; and recognise and demonstrate professional and academic standards of integrity.
Level 5	
K1	Subject knowledge – demonstrate detailed subject knowledge and awareness of a range of ideas, concepts and frameworks.
K2	Disciplinary knowledge – formulate, structure and present a detailed and sustained argument based on your individual learning making use, where appropriate, of appropriate scholarly resources and the accurate use of scholarly conventions.
К3	Professional knowledge – demonstrate detailed knowledge of developments in the contemporary film industry on local and global scales; and an enhanced knowledge of critical, technical, professional vocabularies relevant to film and take account of intellectual property rights and copyright of own creative work.
I1	Critical thinking – select and apply appropriate tools to examine a phenomenon in context; determine multiple facets of meaning by considering different perspectives; critically apply existing concepts in new contexts, interpret existing theories in new contexts, and select and deploy appropriate analytical techniques to critically assess the relevance and significance of knowledge.
12	Creative thinking – develop ideas and initiate projects based on own knowledge and interests; demonstrate awareness of and identify limitations of own thinking style; select from and use a range of techniques to apply imaginative thinking to a problem; and reformat a range of information into a framework for a given purpose.
13	Information literacy – identify the information sources required to meet a defined need; access a range of appropriate information sources to meet a defined information need; and demonstrate advanced search and discovery skills
14	Professional development – demonstrate detailed understanding of employers' requirements in the film sector and the ability to develop your own skills accordingly; engage with opportunities to develop professionally beyond the classroom; and seek out opportunities to actively participate in networks.
P1	Production skills – demonstrate the required functional and technical expertise to select and use appropriate tools to complete projects to a high level of accomplishment.
P2	Professional practice – demonstrate knowledge of relevant health and safety issues and demonstrate responsible working practices; assess and mitigate risk in the working environment; and act with professional and academic integrity at all times.

Level 6	
K1	Subject knowledge – demonstrate in-depth knowledge of film in a specialised area of your choice, along with an understanding of the processes by which knowledge is produced.
K2	Disciplinary knowledge – frame appropriate research questions; design and conduct research projects using qualitative and quantitative methods as appropriate; and to analyse and present the results.
К3	Professional knowledge – manage intellectual property rights and copyright of own creative work. Designing content in line with Film festivals, commercial markets (take account of film festival briefs in the design and production).
I1	Critical thinking – select and employ appropriate tools and methods to examine a new phenomenon in its complexity; determine original meanings based on their own experiential contexts; develop new concepts based on critical reflection; construct theories to explain phenomena; and critically evaluate knowledge, assessing its reliability, validity, and significance, and investigate its complexity to explain phenomena; and critically evaluate knowledge, assessing its reliability, validity, and significance, and investigate its complexity.
12	Creative thinking – produce a range of ideas to go beyond established approaches and to design original projects; produce original insights, perspectives, and understandings resulting from the integration of a range of information; and independently identify and define problems and develop and implement appropriate solutions.
13	Information literacy – define own information needs and devise and execute a search strategy to meet those needs; design and implement a data management plan; and comply with ethical and legal requirements when working with data.
14	Professional development – take ownership for and manage your own career progression, set realistic and achievable career goals, identify and develop ways to improve employability; seek out opportunities to develop professionally; develop and maintain effective working relationships with peers, academic staff, and industry contacts through social, professional, and artificial networks; and establish a professional identity beyond the University.
P1	Production skills – demonstrate a level of functional and technical expertise to select and use appropriate tools to complete projects to a professional level of accomplishment; demonstrate an active interest in acquiring new expertise and experiment with new processes, tools, or technologies.
P2	Professional practice – think strategically about project delivery to independently prepare and plan projects that meet objectives and deadlines; demonstrate secure application of project management skills to the design and delivery of original individual or group projects to a professional standard; demonstrate commitment and determination in the face of obstacles; and critically reflect on your own learning and experience.

Employ	Employability Outcomes		
	rability skills are embedded and assessed throughout your programme. ore, we use a generic set of employability outcomes at all levels of study.		
E1	<b>Self-management</b> – the ability to plan and manage time; readiness to accept responsibility and improve their own performance based on feedback/reflective learning; the ability to take initiative and be proactive, flexible and resilient;		
E2	<b>Team-working</b> – the ability to co-operate with others on a shared task and to recognise and take on appropriate team roles; leading, contributing to discussions and negotiating; contributing to discussions; awareness of interdependence with others;		
E3	<b>Business and sector awareness</b> – an understanding of the key drivers for business success, including the importance of customer/client satisfaction and innovation; understanding of the market/sector in which an organisation operates; the ability to recognise the external context and pressures on an organisation, including concepts such as value for money, profitability and sustainability;		
E4	<b>Problem-solving</b> – a capacity for critical reasoning, analysis and synthesis; a capacity for applying knowledge in practice; an ability to retrieve, analyse and evaluate information from different sources;		
E5	<b>Communication</b> – the ability to present information clearly and appropriately, both orally and in writing, and to tailor messages to specific audiences and purposes;		
E6	Application of numeracy – a general awareness of mathematics and its application in practical contexts; the ability to carry out arithmetic operations and understand data, to read and interpret graphs and tables and to manage a budget;		
E7	<b>Application of information technology</b> – the ability to identify and use the appropriate IT package for a given task; familiarity with word-processing, spreadsheets and file management; the ability to use the internet and email effectively;		
E8	Entrepreneurship/enterprise – the ability to demonstrate an innovative approach and creativity, to generate ideas and to identify and take opportunities;		
E9	Social, cultural & civic awareness – embracement of an ethos of community and civic responsibility; an appreciation of diversity and ethical issues; an understanding of cultures and customs in the wider community.		

#### 4 External Benchmarks

Statement of congruence with the relevant external benchmarks

All Leeds Trinity University programmes are congruent with the Framework for HE Qualifications (FHEQ) and, where appropriate, the Qualifications and Credit Framework (QCF) / National Qualification and Credit Framework (NQF).

Learning objectives for the programme have been cross-referenced with the QAA benchmark for Communication, Media, Film, and Cultural Studies (December 2019): <a href="https://www.qaa.ac.uk/docs/qaa/subject-benchmark-statements/subject-benchmark-statement-communication-media-film-and-cultural-studies.pdf?sfvrsn=28e2cb81\_4">https://www.qaa.ac.uk/docs/qaa/subject-benchmark-statements/subject-benchmark-statement-communication-media-film-and-cultural-studies.pdf?sfvrsn=28e2cb81\_4</a>

#### 5 Indicative Content

#### Summary of content by theme

The BA (Hons) Film programme develops a deep understanding of film as an art form, industry, and cultural phenomenon in a range of social and cultural contexts; equips students with the creative and technical skills required to produce their own distinctive work to a professional standard; and cultivates your employability skills in preparation for your future career and/or further study. As you advance through the levels, you become increasingly independent as a learner within the supportive structure of the University. At Levels 5 and 6 placement modules allow you to test and refine your skills in a professional context, engage in networking and explore the kinds of employment your degree is preparing you for.

Level 4 provides a broad-based introduction to film that establishes the fundamental skills that will support your learning. Modules explore a range of practical and craft skills covering all aspects of audio-visual production (including screenwriting, camera work, editing and post-production, and audio production) and develop vital employability skills in preparation for placement work in Level 5, and introduce film analysis.

Level 5 provides for the deepening and extension of knowledge, understanding, and skills. Academic modules develop your knowledge of contemporary developments in the film industry internationally and your understanding of academic research processes. A practice-based module builds on the general skills gained at Level 4 to deliver a polished piece of work as part of a team.

Level 6 is an opportunity for you to pursue your own interests with a view to life after graduation. You will complete an individual research project of your own design reflecting your own interests (subject to the department's ability to support that project). You will also complete a group-based module in either fiction or non-fiction filmmaking, or digital studio skills or your own choice of creative project, applying knowledge and skills gained at Levels 4 and 5 to originating, developing and realising your own projects to a professional standard. You will also select some options from a range of modules, reflecting your own interest and passions.

## 6 Programme Structure

Programme Structure - BA (Hons) Film		
Duration	3 years full time	

#### **Total credit rating**

360

#### Level 4 – With effect from: September 2020

Core: You are required to take the following modules

Module Code	Module Title	Semester	Credits
MFC4003	Professional Development	Semester 1 & 2	30
MFC4023	Core Production Skills	Semester 1 & 2	30
MFC4053	Story and Script	Semester 1 & 2	30
MFC4123	Analysing Film	Semester 1 & 2	30

Level 4 Integrated Assessment is an activity combining skills across the level – details will be made available to students.

## Level 5 - With effect from: September 2020

Core: You are required to take the following modules

Module Code	Module Title	Semester	Credits
MFC5003	Professional Placement	Semester 1 & 2	30
MFC5083	Film Industries	Semester 1 & 2	30
MFC5013	Film: Relating Theory and Practice	Semester 1 & 2	30

**Options:** You are required to choose 30 credits from the following modules

Module Code	Module Title	Semester	Credits
MFC5033	Drama: Concept to Practice	Semester 1 & 2	30
MFC5203	Documentary: Concept to Practice	Semester 1 & 2	30
MFC5023 Withdrawn from programme wef	Digital Visualisation: Concept to Practice	Semester 1 & 2	30

#### Level 6 – With effect from: September 2022

Core: You are required to take the following modules

Module Code	Module Title	Semester	Credits
MFC6013	Research Project	Semester 1 & 2	30
MFC6003	Professional Project	Semester 1 & 2	30

**Options:** You are required to choose 30 credits from the following modules

Module Code	Module Title	Semester	Credits
MFC6403	Advanced Short Film	Semester 1 & 2	30
MFC6043	Advanced Documentary Production	Semester 1 & 2	30
MFC6033	Digital Studio	Semester 1 & 2	30
MFC6193	Creative Project	Semester 1 & 2	30
Options: You are	e required to choose 30 credits fro	m the following mod	dules
Module Code	Module Title	Semester	Credits
MFC6005	Science Fiction	Semester 2	15
MFC6035	Franchising Intertextuality	Semester 1	15
MFC6015	Cult Fandom	Semester 2	15

## 7 Pre-requisites

Modules students <u>must</u> study and achieve credit for before enrolling on a module at a higher level, or attaining their final programme award N/A

# 8 Learning, Teaching and Assessment

The University's Learning, Teaching and Assessment Strategy informs the design of your programme. You can find more information about learning, teaching and assessment for your programme (including information on Integrated Assessment) within the relevant Assessment Handbooks.

#### 9 Entry requirements

Do the University's standard entry requirements apply?		Yes
Detail of any deviation from and/or addition to the University's standard entry requirements (if applicable)	N/A	

## 10 Additional support needs

Students with disabilities or other support needs are welcome and are expected to be able to participate fully in this programme. Arrangements will be made, via the normal University support systems, to accommodate students with additional support needs wherever possible, with reasonable adjustments made to accommodate individual needs.

# Programme-specific requirements / unavoidable restrictions on participation in the programme

N/A

#### 11 Technical Information

Awarding Body / Institution	Leeds Trinity University
Teaching institution	Leeds Trinity University
Parent School	Communication, Business and Law
Department	Communication
Professional accreditation body	N/A
Final award	BA (Hons)
Title of programme(s)	Film
Subsidiary award(s)	BA (Ordinary) in Film Diploma of Higher Education in Film Certificate of Higher Education in Film
Honours type	Single
Duration and mode(s) of study	3 years; full-time
Month/year of approval of programme	May 2020
Periodic review due date	TBC
HECoS subject code(s)	100058
UCAS course code(s)	P3W3
SITS route codes	FILMSH
Delivery venue(s)	Leeds Trinity University

## 12 Level Learning Outcomes and Employability Outcomes

The grids below demonstrate where Level Learning Outcomes and Employability Outcomes are assessed at module level and ensure that students are assessed in all Level Learning Outcomes at each level of their study. Students might not be assessed in all Employability Outcomes at each level of study. However, all Employability Outcomes will have been assessed by the end the programme.

Level 4		As	sesse	d leve	el lear	ning c	outcor	nes		Skills development											
Adjust LO codes as necessary. ✔	K1	K2	К3	11	12	13	14	P1	P2	E1	E2	E3	E4	E5	<b>E</b> 6	<b>E7</b>	E8	E9			
Lighter or hatched shading indicates modules that are not core, ie. not all students on this programme will undertake these.	Subject Knowledge	Disciplinary Knowledge	Professional Knowledge	Critical Thinking	Creative Thinking	Information Literacy	Professional Development	Production Skills	Professional Practice	Self-management	Teamworking	Business & sector awareness	Problem-solving	Communication	Application of numeracy	Application of IT	Entrepreneurship / enterprise	Social, cultural & civic awareness			
MFC4003 Professional Development																					
MFC4023 Core Production Skills																					
MFC4053 Story and Script																					
MFC4123 Analysing Film																					

Level 5		As	sesse	d leve	el lear	ning c	utcon	nes		Skills development											
Adjust LO codes as necessary.	K1	K2	К3	I1	12	13	14	P1	P2	E1	E2	E3	E4	E5	<b>E6</b>	<b>E7</b>	E8	E9			
Lighter or hatched shading indicates modules that are not core, ie. not all students on this programme will undertake these.	Subject Knowledge	Disciplinary Knowledge	Professional Knowledge	Critical Thinking	Creative Thinking	Information Literacy	Professional Development	Production Skills	Professional Practice	Self-management	Teamworking	Business & sector awareness	Problem-solving	Communication	Application of numeracy	Application of IT	Entrepreneurship / enterprise	Social, cultural & civic awareness			
MFC5003 Professional Placement																					
MFC5083 Film Industries																					
MFC5013 Film: Relating Theory and Practice																					
MFC5033 Drama: Concept to Practice																					
MFC5203 Documentary: Concept to Practice																					
MFC5023 Digital Visualisation: Concept to Practice withdrawn from programme wef 2024/25																					

Level 6		As	sesse	d leve	l lear	ning c	utcon	nes		Skills development											
Adjust LO codes as necessary. ✔	<b>K</b> 1	K2	К3	11	12	13	14	P1	P2	E1	E2	E3	E4	E5	<b>E</b> 6	E7	E8	E9			
Lighter or hatched shading indicates modules that are not core, ie. not all students on this programme will undertake these.	Subject Knowledge	Disciplinary Knowledge	Professional Knowledge	Critical Thinking	Creative Thinking	Information Literacy	Professional Development	Production Skills	Professional Practice	Self-management	Teamworking	Business & sector awareness	Problem-solving	Communication	Application of numeracy	Application of IT	Entrepreneurship / enterprise	Social, cultural & civic awareness			
MFC6013 Research Project																					
MFC6003 Professional Project																					
MFC6403 Advanced Short Film																					
MFC6043 Advanced Documentary Production																					
MFC6033 Digital Studio																					
MFC6193 Creative Project																					
MFC6005 Science Fiction																					
MFC6035 Franchising Intertextuality																					
MFC6015 Cult Fandom																					