Faculty of Computing Engineering and Technology

AWARD HANDBOOK 2009-10

BSc (Hons) Film Production Technology*
BSc (Hons) Film Production and Music Technology*
BSc (Hons) Film Production Technology with Management*
BSc (Hons) Broadcast Technology*
BSc (Hons) Digital Film and Post Production Technology
BSc/BSc (Hons) Film Production Technology (Top Up)

* denotes IET Accredited Awards with IEng status

Single Honours Awards University Undergraduate Modular Framework

This handbook is intended to provide students with basic information on the programme content, aims and objectives, teaching and assessment, support and other issues. It indicates what is expected of you, and will help you to make the most of your time on the Programme.

Author: P.Hughes/T.Dunning
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Contents Page

1. Welcome to the Faculty

Welcome to the Faculty of Computing, Engineering and Technology at Staffordshire University. You are now a student in one of the largest such faculties in UK universities, and we are delighted that you are one of our students. The faculty is host to technology programmes that are amongst the leaders in the UK and to an engineering scheme founded on large engineering employer needs. Your course of study will therefore be up to date and appropriate, will be serviced by well qualified staff, and will also be geared to preparing you for life and employment after university. Staffordshire University aims to 'create the difference' by helping all of its students to achieve what they want to in life.

As one of our students we expect you to work hard, to set high standards for yourself. To help you to succeed you will have access to excellent staff and facilities, and also to a range of student support services to help deal with your particular needs. Of course, in addition the academic, administration and technical staff that you come across as part of your studies will also be delighted to advise and support you. Your part is to take your study seriously, to set appropriate time aside for your study, and to make full use of lectures and other scheduled class contact. It is important to us that you are successful and that you go on to be a good ambassador for the university.

You are now part of the Faculty 'family', and we look forward to working with you to help you to 'create the difference'!

Very best wishes,

Professor Michael J Goodwin
Dean
Faculty of Computing, Engineering and Technology

Welcome from award leader

Welcome to Staffordshire University, the Beaconside Campus and Film Technology.

Media and technology have come together with the introduction of digital processes, so that it is now often difficult to distinguish the dividing line between the two areas. At the same time jobs in both film and television are becoming multi-disciplined and multi-skilled.

Digital technology has had a considerable effect upon the visual entertainment industry, removing many of the barriers between film and television while creating a growing demand for professionally creative technologists who are multi-skilled in the many aspects of digital acquisition and post-production methods.

With high definition, streaming and solid state recording, technologically it is an exciting time. So for the next three years – learn and enjoy.

Peter Hughes
Award Leader – Film Technology
Faculty of Computing, Engineering and Technology

At the end of the course the best work is judged by a panel of Industry representatives and awarded a Prize of £500 at the Graduate show.

2. Useful Contacts and Resources

If you are in need of help for any matter there are many people who are available to help. If you are struggling with a module please contact the module leader by visiting their office or via the telephone or email as soon as you need help. Don't wait until the problem gets out of control. Even if you think it's a trivial matter ask for help, that's what we are here for. For award problems please contact the level leaders or the award leaders. We operate an open door policy so please feel free to come and find us in our offices to ask for help.

Academic Contacts

Award leader - Peter Hughes, C151, 01785 353823 or 07885206729
Email: p.l.hughes@staffs.ac.uk
Principal Lecturer and Award Leader

For any enquiries please contact the staff below. If you would like to ring please add 0178535 before the extension numbers listed.

Film Technology Scheme Leader
Tim Dunning
t.s.dunning@staffs.ac.uk Room C206 Tel Ext 3433

Digital Film and Post Production Scheme Leader
Andy Paton
a.paton@staffs.ac.uk Room C158 Tel Ext 3245

Broadcast Technology Scheme Leader
Dr Mohammed Abdel-Maguid
m.m.Abd-el-Maguid@staffs.ac.uk Room C207 3324

HND Tutor
John Bradburn Room C148 Ext 3589
j.p.bradburn@staffs.ac.uk

Film Technology Level Leaders

Mel Lee Room C148 Ext 3589
m.j.lee@staffs.ac.uk

Paul Ottey (Level 1)
p.ottey@staffs.ac.uk Room C148 Tel Ext 3712

Fiona Graham (Level 2)
f.c.graham@staffs.ac.uk Room C215 Tel Ext 3711

Anne Ramsden (Level 2)
Anne.ramsden@staffs.ac.uk Room C215 Tel Ext 3588

Mark Billett (Level 3)
Mark.billett@staffs.ac.uk Room C148 Tel Ext 3278

A full list of staff contacts can be found at http://www.staffs.ac.uk/fcet

Administrative Contacts

From time to time you will have many questions regarding the administration side to your degree. If you want to enquire about your enrolment, change electives choices, change award or ask anything please contact Sally Brown, Award Administrator for all of the Film Technology Awards.

Award Administrator - Sally Brown, s.brown@staffs.ac.uk Room K243 01785 353294

Student Advisor - Janice Kalisz Room K232, 01785 353345
j.c.kalisz@staffs.ac.uk

A full list of administrative staff contacts can be found at http://www.staffs.ac.uk/fcet

Key Film Technology Technical Staff

Avid Lab Technician Tom Mellor	Room F5, Tel: 01785 353611 Email t.mellor@staffs.ac.uk
Final Cut Technician Marie Pedley	Room F11, Tel: 01785 353267 m.pedley@staffs.ac.uk
Studio Technician	Television Studios. Tel: 01785 353239

For Equipment bookings

Roy Thompson	Room F2, Tel 01785 353801 r.thompson@staffs.ac.uk
Emily McDonald	e.mcdonald@staffs.ac.uk
Shaun Oldham	Room F2, Tel 01785 353232 s.oldham@staffs.ac.uk

Useful Internet Resources

The Faculty website can be found at: http://www staffs.ac.uk/fchttp://www.staffs.ac.uk/fcet. Here you will find details of timetables, contacts and news regarding the Faculty.

The Faculty aims to use Blackboard as an online learning environment, and information on modules on which you are enrolled can be accessed from this. Note: you can only get access to those modules that you are studying – if you cannot gain access to material, it may be that you are not correctly enrolled on the module – make sure you let your module tutor know.

Blackboard can be found at: http://blackboard.staffs.ac.uk

The library can be accessed from: http://www.staffs.ac.uk/uniservices/infoservices/library/

3 Glossary of Useful Terms

Module	A unit of study with a defined learning outcomes, curriculum and assessment. The module definition is found in the module specification for the module. Each module has a number of Credits, associated with it. A single module is worth 15 Credits and notionally requires 150 hours of learning activity to complete. This learning activity being divided between time for class contact hours with staff, independent study and assessment. The number of allocated learning hours rises in proportion to the number of Credits attributed to a module at the rate of 10 hour per credit. All modules are multiples of the basic unit of 15 Credits. So for example, a double module will be worth 30 Credits and will have a learning time of 300 hours.
Core module	This is a module that you must take and pass to qualify for a given award title or range of titles.
Award Option	This is a module chosen from a list of Award Option modules. Award Option modules are studied in conjunction with the core modules and form the prescribed set of modules for a particular named award
General Option	This is a module which you can choose from a set of modules which have been designed to complement your Award. This is to allow you to broaden your knowledge and skills base if you wish by taking some supplementary studies in addition to your main subject area.
Co-requisites	Co-requisites are those modules that you must take as a package. All the Level C core modules can be considered to be co-requisites. We have defined co-requisites to make sure that there is sufficient shape and coherence in your programme of study to make it a rewarding and interesting experience. A co-requisite is therefore a module which must be studied in addition to and normally at the same time as a particular module.
Pre-requisites	A pre-requisite is defined as a specific requirement that you must meet before you can take a module. In a similar way as entry to an Award was dependent on your achieving A-Level or BTEC passes for example, or having other prior knowledge, for some modules you will have to be 'qualified' to take them. This will normally mean studying for a module at an earlier level in the Award. Pre-requisites are specified to make sure that you have the knowledge and skills you will need to be successful in your chosen modules. Please refer to the Undergraduate Modular Framework Regulations for a more detailed description of this term in particular the distinction between the terms pre-requisites' and 'Special Admissions Requirements'.
Disqualified Combinations	Although rare, disqualified combinations are those modules which you cannot study together. This is normally because the content of the modules overlaps in some way, such that by taking both you would not cover the equivalent of two-modules learning.

Grade (Point)	On completion of the assessment of a module, you will be assigned a grade for that module in the range 0 to 15. In considering your performance at the end of a Level, grades will be averaged to produce grade point average for the Level (weighted by the size of the module). Grade points run from 0 to 15, 0-3 being fail grades.
Level	This indicates the academic level at which study is to be undertaken – Certificate level (module level 1), Intermediate level (module level 2) and Honours level (module level 3). Normally it corresponds to one year of study for full-time students. However, students may take modules from different levels at the same time, provided that they meet the requirements for their award.
Teaching block	A period of study into which the year is divided, that may include induction, learning, assessment and academic counseling. There are currently two teaching blocks in each academic year.

4. Aims of the Award

The Film Technology Programme consists of five awards that can be studied on a full time or part time basis. All named awards lead to a Bachelor of Science (BSc) or a Bachelor of Science with honours (BSc Hons). You have to study 120 credits per year which 60 are studied in each of the two teaching periods. A module is normally worth 15 or 30 credits. You will have either one or two modules called electives which you can choose from a list (supplied in either welcome week or in module enrolment week or from your award administrator). The other modules are core to your award and must be studied.

BSc (Hons) Film Production Technology

We aim to produce rationale and pragmatic graduates that are skilled in camera techniques, scriptwriting, lighting technology, digital image production, multimedia development, sound recording, video production, post production, animation and DVD production for integration with film and video. Graduates will be qualified to work within the digital video, media and related industries.

BSc (Hons) Film Production Technology with Management

This award is based on the Film Production Technology award but has business and management content integrated into the curriculum. The content is made up from approximately 70% film technology and 30% business related subjects. The business content is taught by the Business School. Graduates will be qualified to work within the digital video, media and related industries. Graduates will also be qualified to work within the technological, business and management areas of TV, film, media and related industries providing technical solutions for these areas with a solid understanding in management.

BSc (Hons) Film Production Technology with Music

The Film Production Technology with Music award combines the most important elements of film and music technology awards. The content is made up from approximately 70% film technology and 30% music technology related subjects. We aim to produce graduates that are skilled in film and television production, audio creation and recording and film/sound design. These students will be able to combine these skills thus equipping them for careers in the film television, music and media industries.

BSc (Hons) Broadcasting Technology

Broadcasting Technology aims to produce graduates who will be skilled in broadcasting studio skills, signals and communications for broadcasting, multimedia streaming as well as digital film production and editing. This award comprises of 50% film technology and 50% broadcast engineering subjects. A graduate from this award will have the skills to work in TV and video broadcasting and production and be able to specify broadcast systems. They will also be capable of planning and managing broadcast services for both the public and private sectors.

BSc (Hons) Digital Film and Post Production Technology

Digital Film and Post Production Technology contains approximately 70% of the core elements of the Film Production Technology award and 30% that have specific post production content. Students will study Film and TV production but also develop advanced skills in non linear editing, vector graphics, 2D animation, 3D animation and video composting (blue/green screen). Gradates will be qualified to work in the TV, Film, visual effects, digital video, media and related industries.

5. Level Learning Outcome Statements: BSc Hons Film Production Technology

Common Learning Outcome Statements	Certificate Level	Intermediate Level	Non-Honours Degree	Honours Level
Knowledge and Understanding	Demonstrate knowledge and understanding of the underlying concepts and principles associated with digital video technology, non-linear editing, digital image acquisition, 3CCD digital video cameras, sound recording, HTML scripting and scriptwriting.	Show a developed knowledge and understanding of established concepts with a view to development of these within the areas of digital film, sound recording, 2D animation, colour correction, motion camera equipment, video editing and film related business and law.	Demonstrate a systematic and extensive understanding of key aspects of pre and post production, and DVD product creation.	Demonstrate a systematic and extensive understanding of key aspects of film production technology, including acquisition of coherent detailed knowledge at the forefront of the discipline
Learning	Develop lines of argument and make sound judgments in accordance with basic theories and concepts in the field of media technology.	Show an enhanced interpretation of the current level of knowledge and understanding of film technology using the Avid editing platform.	Demonstrate an advanced understanding of the context of knowledge acquired	Demonstrate an advanced understanding of the context of knowledge acquired
Enquiry	Show the ability to evaluate and interpret information within technology and film on an individual and team basis.	Demonstrate knowledge of the main methods of enquiry in film production technology and use academic resources to help build knowledge and skills.	Show a professional approach to research using robust academic resources and innovative thinking.	Show a professional approach to study through research led projects and be able to adequately evaluate professional academic work.
Analysis	Learn to evaluate and interpret concepts and principles of film technology and applications.	Research into prior solutions for the development of new ideas using a broad variety of resources including books, websites and journals.	Show the ability to analyse a problem through critical thinking and constructive an argument backed by data and/or academic research	Show the ability to analyse a problem through critical thinking and constructive argument backed by data and/or academic research.
Problem Solving	Evaluate the appropriateness of different approaches to solving problems related to film production technology	Identify and solve problems appropriate to the task, be they creative or technical in both a team and individual manner using industrial technology.	Show the ability to breakdown, analyse and problem solve to present workable solutions utilisng industry standard software and hardware.	Develop the skills necessary to understand and analyse a problem in order to create a complete complex technological solution
Application	Apply the fundamentals of film technology principles in an active learning process in both individual and group assessments.	Apply prior knowledge and understanding in a practical and flexible manner through individual and group projects.	Apply critical reasoning and application in active learning environment to design solutions to meet customer's needs.	Apply critical reasoning and application in active learning environment to design solutions to meet customer's needs.

Reflection	Develop an ability to become reflective practioner's through the development of report and other assessment pieces.	Show a developed ability in reflection and become critical of the approaches used in problem solving		Demonstrate advanced reflective skills when analysing the effectiveness of specific technological solutions and limitations.
Communicationn	Communicate coherent arguments to support work undertaken in the field of film and media technology through the development of reports, practical and presentations.	Develop interpersonal skills and decide upon the appropriate mode of communication through previously learnt techniques at certificate level and peer assessments	Communicate in the form of written or oral expression in a professional manner to a variety of audiences through a variety of mediums	Communicate in the form of written or oral expression in a professional manner to a variety of audiences through a variety of mediums

Level Learning Outcome Statements: BSc Hons Film Production and Music Technology

Common Learning Outcome Statements	Certificate Level	Intermediate Level	Non-Honours Degree	Honours Level
Knowledge and Understanding	Demonstrate knowledge and understanding of the underlying concepts and principles associated with digital video technology, non-linear editing, digital image acquisition, 3CCD digital video cameras, music authoring and creation.	Show a developed knowledge and understanding of established concepts with a view to development of these within the areas of digital film, sound recording, motion camera equipment, music studios and film related business and law.	Demonstrate a systematic and extensive understanding of key aspects of pre and post production, and DVD product creation. Develop advanced music and sound authoring and mastering using Industry standard hardware (Pro Tools)	Demonstrate a systematic and extensive understanding of key aspects of film and music technology, including the acquisition of coherent detailed in-depth knowledge at the forefront of the discipline
Learning	Develop lines of argument and make sound judgments in accordance with basic theories and concepts in the field of film and music technology.	Show an enhanced interpretation of the current level of knowledge and understanding of film technology using the Avid editing platform.	Demonstrate an advanced understanding of the context of knowledge acquired	Demonstrate an advanced understanding of the context of knowledge acquired
Enquiry	Show the ability to evaluate and interpret information within technology and film on an individual and team basis.	Demonstrate knowledge of the main methods of enquiry in film production technology and use academic resources to help build knowledge and skills.	Show a professional approach to research using robust academic resources and innovative thinking.	Show a professional approach to study through research led projects and be able to adequately evaluate professional academic work.
Analysis	Learn to evaluate and interpret concepts and principles of film technology and applications.	Research into prior solutions for the development of new ideas using a broad variety of resources	Show the ability to analyse a problem through critical thinking and constructive an	Show the ability to analyse a problem through critical thinking and constructive

		including books, websites and journals.	argument backed by data and/or academic research	argument backed by data and/or academic research.
Problem Solving	Evaluate the appropriateness of different approaches to solving problems related to film production technology	Identify and solve problems appropriate to the task, be they creative or technical in both a team and individual manner using industrial technology.	Show the ability to breakdown, analyse and problem solve to present workable solutions utilisng industry standard software and hardware.	Develop the skills necessary to understand and analyse a problem in order to create a complete complex technological solution
Application	Undertake the fundamentals of technology principles in an active learning process in both individual and group assessments.	Apply prior knowledge and understanding in a practical and flexible manner through individual and group projects.	Apply critical reasoning and application in active learning environment to design solutions to meet customer's needs.	Apply critical reasoning and application in active learning environment to design solutions to meet customer's needs.
Reflection	Develop an ability to become reflective practioner's through the development of report and other assessment pieces.	Show a developed ability in reflection and become critical of the approaches used in problem solving	Demonstrate advanced reflective skills when analysing the effectiveness of specific technological solutions and limitations.	Demonstrate advanced reflective skills when analysing the effectiveness of specific technological solutions and limitations.
Communication	Communicate coherent arguments to support work undertaken in the field of film and media technology through the development of reports, practical and presentations.	Develop interpersonal skills and decide upon the appropriate mode of communication through previously learnt techniques at certificate level and peer assessments	Communicate in the form of written or oral expression in a professional manner to a variety of audiences through a variety of mediums	Communicate in the form of written or oral expression in a professional manner to a variety of audiences through a variety of mediums

Level Learning Outcome Statements: BSc Hons Film Production and Management

Common Learning Outcome Statements	Certificate Level	Intermediate Level	Non-Honours Degree	Honours Level
Knowledge and Understanding	Demonstrate knowledge and understanding of the underlying concepts and principles associated with digital video technology, digital image acquisition, cameras, business, marketing and people management	Show a developed knowledge and understanding of established concepts with a view to development of these within the areas of digital film, sound recording, motion camera equipment and events management and marketing.	Demonstrate a systematic and extensive understanding of key aspects of pre and post production, and DVD product creation. Develop advanced understanding of the market place for business projects and entrepreneurs	Demonstrate a systematic and extensive understanding of key aspects of film and music technology, including the acquisition of coherent detailed in-depth knowledge at the forefront of the discipline of film and business.
Learning	Develop lines of argument and make sound judgments in	Show an enhanced interpretation of the current level of	Demonstrate an advanced understanding of	Demonstrate an advanced understanding of the

	accordance with basic theories and concepts in the field of media technology, business and marketing.	knowledge and understanding of film technology using the Avid editing platform.	the context of knowledge acquired	context of knowledge acquired
Enquiry	Show the ability to evaluate and interpret information within technology and film on an individual and team basis.	Demonstrate knowledge of the main methods of enquiry in film production technology and use academic resources to help build knowledge and skills.	Show a professional approach to research using robust academic resources and innovative thinking.	Show a professional approach to study through research led projects and be able to adequately evaluate professional academic work.
Analysis	Learn to evaluate and interpret concepts and principles of film technology and applications.	Research into prior solutions for the development of new ideas using a broad variety of resources including books, websites and journals.	Show the ability to analyse a problem through critical thinking and constructive an argument backed by data and/or academic research	Show the ability to analyse a problem through critical thinking and constructive argument backed by data and/or academic research.
Problem Solving	Evaluate the appropriateness of different approaches to solving problems related to film production technology	Identify and solve problems appropriate to the task, be they creative or technical in both a team and individual manner using industrial technology.	Show the ability to breakdown, analyse and problem solve to present workable solutions utilisng industry standard software and hardware.	Develop the skills necessary to understand and analyse a problem in order to create a complete complex technological solution
Application	Undertake the fundamentals of technology principles in an active learning process in both individual and group assessments.	Apply prior knowledge and understanding in a practical and flexible manner through individual and group projects.	Apply critical reasoning and application in active learning environment to design solutions to meet customer's needs.	Apply critical reasoning and application in active learning environment to design solutions to meet customer's needs.
Reflection	Develop an ability to become reflective practioner's through the development of report and other assessment pieces.	Show a developed ability in reflection and become critical of the approaches used in problem solving	Demonstrate advanced reflective skills when analysing the effectiveness of specific technological solutions and limitations.	Demonstrate advanced reflective skills when analysing the effectiveness of specific technological solutions and limitations.
Communication	Communicate coherent arguments to support work undertaken in the field of film and media technology through the development of reports, practical and presentations.	Develop interpersonal skills and decide upon the appropriate mode of communication through previously learnt techniques at certificate level and peer assessments	Communicate in the form of written or oral expression in a professional manner to a variety of audiences through a variety of mediums	Communicate in the form of written or oral expression in a professional manner to a variety of audiences through a variety of mediums

Level Learning Outcome Statements: BSc Hons Broadcasting Technology

Common Learning Outcome Statements	Certificate Level	Intermediate Level	Non-Honours Degree	Honours Level
Knowledge and Understanding	Demonstrate knowledge and understanding of the underlying concepts and principles associated with digital image technology, signals, communications for broadcasting	Show knowledge and understanding of established concepts with a view to development of these concepts within the areas of broadcasting technology, networking and multimedia broadcasting security.	Demonstrate a systematic understanding of key aspects of streaming of multimedia broadcast data, including acquisition of coherent detailed knowledge at the forefront of the discipline	Demonstrate a systematic understanding of key aspects of streaming of multimedia broadcast data, including acquisition of coherent detailed knowledge at the forefront of the discipline
Learning	Develop lines of argument and make sound judgments in accordance with basic theories and concepts of the field of broadcasting technology	Show critical interpretation of the current level of knowledge and understanding in broadcasting, electronics and signal analysis	Demonstrate the ability to study, learn and analyse theoretical and practical material to an industrial standard.	Demonstrate the ability to study, learn and analyse theoretical and practical material to an industrial standard.
Enquiry	Show the ability to evaluate and interpret information within technology and film on an individual and team basis.	Demonstrate knowledge of the main methods of enquiry in film production technology and use academic resources to help build knowledge and skills.	Show a professional approach to research using robust academic resources and innovative thinking.	Show a professional approach to study through research led projects and be able to adequately evaluate professional academic work.
Analysis	Learn to evaluate and interpret concepts and principles of film technology and applications.	Research into prior solutions for the development of new ideas using a broad variety of resources including books, websites and journals.	Show the ability to analyse a problem through critical thinking and constructive an argument backed by data and/or academic research	Show the ability to analyse a problem through critical thinking and constructive argument backed by data and/or academic research.
Problem Solving	Evaluate the appropriateness of different approaches to solving problems related to film production technology	Identify and solve problems appropriate to the task, be they creative or technical in both a team and individual manner using industrial technology.	Show the ability to breakdown, analyse and problem solve to present workable solutions utilisng industry standard software and hardware.	Develop the skills necessary to understand and analyse a problem in order to create a complete complex technological solution
Application	Undertake the fundamentals of technology principles in an active learning process in both individual and group assessments.	Apply prior knowledge and understanding in a practical and flexible manner through individual and group projects.	Apply critical reasoning and application in active learning environment to design solutions to meet customer's needs.	Apply critical reasoning and application in active learning environment to design solutions to meet customer's needs.

Reflection	Develop an ability to become reflective practioner's through the development of report and other assessment pieces.	Show a developed ability in reflection and become critical of the approaches used in problem solving	Demonstrate advanced reflective skills when analysing the effectiveness of specific technological solutions and limitations.	Demonstrate advanced reflective skills when analysing the effectiveness of specific technological solutions and limitations.
Communication	Communicate coherent arguments to support work undertaken in the field of film and media technology through the development of reports, practical and presentations.	Develop interpersonal skills and decide upon the appropriate mode of communication through previously learnt techniques at certificate level and peer assessments	Communicate in the form of written or oral expression in a professional manner to a variety of audiences through a variety of mediums	Communicate in the form of written or oral expression in a professional manner to a variety of audiences through a variety of mediums

Level Learning Outcome Statements: BSc Hons Digital Film and Post Production Technology

Common Learning Outcome Statements	Certificate Level	Intermediate Level	Non-Honours Degree	Honours Level
Knowledge and Understanding	Demonstrate knowledge and understanding of the underlying concepts and principles associated with digital video technology, Digital Film Production, digital image acquisition, 2D graphics and vector based graphics.	Show a developed knowledge and understanding of established concepts with a view to development of these within the areas of digital film, sound recording, 2D and 3D animation, advanced, video editing	Demonstrate a systematic and extensive understanding of key aspects of pre and post production, and DVD product creation, Compositing video into 2D and 3D scenes	Demonstrate a systematic and extensive understanding of key aspects of film production technology, including acquisition of coherent detailed knowledge at the forefront of the discipline.
Learning	Develop lines of argument and make sound judgments in accordance with basic theories and concepts in the field of media technology.	Show an enhanced interpretation of the current level of knowledge and understanding of film technology using the Avid editing platform.	Demonstrate an advanced understanding of the context of knowledge acquired	Demonstrate an advanced understanding of the context of knowledge acquired
Enquiry	Show the ability to evaluate and interpret information within technology and film on an individual and team basis.	Demonstrate knowledge of the main methods of enquiry in film production technology and use academic resources to help build knowledge and skills.	Show a professional approach to research using robust academic resources and innovative thinking.	Show a professional approach to study through research led projects and be able to adequately evaluate professional academic work.
Analysis	Learn to evaluate and interpret concepts and principles of film technology and applications.	Research into prior solutions for the development of new ideas using a broad variety of resources including books, websites	Show the ability to analyse a problem through critical thinking and constructive an argument backed by data and/or academic	Show the ability to analyse a problem through critical thinking and constructive argument backed

		and journals.	research	by data and/or academic research.
Problem Solving	Evaluate the appropriateness of different approaches to solving problems related to film production technology	Identify and solve problems appropriate to the task, be they creative or technical in both a team and individual manner using industrial technology.	Show the ability to breakdown, analyse and problem solve to present workable solutions utilisng industry standard software and hardware.	Develop the skills necessary to understand and analyse a problem in order to create a complete complex technological solution
Application	Undertake the fundamentals of technology principles in an active learning process in both individual and group assessments.	Apply prior knowledge and understanding in a practical and flexible manner through individual and group projects.	Apply critical reasoning and application in active learning environment to design solutions to meet customer's needs.	Apply critical reasoning and application in active learning environment to design solutions to meet customer's needs.
Reflection	Develop an ability to become reflective practioner's through the development of report and other assessment pieces.	Show a developed ability in reflection and become critical of the approaches used in problem solving	Demonstrate advanced reflective skills when analysing the effectiveness of specific technological solutions and limitations.	Demonstrate advanced reflective skills when analysing the effectiveness of specific technological solutions and limitations.
Communicati on	Communicate coherent arguments to support work undertaken in the field of film and media technology through the development of reports, practical and presentations.	Develop interpersonal skills and decide upon the appropriate mode of communication through previously learnt techniques at certificate level and peer assessments	Communicate in the form of written or oral expression in a professional manner to a variety of audiences through a variety of mediums	Communicate in the form of written or oral expression in a professional manner to a variety of audiences through a variety of mediums

Level Learning Outcome Statements: BSc Film Production Technology (Top up award)

Common Learning Outcome Statements	**Non-Honours Degree**	**Discipline Based Level Learning Outcome: *Honours Level***
Knowledge and Understanding	Demonstrate a systematic and extensive understanding of key aspects of pre and post production, DVD product creation and the intricacies of sound design for film making. Show a developed knowledge of business related context understanding the concepts of established principles.	Demonstrate a systematic and extensive understanding of key aspects of film production technology, including acquisition of coherent detailed knowledge at the forefront of the discipline
Learning	Demonstrate an advanced understanding of the context of knowledge acquired using a variety of computer software and platforms.	Demonstrate an advanced understanding of the context of knowledge acquired whilst developing professional skills in film production technology
Enquiry	Show a professional approach to research using robust academic resources and innovative thinking.	Show a professional approach to study through research led, self managed projects and are able to adequately evaluate professional academic work showing a broad usage of robust academic resources.
Analysis	Show the ability to analyse a problem through critical thinking and constructive an argument backed by data and/or academic research	Show the ability to analyse a problem through critical thinking and constructive argument backed by data and/or academic research.
Problem Solving	Show the ability to breakdown, analyse and problem solve to present workable solutions utilising industry standard software and hardware.	Develop the skills necessary to understand and analyse a problem in order to create a complete complex technological solution
Application	Apply critical reasoning and application in active learning environment to design solutions to meet customer's needs.	Apply critical reasoning and application in active learning environment to design solutions to meet both academic and customer focused requirements.
Reflection		Demonstrate enhanced reflective skills when analysing the effectiveness of specific technological solutions and limitations.
Communication	Communicate in the form of written or oral expression in a professional manner to a variety of audiences through a variety of mediums	Communicate in the form of written or oral expression in a professional manner to a variety of audiences through a variety of mediums.

6. Award Structure and Content for Film Production Technology

Digital technology has had a great impact on the visual entertainment industry. Digital techniques have now removed many of the barriers between traditional film, video and computer systems, creating a new platform for digital production. Common digital processes across the different media have opened the door for Internet and DVD focused filmmaking.

The digital film making component of the course studies the theory and practice of digital film-making and is designed to be extremely hands on and practical, with students producing a number of individual and group film programmes each academic year from a variety of modules. These programmes are designed to contribute to a high quality folio of work at graduation.

Level 1

Teaching Block 1		
Mod No.	***Title***	
CE00013-1	Film Technology (LD)	C
CE00076-1	Scriptwriting for Technologists	C
CE00012-1	Digital Image Production	C
CE00784-1	Audio for Production 1	C
Teaching Block 2		
CE00013-1	Film Technology (LD)	C
CE00075-1	History of Film Technology	C
CE01038-1	Video Editing Science	C
	Elective	E

CE00013-1 Film Technology is a year long module worth 30 credits. The module introduces and develops technical skills across all areas of digital filmmaking. Students study the operation of digital broadcast quality cameras, how to produce creative photographic images, non-linear editing, lighting and sound recording. Cinematography and its technology are fundamental themes throughout the year with producing several short films.

CE00076-1 Scriptwriting for Technologists Scriptwriting is taught developing and writing film and TV scripts for production in semester 2 in Film Technology.

CE00012-1 Digital Image Production This module centres on industrial standard image manipulation software - Adobe Photoshop. Students learn to develop skills in creative design, visualisation, digital image manipulation and general digital technology.

CE00075-1 The History of Film Technology This module delivers the background to illustrate how the technology is used in the film and television industries. The module looks into the history of formats, film versus video debate and also helps to develop knowledge of the latest digital formats and future technological developments.

CE01038-1 Video Editing Science Students will be introduced to the fundamental theories and practical of editing motion pictures using Final Cut Pro. The content will cover: Introduction to non-linear editing, The theoretical techniques of editing images and sound and practical.

CE00784-1 Audio for Production 1 This module aims to develop the skills of the student in sound production technology and location audio recording. There is heavy emphasis on learning the skills of production and post-production using professional pieces of audio technology to produce audio for programmes suitable for film, television and radio.

Level Two

Teaching Block 3		
Mod No.	***Title***	
CE00713-2	Video Editing Technology 1	C
CE00007-2	Film Technology 2 (LD)	C
CE00020-2	Visual Media Applications	C
	Elective	E
Teaching Block 4		
CE00503-2	Business and Law for Film and TV	C
CE00758-2	Film Technology 2 (LD)	C
	Elective	E
	Elective	E

CE00018-2 Video Editing Technology Taught by Avid accredited tutors this is an intensive non-linear editing module developing a high range of skills and techniques using Avid Express DV. Students will gain knowledge of the history and future of high end editing software, in depth audio functions, effects, nesting effects, transitions, film styles, montage and Chroma keying. Compression, codec's and exporting footage will also be studied.

CE00020-2 Visual Media Applications This module extends the technological understanding from level 1. Furthermore students will learn to create visually exciting animations, video compression and compositing skills, utilising Adobe After Effects. The outcome concentrates on motion video for use on TV credit sequences, stings, DVD menus and film special effects.

CE00758-2 Film Technology 2 This module develops skills in filmmaking, sound design, Foley, ADR, audio recording, equalisation and mixing. Audio is often overlooked in film and video production but it is equally important. The awareness of audio and its cognitive effect also plays a major part throughout this year. The context of the module also develops further filmmaking skills to instil a highly professional level of production ready for the final year, or for an industrial placement year.

CE00504-2 Business and Law for Film and TV Business and Law for the Film and Television industries covers pitching and development, film financing, starting your own company, copyright, health and safety, privacy and defamation. It is designed to give students a background to the legal and business skills required to work in the industry today.

Level Three

Teaching Block 5		
Mod No.	***Title***	
CE00651-3	Final Year Dissertation (LD)	C
CE00011-3	DVD Technology	C
	Elective	E
	Elective	E
Teaching Block 6		
CE00651-3	Final Year Dissertation	C
CE00652-3	Final Year Portfolio	C
CE00659-3	Video recording and production 2	C
	Elective	E

CE00651-3 Final Year Dissertation; The final year dissertation of the degree is a long double module which involves an extended research project. The content is created between a student and a supervisor. Students will use this to specialise in the area of their award, advance their innovative skills and utilise available technology to most effectively and professionally find a solution to the problem proposed.

CE00652-3 Final Year Portfolio; this is the practical work to go alongside the dissertation. It gives you the chance to work solely on a practical piece which could be used for a showreel or a portfolio of work. This piece will be discussed and decided between yourself and the supervisor.

CE00011-3 DVD Technology This is an advanced module which develops skills in producing interactive DVD products. Students will study DVD motion graphics, MPEG authoring, Dolby 5.1 digital audio, DVD encryption - ending with the production of a highly interactive advanced DVD using Sonic, Apple and Adobe DVD authoring tools.

CE00019-3 Video Recording and Production 2; this module helps students develop hands on skills in advanced video production, advanced lighting, creative editing and sound post production.

C CORE module - must be taken
E Elective – Level 1 module choice from Elective List
LD Long Double module – one module spanning 2 teaching blocks (30 CATS)
x2 Accounts for 2 modules (30 CATS)

Award Curriculum for Film Production with Music Technology

Film Production with Music Technology combines a selection of modules from the core of the film production technology award with specialised music technology modules. The combination is approximately 60/40 – film/music.

The digital film making component of the course studies the theory and practice of digital film-making and is designed to be extremely hands on and practical, with students producing a number of individual and group film programmes each academic year. These programmes are designed to contribute to a high quality folio of work at graduation.

Level One

Teaching Block 1		
Mod No.	***Title***	
CE00013-1	Film Technology (LD)	C
CE00146-1	Audio Processing (LD)	C
CE00012-1	Digital Image Production	C
CE00076-1	Scriptwriting for Technologists	C
Teaching Block 2		
CE00013-1	Film Technology (LD)	C
CE00146-1	Audio Processing (LD)	C
CE00075-1	The History of Film Technology	C
	Elective	E

CE00013-1 Film Technology is a year long module worth 30 credits. The module introduces and develops technical skills across all areas of digital filmmaking. Students study the operation of digital broadcast quality cameras, how to produce creative photographic images, non-linear editing, lighting and sound recording. Cinematography and its technology are fundamental themes throughout the year with producing several short films.

CE00076-1 Scriptwriting for Technologists Scriptwriting is taught developing and writing film and TV scripts for production in semester 2 in Film Technology.

CE00012-1 Digital Image Production This module centres around industrial standard graphic design software - Adobe Photoshop. Students learn to develop skills in creative design, visualisation, digital image manipulation and general digital technology.

CE00075-1 The History of Film Technology This module delivers the background to illustrate how the technology is used in the film and television industries. The module looks into the history of formats, film versus video debate and also helps to develop knowledge of the latest digital formats and future technological developments.

CE00082-1 Internet and HTML This module covers the Internet, development design and programming of a website.

CE00146-1 Audio Processing is a 30 credit module and running across level 1, introducing students to audio technology including analogue & digital acquisition. Students study the fundamentals of audio production and processing. Hardware and software including Steinberg's Cubase VST and SX is also introduced along with MIDI interfaces, sound cards, digital & analogue converters, various audio formats, audio compression technologies. A music composition is also produced.

Level Two

Teaching Block 3		
Mod No.	***Title***	
CE00760-2	Video Editing and Technology 1	C
CE00758-2	Film Technology 2 (LD)	C
CE00136-2	Studio Technology	C
CE00020-2	Visual Media Applications	C
Teaching Block 4		
CE00164-2	Sound Synthesis and Midi	C
CE00758-2	Film Technology 2 (LD)	C
CE00504-2	Business and Law for Film and TV	C
	Elective	E

CE00760-2 Video Editing Technology Taught by Avid accredited tutors this is an intensive non-linear editing module developing a high range of skills and techniques. Students will gain knowledge of the history and future of high end editing software, in depth audio functions, effects, nesting effects, transitions, film styles, montage and Chroma keying. Compression, codec's and exporting footage will also be looked at in depth.

CE00020-2 Visual Media Applications This module extends the technological understanding from level 1. Furthermore students will learn to create visually exciting animations, video compression and compositing skills, utilising Adobe After Effects. The Avid Express DV platform is also introduced and video colour correction. The outcome concentrates on motion video for use on TV credit sequences, stings, DVD menus and film special effects.

CE00758-2 Film Technology 2 This module develops skills in sound design, Foley, ADR, audio recording, equalisation and mixing. Audio is often overlooked in film and video production but it is equally important. The awareness of audio and its cognitive effect also plays a major part throughout this year. The context of the module also develops further filmmaking skills to instil a highly professional level of production ready for the final year, or for an industrial placement year.

CE00136-2 Studio Technology develops knowledge and the operational side of music studios and their contents, ranging from analogue stereo mixing decks to the very latest digital surround systems.

CE00504-2 Business and Law for Film and TV Business and Law for the Film and Television industries covers pitching and development, film financing, starting your own company, copyright, health and safety, privacy and defamation. It is designed to give students a background to the legal and business skills required to work in the industry today.

Level Three

Teaching Block 5		
Mod No.	***Title***	
CE00651-3	Final Year Dissertation	C
CE00011-3	DVD Authoring	C
CE00624-3	Digital Audio Techniques (Pro Tools 101 accredited)	C
	Elective	E
Teaching Block 6		
CE00651-3	Final Year Dissertation	C
CE00652-3	Final Year Portfolio	C
CE00019-3	Video recording and production	C
	Elective – Advanced Pro Tools	E

CE00651-3 Final Year Dissertation; The final year dissertation of the degree is a long double module which involves an extended research project. The content is created between a student and a supervisor. Students will use this to specialise in the area of their award, advance their innovative skills and utilise available technology to most effectively and professionally find a solution to the problem proposed.

CE00652-3 Final Year Portfolio; this is the practical work to go alongside the dissertation. It gives you the chance to work solely on a practical piece which could be used for a showreel or a portfolio of work. This piece will be discussed and decided between yourself and the supervisor.

CE00011-3 DVD Technology This is an advanced module which develops skills in producing interactive DVD products. Students will study DVD motion graphics, MPEG authoring, Dolby 5.1 digital audio, DVD encryption - ending with the production of a highly interactive advanced DVD using Sonic, Apple and Adobe DVD authoring tools.

CE00659-3 Video Recording and Production 2 this module helps students develop hands on skills in advanced video production, advanced lighting, creative editing and sound post production.

CE00624-3 Digital Audio Techniques
Introduction to Pro Tools

C CORE module - must be taken
E Elective – Level 1 module choice from Elective List
LD Long Double module – one module spanning 2 teaching blocks (30 CATS)
x2 Accounts for 2 modules (30 CATS)

Award Curriculum for Film Production with Management

This award develops Leaders who understand advanced technology and how it is used in the area of film production. The film industry is large and diverse and there is a role for suitably qualified Leaders who understand the latest technology available for film production. The combination is approximately 60/40 – film/management.

The award focuses on the management of technology in the generation and distribution of film. You will study areas such as the fundamental principles of film production technology, digital film recording, audio production, multimedia and events management. To enable you to apply this knowledge to the business community, the award also covers principles of business, marketing and project management. The digital film making component of the course studies the theory and practice of digital film-making and is designed to be extremely hands on and practical, with students producing a number of individual and group film programmes each academic year. These programmes are designed to contribute to a high quality folio of work at graduation.

Level One

Teaching Block 1		
Mod No.	***Title***	
CE00013-1	Film Technology (LD)	C
CE00076-1	Scriptwriting for Technologists	C
CE00012-1	Digital Image Production	C
BLB10109-1	Managing People and Performance	C
Teaching Block 2		
CE00013-1	Film Technology (LD)	C
CE00075-1	History of Film Technology	C
BLB10153-1	Marketing Principles	C
	Elective	E

CE00013-1 Film Technology is a year long module worth 30 credits. The module introduces and develops technical skills across all areas of digital filmmaking. Students study the operation of digital broadcast quality cameras, how to produce creative photographic images, non-linear editing, lighting and sound recording. Cinematography and its technology are fundamental themes throughout the year with producing several short films.

CE00076-1 Scriptwriting for Technologists Scriptwriting is taught developing and writing film and TV scripts for production in semester 2 in Film Technology.

CE00012-1 Digital Image Production This module centres around industrial standard graphic design software - Adobe Photoshop. Students learn to develop skills in creative design, visualisation, digital image manipulation and general digital technology.

BLB10109-1 Managing People and Performance This module introduces the subject of People in the Workplace, Approaches to motivation, Perception, Communication and Learning, The nature and role of groups, Leadership and gaining acceptable behaviour in the workplace, the impact and management of stress.

BLB10153-1 Marketing Principles This module will study Buyer Behaviour, the decision making process, marketing philosophies and the business contribution of Marketing, segmenting, targeting and positioning, product and Service Marketing and e-marketing.

CE00075-1 The History of Film Technology This module delivers the background to illustrate how the technology is used in the film and television industries. The module looks into the history of formats, film versus video debate and also helps to develop knowledge of the latest digital formats and future technological developments.

Level Two

Teaching Block 3		
Mod No.	***Title***	
CE00760-2	Video Editing and Technology 1	C
CE00758-2	Film Technology 2(LD)	C
CE74012-2	Events Management for Technologists 1	C
	Elective	E
Teaching Block 4		
CE00504-2	Business and Law for Film and TV	C
CE00758-2	Film Technology 2 (LD)	C
CE74014-2	Events Management for Technologists 2	C
	Elective	E

CE00758-2 Film Technology 2 This module develops skills in sound design, Foley, ADR, audio recording, equalisation and mixing. Audio is often overlooked in film and video production but it is equally important. The awareness of audio and its cognitive effect also plays a major part throughout this year. The context of the module also develops further filmmaking skills to instil a highly professional level of production ready for the final year, or for an industrial placement year.

CE74014-2 Events Management for Technologists 1 & 2 Events Management is an integral part of the media industry. This one year module will teach you how to plan, organise and run a major event.

CE00504-2 Business and Law for Film and TV Business and Law for the Film and Television industries covers pitching and development, film financing, starting your own company, copyright, health and safety, privacy and defamation. It is designed to give students a background to the legal and business skills required to work in the industry today.

CE00760-2 Video Editing Technology Taught by Avid accredited tutors this is an intensive non-linear editing module developing a high range of skills and techniques. Students will gain knowledge of the history and future of high end editing software, in depth audio functions, effects, nesting effects, transitions, film styles, montage and Chroma keying. Compression, codec's and exporting footage will also be looked at in depth.

Level Three

Teaching Block 5		
Mod No.	***Title***	
CE00651-3	Final Year Dissertation	C
BLB10087-3	Market Planning for Business Projects	C
	Elective	E
	Elective	E
Teaching Block 6		
CE00651-3	Final Year Dissertation	C
CE00652-3	Final Year Portfolio	C
CE00659-3	Video recording and production 2	C
	Elective	E

CE00651-3 Final Year Dissertation; The final year dissertation of the degree is a long double module which involves an extended research project. The content is created between a student and a supervisor. Students will use this to specialise in the area of their award, advance their innovative skills and utilise available technology to most effectively and professionally find a solution to the problem proposed.

CE00652-3 Final Year Portfolio; this is the practical work to go alongside the dissertation. It gives you the chance to work solely on a practical piece which could be used for a showreel or a portfolio of work. This piece will be discussed and decided between yourself and the supervisor.

CE00659-3 Video Recording and Production 2; this module helps students develop hands on skills in advanced video production, advanced lighting, creative editing and sound post production.

BLB10087-3 Market Planning For Business Projects This advanced module will develop business and professional skills. Students will also learn how to start a business, apply for funding, and understand finances, accounting and project management.

Award Curriculum for Broadcasting Technology

The rapid growth of digital technology revolutionized the media broadcasting industry. The number of television and radio broadcasting stations has immensely increased, media delivery expanded from satellite, cable and terrestrial to include mobile devices (Mobile phones, pocket computers and PDA) and the INTERNET.

The business environment of the industry has also changed; small production facilities are established every day to cover the thriving demand for material. Educational institutes and enterprises are building broadcast enabled studios to produce and deliver audio visual material for e-learning, employee training and corporate communications.

This growth created a need for qualified professionals with core competencies in electronics, communications, digital media & film production, computer networking and INTERNET technologies in addition to project management and organisational skills.

This award is designed to produce professionals capable of analysing, specifying, designing, commissioning and maintaining complex multimedia broadcasting systems.

Level One

Teaching Block 1		
Mod No.	***Title***	
CE00013-1	Film Technology (LD)	C
CE00160-1	Signals and Communications (LD)	C
CE00012-1	Digital Image Production	C
	Elective	E
Teaching Block 2		
CE00013-1	Film Technology (LD)	C
CE00160-1	Signals and Communications (LD)	C
CE00126-1	Introduction to Networking with LANs and WANs	C
	Elective	E

CE00013-1 Film Technology is a year long module worth 30 credits. The module introduces and develops technical skills across all areas of digital filmmaking. Students study the operation of digital broadcast quality cameras, how to produce creative photographic images, non-linear editing, lighting and sound recording. Cinematography and its technology are fundamental themes throughout the year with producing several short films.

CE00160-1 Signals and Communications (LD) is a year long module core to broadcasting technology and communications technology awards. The module provides students with fundamental understanding of audio and video signal analysis in both time & frequency domains, Analogue and digital communication systems. Students will gain an insight of how communication systems are built with design tradeoffs and constrains. Students will learn how to use state of the art computer simulation software such as Matlab, Labview, Pspice and Multisim.

CE00012-1 Digital Image Production This module centres around industrial standard graphic design software - Adobe Photoshop. Students learn to develop skills in creative design, visualisation, digital image manipulation and general digital technology.

CE00126-1 Introduction to Networking with LANs and WANs introduces students to computer networking. The module is delivered in partnership with CISCO systems (the world leader in networking technology) and is the first half of the progression towards being prepared for the CISCO Certified Network Associate (CCNA) Exam (640-801), which is an internationally recognised qualification in computer networking.

Level Two

Teaching Block 3		
Mod No.	***Title***	
CE00760-2	Video Editing and Technology 1	C
CE00165-2	Analogue and Digital Electronic Systems	C
CE00127-2	LAN Switching and WAN Networks	C
	Elective	E
Teaching Block 4		
CE00165-2	Analogue and Digital Electronic Systems	C
CE00161-2	Automated Measurement	C
CE00162-2	Broadcasting Technology	C
	Elective	E

CE00162-2 Broadcasting Technology This module teaches you professional hands on skills on broadcasting studios / film production studios design and technical management. The module also provides you with fundamental understanding of the various possible scenarios of broadcasting such as terrestrial, cable TV, satellite broadcasting and fibre optics.

CE00760-2 Video Editing Technology Taught by Avid accredited tutors this is an intensive non-linear editing module developing a high range of skills and techniques. Students will gain knowledge of the history and future of high end editing software, in depth audio functions, effects, nesting effects, transitions, film styles, montage and Chroma keying. Compression, codec's and exporting footage will also be looked at in depth.

CE00165-2 Analogue and Digital Electronics Systems
A year long module covering a wide range of electronic principles including:
Active Filters, Phase Locked Loops, Power Supplies and Voltage Regulators. Digital Circuits (number systems, Boolean algebra, logic gates, combinational logic, multiplexers and decoders, Schmitt trigger, the data bus, two-state storage elements, latches and unclocked flip-flops, clocked flip-flops, dynamically clocked flip-flops, registers, memory, elements of the microcomputer, 8-, 16-, or 32-bit busses, digital-to-analogue conversion, analogue-to-digital conversion, time-to-digital conversion.

CE00161-2 Automated Measurements This module will help you learn the required knowledge and develop the skill set needed to design and implement automated test and monitoring systems. By the end of the module, you will be able to develop professional standard applications for remote monitoring and control over the internet.

CE00127-2 LAN Switching and Wan Networks The module is the second half of the progression towards being prepared for the CISCO Certified Network Associate Exam (CCNA), which is an internationally recognised qualification (640-801).

Level Three

Teaching Block 5		
Mod No.	***Title***	
CE00651-3	Final Year Dissertation	C
CE00011-3	DVD Technology	C
CE00163-3	Digital Broadcast Systems	C
	Elective	E
Teaching Block 6		
CE00651-3	Final Year Dissertation	C
CE00652-3	Final Year Portfolio	C
CE00164-3	Multimedia Streaming	C
CE00019-3	Video Recording and Production	C

CE00651-3 Final Year Dissertation The final year dissertation of the degree is a long double module which involves an extended research project. The content is created between a student and a supervisor. Students will use this to specialise in the area of their award, advance their innovative skills and utilise available technology to most effectively and professionally find a solution to the problem proposed.

CE00652-3 Final Year Portfolio; this is the practical work to go alongside the dissertation. It gives you the chance to work solely on a practical piece which could be used for a showreel or a portfolio of work. This piece will be discussed and decided between yourself and the supervisor.

CE00011-3 DVD Technology this is an advanced module which develops skills in producing interactive DVD products. Students will study DVD motion graphics, MPEG authoring, Dolby 5.1 digital audio, DVD encryption - ending with the production of a highly interactive advanced DVD using Sonic, Apple and Adobe DVD authoring tools.

CE00163-3 Digital Broadcast Systems this module teaches you a critical understanding of Digital Video Broadcasting (DVB) systems (terrestrial, cable networks, and satellite). Subscription services and conditional access methods are also covered in this module in-addition to digital video set-top box design.

CE00164-3 Multimedia streaming this module teaches students how to develop a professional media broadcasting station to broadcast both live and on demand media (Radio, Video, presentations) over the internet. The module will enable students to master media streaming technology and also develop project management skills and SMIL (Synchronized Media Integration Language) programming kills.

CE00659-3 Video Recording and Production this module helps students develop hands on skills in advanced video production, advanced lighting, creative editing and sound post production.

C CORE module - must be taken
Elective – Level 1 module choice from Elective List
LD Long Double module – one module spanning 2 teaching blocks (30 CATS)
x2 Accounts for 2 modules (30 CATS)

Award Curriculum for Digital Film and Post Production Technology

Digital technology has had a great impact on the visual entertainment industry. Digital techniques have now removed many of the barriers between traditional film, video and computer systems, creating a new platform for digital production. Common digital processes across the different media have opened the door for Internet, CD and DVD post production skills.

The digital film making component of the course studies the theory and practice of digital film-making and post production and is designed to be extremely hands on and practical, with students producing a number of individual and group film programmes and projects each academic year.
The projects will include 3D and 2D animation, vector graphics, video editing and video compositing.
These programmes are designed to contribute to a high quality folio of work at graduation.

Level 1

Teaching Block 1		
Mod No.	***Title***	
CE00013-1	Film Technology (LD)	C
CE00076-1	Scriptwriting for Technologists	C
CE00012-1	Digital Image Production	C
	Elective	E
Teaching Block 2		
CE00013-1	Film Technology (LD)	C
CE00075-1	History of Film Technology	C
CE00662-1	Vector Graphics Technology	C
	Elective	E

CE00013-1 Film Technology is a year long module worth 30 credits. The module introduces and develops technical skills across all areas of digital filmmaking. Students study the operation of digital broadcast quality cameras, how to produce creative photographic images, non-linear editing, lighting and sound recording. Cinematography and its technology are fundamental themes throughout the year with producing several short films.

CE00076-1 Scriptwriting for Technologists Scriptwriting is taught developing and writing film and TV scripts for production in semester 2 in Film Technology.

CE00012-1 Digital Image Production This module centres around industrial standard image manipulation software - Adobe Photoshop. Students learn to develop skills in creative design, visualisation, digital image manipulation and general digital technology.

CE00075-1 The History of Film Technology This module delivers the background to illustrate how the technology is used in the film and television industries. The module looks into the history of formats, film versus video debate and also helps to develop knowledge of the latest digital formats and future technological developments.

CE00662-1 Vector Graphic Technology This module covers all areas of vector graphics and specialises in their use within post production and film. This will teach you how to use the industry standard software Adobe Illustrator.

Level Two

Teaching Block 3		
Mod No.	***Title***	
CE00760-2	Video Editing Technology 1	C
CE00758-2	Film Technology 2 (LD)	C
CE00020-2	Visual Media Applications	C
	Elective	E
Teaching Block 4		
CE00660-2	Video Editing Technology 2	C
CE00758-2	Film Technology 2 (LD)	C
CE00658-2	Visual Media Applications 2	C
CE00078-2	3D Graphics Technology for Film	C

CE00760-2 Video Editing Technology 1 Taught by Avid accredited tutors, this is an intensive non-linear editing module developing a high range of skills and techniques in editing film. Students will gain knowledge of the history and future of high end editing software, in depth audio functions, effects, nesting effects, transitions, film styles, montage and Chroma keying. Compression, codec's and exporting footage will also be looked at in depth.

CE00020-2 Visual Media Applications This module extends the technological understanding from level 1. Furthermore students will learn to create visually exciting animations, video compression and compositing skills, utilising Adobe After Effects. The Avid Express DV platform is also introduced and video colour correction. The outcome concentrates on motion video for use on TV credit sequences, stings, DVD menus and film special effects.

CE00758-2 Film Technology 2 This module develops skills in sound design, Foley, ADR, audio recording, equalisation and mixing. Audio is often overlooked in film and video production but it is equally important. The awareness of audio and its cognitive effect also plays a major part throughout this year. The context of the module also develops further filmmaking skills to instil a highly professional level of production ready for the final year, or for an industrial placement year.

CE00660-2 Video Editing Technology 2 This will continue from Video Editing Technology and cover more advanced editing techniques and analysis advanced editing. With special emphasise on colour correction and grading for TV and Film.

CE00658-2 Visual Media Applications 2 Students will gain knowledge of the importance and versatility of alpha channels and alpha mattes, scripting and Java expressions, advanced text, motion tracking, compositing and morphing in After Effects.
Advanced effects such as particle systems, caustics, echo, fog etc. will also be investigated. Special attention will be paid to the graphical design of the practical work.

CE00078-2 3D Graphics Technology for Film Students will learn the fundamentals of Rigid Body Dynamics for entertainment: Active, Passive bodies and constraints.
How to set up particle emitters, controlling particles using forces and creating particle collisions
An introduction to MEL script and the concepts required when programming e.g. Variables, Loops, Arrays etc.

Level Three

Teaching Block 5		
Mod No.	***Title***	
CE00651-3	Final Year Dissertation (LD)	C
CE00011-3	DVD Technology	C
CE00657-3	Compositing for Film & Video	C
	Elective	E
Teaching Block 6		
CE00651-3	Final Year Dissertation (LD)	C
CE00652-3	Final Year Portfolio	C
CE00019-3	Video recording and production 2	C
CE00661-3	Match Moving Technology	C

CE00651-3 Final Year Dissertation The final year dissertation of the degree is a long double module which involves an extended research project. The content is created between a student and a supervisor. Students will use this to specialise in the area of their award, advance their innovative skills and utilise available technology to most effectively and professionally find a solution to the problem proposed.

CE00652-3 Final Year Portfolio; this is the practical work to go alongside the dissertation. It gives you the chance to work solely on a practical piece which could be used for a showreel or a portfolio of work. This piece will be discussed and decided between yourself and the supervisor.

CE00011-3 DVD Technology This is an advanced module which develops skills in producing interactive DVD products. Students will study DVD motion graphics, MPEG authoring, Dolby 5.1 digital audio, DVD encryption - ending with the production of a highly interactive advanced DVD using Sonic, Apple and Adobe DVD authoring tools.

CE00019-3 Video Recording and Production 2; this module helps students develop hands on skills in advanced video production, advanced lighting, creative editing and sound post production.

Award Curriculum for BSc/BSc (Hons) Film Production Technology (Top up)

The BSc (Hons) Film Technology (top up enhancement) award is aimed at students who have completed the HND Media: Film in the Faculty of Computing, Engineering and Technology at Staffordshire University or an equivalent HND studied from another university. This award aims to offer the students a logical route to bridge from the HND to the Film Production Technology ordinary (non-honours) or honours degree route.

The ordinary degree year requires a student to study 105 credits in the first year full time. Following this a student can study the top up the award to honours either as a full time student or a part time. If studied full time the student will be finished by Christmas or if the part time route is taken it will take one year. The top up year is made up from 60 credits and must include the Final Year Research dissertation and portfolio modules.

Top Up students will also receive support from the HND Top Up Tutor to manage their progression from HND to the degree and provide any support necessary.

Level H (non honours)

Teaching Block 5		
Mod No.	***Title***	
CE00663-3	Film and Sound Design	C
CE00011-3	DVD Technology	C
	Level I Elective	E
	Level I Option	E
Teaching Block 6		
CE00164-3	Multimedia streaming	C
CE00659-3	Video Recording and Production	C
	Level I Elective	E

Top Up Year

Top Up		
Mod No.	***Title***	
CE00651-3	Final Year Research Dissertation (LD)	C
CE00652-3	Final Year Portfolio	C
	Level H option	

CE00651-3 Final Year Dissertation The final year dissertation of the degree is a long double module which involves an extended research project. The content is created between a student and a supervisor. Students will use this to specialise in the area of their award, advance their innovative skills and utilise available technology to most effectively and professionally find a solution to the problem proposed.

CE00652-3 Final Year Portfolio; this is the practical work to go alongside the dissertation. It gives you the chance to work solely on a practical piece which could be used for a showreel or a portfolio of work. This piece will be discussed and decided between yourself and the supervisor.

7. Teaching Learning and Assessment

We aim to teach the most relevant techniques using the most to date technology used by industry. Throughout the course you will get to study and operate industrial grade film making equipment from Avid and Final Cut editing to tapeless high definition cameras.

The range of learning and teaching methods used is broad and diverse. They include lectures, tutorials, group work, problem based and laboratory sessions with support from our online virtual environment, Blackboard. You should also expect to spend around 12 hours in the classroom per week or about 3 per module. However, much of the responsibility for study will be the students' own and you will be encouraged to form study groups, work together and share expertise. Teaching will be available at various times with the timetabled hours of specific sessions.

The most widely used technique is to teach a one hour lecture and follow it up by a two hour tutorial. Lectures are traditionally passive but essential at times to convey a clear message on mass.
The tutorials/seminars are written or sourced by the teaching staff and can be anything from software training to problems being set for the session. These tutorials provide an essential opportunity to engage in discussions to develop creative, reflective and analytical skills through the activities. They are also great opportunities to gain feedback from the lecturers and your fellow students. You will also experience a wide and exciting range of assessment types which change from module to module. These could be presentations, demonstrations, written reports, practical work, oral tests, online tests, log books, exams, class tests, group work and peer assessments.

The course is about the technology but it is not anything to be worried about or scared of because it has been designed to be relevant to the topic and easier to understand and appreciate. Maths and science is embedded into the core modules at all levels of the degree to ensure you receive a broad, indepth but relevant technological education. Math's is not taught explicitly but delivered in small amounts in levels 1, 2 and 3. To make difficult subjects easier to study we have created video tutorials to help. These tutorials can be studied at your pace during the lesson and then viewed again in your self managed time. You can start and stop as much as you like to help you learn more easily.

Each taught course provides advanced tuition in a specialised aspect of the subject. Certain courses are based mainly on lecture/seminars, while others emphasise short creative production projects which develop, exemplify and integrate practical skills in the use of digital media. Each course has a Module leader, who is the first recourse for questions about the content, assessment and other specifically course-related issues.

Commonly, project work will be team-based. Projects are required to display evidence of original thinking, independent achievement within a framework of team-working, and creative ability. Collaborative team-based projects will be structured so that the individual contribution of each student in the group can be identified and assessed. The Final Project in particular will, of course, be mostly self-directed work (again perhaps as a team), with periodic supervision meetings.

Although this is a "taught programme", our emphasis in these courses is more on facilitating learning than on teaching. We aim to provide an environment in which learning can be maximised, and the teaching staff are just one resource among many that students can exploit.

8. Work Experience and Placement Opportunities

We encourage you all to take work placements during the summers but especially after level 2 when around 30% of students choose to take a year out from study and go and work in the industry. The staff on your award have many contacts to help you get that essential foot in the door, in what is one of the most competitive industries in the world. During this year you become a placement student and you remain under the university's close eye. We come and visit you in the work place to support you when you require it but to also ensure that it's appropriate to your studies and it meets the university standards. For more information please contact the award leader.

9. Personal Development Planning and Personal Tutoring

All students will be allocated a personal tutor upon arrival at university in welcome week. This person can offer advice on all matters to solve any problems you might encounter. Whether its financial concerns or course matters they are there to help and point you in the right direction. You are asked to attend two personal tutor meetings per year but you can contact your tutor as much as you need throughout your time as a student.

Personal Development Planning (PDP) is embedded in the course at all levels. You will be introduced to our PDP software Pebblepad in level 1 and ask to make regular small updates to this to reflect and monitor your progress throughout the entire degree. This allows you to record all of your learning experiences which are essential when you come to apply for a job and try to remember all of the great things you have learnt.

10. Accreditation of Prior Learning

The Accreditation of Prior Learning is the term used when a student uses his or her previous experiences to gain admission to a programme of study; admission to a module; admission at an intermediate stage in a programme (advanced standing); or to gain exemption from part of a programme of study. These previous experiences may be work-based learning, general learning experiences (experiential) or certificated qualifications.

You should normally apply for exemptions or admission with advanced standing through the AP(E)L scheme when you apply for a place on the award, or immediately upon registration for your modules. You will not be allowed to apply for AP(E)L in a module once you have submitted any assessment for that module. If you apply for exemptions or admission with advanced standing through the AP(E)L scheme you may be required to undergo some assessment to determine the relevance of your experiences/qualifications.

The APL and AP(E)L forms can be obtained from the Faculty of Computing Engineering and Technology Office. The APL and AP(E)L Board meets in early October. It is chaired by one of the Faculty's Programme Area Managers and its purpose is to consider all the APL and AP(E)L applications received from students and uphold or reject these applications dependant on the evidence provided.

11. Award Specific Regulations

You are required to gain at least 30% in each component of assessment, and get an aggregate mark of over 40%/50% (delete as appropriate) in order to pass a module.

The CE00651-3 Entertainment Research Project dissertation (30) and CE00652-3 Entertainment Portfolio module (15) are two modules which contribute to gaining honours classification. Without passing these modules a student cannot gain a BSc (Hons) qualification in Film Technology. The dissertation is a 30 credit module studied at level H throughout the year. The portfolio module is worth 15 credits studied in

semester 6 of level H. These modules cannot be compensated under the standard university regulations. Both modules must be passed with the minimum of a grade point 4.

If you were to leave after successfully completing 120 credits at Level C you would be eligible for a Certificate of Higher Education. This certificate indicates that you have gained a basic knowledge of the technology implicit in their chosen field.

If you were to leave after successfully completing 120 credits at Level I then you would be eligible for a Diploma of Higher Education. This diploma indicates you have attained a detailed knowledge of the technology involved in the award area and have a broad appreciation of how this technology can be applied.

On successful completion of 120 credits at Levels H you will be awarded Bachelor of Science with Honours. However, if you have completed all of levels C and I on your award and have 60 credits at level 3 you can be awarded a Bachelor of Science degree without honours.

12. List of Module Descriptors and Leaders

To find out who runs a module navigate to the following webpage and enter the name of a module.

http://www.staffs.ac.uk/current/student/modules/

The module leaders name and their contact information is at the top of the module descriptor document.

13. The Studio, Equipment and Media Computer Facilities

To book the Television studios please contact Tom Mellor on t.mellor@staffs.ac.uk or call 01785 353611. For equipment bookings please contact the stores on 01785 353801.

The editing rooms F5 and F11 are well provided with a large number of computers and other equipment, including advanced software including Avid, Final Cut, Photoshop and After Effects. Further machines, all on the same network, are available in the K116 media lab in the Octagon building. However, at peak times (especially when a submission is due) demand may well exceed availability. It is very much in students' interests to even out the load by working flexibly. Note also that some software will be available on only one or a small number of machines, so cooperation and negotiation are essential. These labs are typically open from 9-5 and 9-7 dependant on the time of term. K116 is open everyday including nights and weekends.

While strenuous efforts are made to maintain all the equipment in excellent order, students also need to appreciate that advanced computing machinery and complex leading-edge software are often by their nature unreliable, and our computing support staff are a finite resource. Systems will sometimes crash, usually at the most unfortunate moment. Any problems that arise should be notified to the technical staff in the lab immediately. It is important to follow good practice in saving and backing-up all work. Responsibility for any lost material rests ultimately with the student. Where possible, we seek also to accommodate students' use of their own laptops etc., including connection to AirNet, the universities wireless network available in all main student areas such as Dolce Vita and the Bar. Note that all such use, along with use of any University equipment, carries responsibilities in terms of sensible and legal use of software and networks. Infringement of the University Regulations, which are signed up to by all students at matriculation and which cover any machine attached to the University network even for a short time, is a potentially very serious disciplinary and legal matter.