Faculty of Computing Engineering and Technology

STAFFORDSHIRE UNIVERSITY

FILM TECHNOLOGY AWARD HANDBOOK 2010-11

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

*Denotes IET Accredited Awards   #Validation Pending

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: Peter Hughes
Date of Issue: September 2010

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 one of the first UK university computing provisions, 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

2.   Welcome to your Award

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 Final year the best work is judged by a panel of Film and Television Industry Representatives and awarded a Prize of £500 at the Graduate Show).

3.   Useful Contacts and Resources

3.1   Academic Contacts

Award Leader - Film Technology
  Peter Hughes
  Room C151
  Tel: 01785 353823 Mobile: 07885 206729
  P.L.Hughes@staffs.ac.uk Room C151

Level leaders
Film Production Technology Level 1
Film Production Technology with Management, Level 1
Film Production Technology with Music Technology Level 1
  Paul Ottey p.ottey@staffs.ac.uk Room C148 Tel Ext 3712
  Mel Lee m.j.lee@staffs.ac.uk Room C148 Ext 3589

Film Production Technology Level 2
Film Production Technology with Management, Level 2
Film Production Technology with Music Technology Level 2
  Fiona Graham f.c.graham@staffs.ac.uk Room C215 Tel Ext 3711
  Ann Ramsden Anne.ramsden@staffs.ac.uk Room C215 Tel Ext 3588

Film Production Technology with Music Technology Level 3
Film Production Technology Level 3
Film Production Technology with Management, Level 3
  Mark Billett Mark.billett@staffs.ac.uk Room C148 Tel Ext 3278
  Andy Paton a.paton@staffs.ac.uk Room C158 Tel Ext 3245

Digital Film and Post Production Technology (all levels)
       Andy Paton a.paton@staffs.ac.uk Room C158 Tel Ext 3245

Television Production Technology
       Fiona Graham f.c.graham@staffs.ac.uk Room C215 Tel Ext 3711

Film Technology HND Top Up
       Robin Oldham R.A.Oldham@staffs.ac.uk Room C063 Tel Ext 3367

Film Technology Foundation Degrees
       John Bradburn j.p.bradburn@staffs.ac.uk Room C148 Ext 3589   C

To find out module leaders 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.

A full list of staff contacts can be found at -
http://www.staffs.ac.uk/faculties/comp_eng_tech/current_students_and_staff/fcetwhoswho.jsp

3.2   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 Guidance Advisors   Janice Kalisz   Room K232, Octagon, 01785 353345
                                  j.c.kalisz@staffs.ac.uk

                                  Rose Arnold   Room K228, Octagon, 01785 353625
                                                  Room B164, Brindley, 01782 294047
                                  r.e.arnold@staffs.ac.uk

Film Technical Staff

Avid Lab
Tom Mellor   Room F5, Tel: 01785 353611
                                  t.mellor@staffs.ac.uk
Final Cut
Emily McDonald   Room F11, Tel: 01785 353267
                                  e.mcdonald@staffs.ac.uk

Television Studio   F1/2 Television Studios. Tel: 01785 353239
                                  p.connolly@staffs.ac.uk

Details of Technical Staff can be found at
http://www.fcet.staffs.ac.uk/faculty_staff/tech_support_staff.htm

3.3 The Television Studio, Film Equipment and Computer Facilities

To book the Television Studios please contact Phil Connolly p.connolly@staffs.ac.uk or Tom Mellor t.mellor@staffs.ac.uk. For equipment bookings please contact the Film Resource Centre - resourcecentrestaffs@staffs.ac.uk For the Film Finishing Room E2 – Eddy Wade e.wade@staffs.ac.uk

The editing rooms F5 and F11 are well provided with a large number of computers and other equipment, 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 in the semester. 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.

3.4   Useful Internet Resources

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

The Faculty uses Blackboard as an online learning environment, and information about 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 or award administrator know of any problems.

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

The library can be accessed from: http://www.staffs.ac.uk/uniservices/infoservices/library/
Award Web presence:
http://stagingtest.staffs.ac.uk/faculties/comp_eng_tech/new_students/FilmTech.jsp

My Space: www.myspace.com/filmproductiontechnology

3.5   The Faculty Office

Faculty Reception is on the 2nd Floor of the Octagon, Room K266 and should be your first port of call if you have any queries or problems relating to the Faculty or if you are unsure of how to deal with other queries. The contact details of the University Services for students are listed in Section 3. The Faculty Office comprises a team of staff who are responsible for managing the wide range of activities and processes necessary to support students and academic colleagues within the Faculty. You will get to know some of the staff quite well, as it is here you hand in your module registration forms, assignments, etc.

All enquiries should be made via the Reception desk in the first instance. The Receptionist will assess whether they are able to help you immediately or if you need to talk to another member of the team. Hence they may call on colleagues who can advise on queries concerning -
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- Modules
- University regulations
- Your credit and progression status
- Referral opportunities
- Claims for extenuating circumstances you may have made in relation to assessment
- Information about your studies, award and module records, local and home address details, etc
- Any changes to your award or programme of study
- Registration events for Level Two and Level Three study

It is important that you get to know staff in the Faculty Office as they are responsible for keeping all the information on your period of study accurate and up-to-date.

In particular, make sure that you -

Check your e-mail account regularly for any information or queries sent to you by Faculty/School administrators or by academic staff (University e-mail account – not your personal one!)

Always let the Faculty Office know of any changes in your contact details. This includes mobile numbers as well as home and term addresses and any landline telephone numbers. It really is important that we know how to get in touch with you.

Always ensure that the Faculty Office is aware of any changes you make to your academic profile (modules/award) by completing the appropriate module amendment/award transfer forms.

Opening Times
Monday - Thursday   8.45 am – 5.00 pm
Friday only   8.45 am – 4.00 pm

Please feel free to call into the Faculty Office between these times. All queries, no matter how small or large, are welcome as they ensure that your records are always correct – and this does prevent delays or difficulties in confirming results at the end of each Academic Year. And if you have a problem which the Faculty/School Office can't help you with, they generally know somebody who can.

3.6   The Faculty Management Team

The Dean of Faculty
At the head of the Faculty is the Dean, Mike Goodwin (K260 Octagon, 01785 353295, E-mail m.j.goodwin@staffs.ac.uk)

In this role, Mike has responsibility for the strategic development, operation and management of the Faculty. Should you need to speak with him, you should normally make an appointment with his secretary, Heather West. Heather can be found in Room K260, Octagon Building and her telephone number is 01782 353295 (E-mail h.n.west@staffs.ac.uk)

Faculty Academic Directors
Mike Goodwin is supported in running the faculty by 2 Faculty Academic Directors -

    Dr Mike Hamlyn, Teaching and Learning (C236, Beacon, 01785 353220)
    m.g.hamlyn@staffs.ac.uk)
    Professor Adrian Low, Research and Enterprise (K252 Octagon, 01785 353307)
    a.a.low@staffs.ac.uk

Programme Areas
The Faculty is divided into four Programme Areas, each managed by a Programme Area Manager:

Entertainment Technology   Peter Hoornaert (C246 01785 353451)
                                  p.hoornaert@staffs.ac.uk

Applied Technology   Gordon Bancroft (C238 01785 353422)
                                  g.a.bancroft@staffs.ac.uk

Computing   Tracy Lewis (K238 01785 353360) t.a.lewis@staffs.ac.uk

The Film Technology Awards are part of the Entertainment Technology Programme Area – and this Programme Area will therefore be responsible for managing issues relating to your academic progression and welfare during your time with the Faculty as a student with us.

4.   What are the aims of the award?

The Film Technology Programme consists of six awards that can be studied on a full-time or part-time basis. All named awards lead to a Bachelor of Science with honours (BSc Hons) or a Bachelor of Science (BSc). You have to study 120 credits per year of 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 or options which you can choose from a list (supplied either in welcome week, 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 rational and practical graduates who are skilled in camera techniques, scriptwriting, lighting technology, digital image production, multimedia development, sound recording, video production, post production, animation and DVD production - for film, television and video. Graduates will be qualified to work within the digital video, new 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, possibly as within production, within the digital video, media and related industries. Graduates will also be qualified to work within the technological, business and management areas of television, 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, and is designed 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 skills, thus equipping them for careers in the film television, music and media industries.

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 Television 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 television, film, visual effects, CGI, digital video, media and related industries.

BSc (Hons) Television Production Technology
Film and television have transferable skills and compliment each other well however the mediums themselves are very different in technology, business and finance. These areas will be addressed in this new award which will build on the existing successes of the television modules within the Film award for example: Studio Production Technology (30), Studio Production Technology 1 (15), Business and Law of the Film and Television Industries (15), and Work Experience in the Film, Music, Games and Television Industries (15).

5.   How are the Awards structured?

Digital technology has had a great impact on the visual entertainment industry. Digital techniques have now removed many of the barriers between traditional film and television, creating a new platform for digital production. Common digital processes across the different media have produced opportunities 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.

Award Curriculum for Film Production Technology

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 Final Cut 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	C
CE00020-2	Visual Media Applications 1	C
	Option	O
Teaching Block 4		
CE00503-2	Business and Law for Film and TV	C
CE00758-2	Film Technology 2	C
CE00020-2	Visual Media Applications 2	C
	Option	O

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.   will gain knowledge of the history and future of high end editing software, in depth audio functions, effects, nesting effects, transitions, film styles, montage, CGI 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 One. 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 television and film 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
CE00716-3	Mobile TV Technology	C
	Elective	E
Teaching Block 6		
CE00651-3	Final Year Dissertation (LD)	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 show-reel 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
O   Option – Levels Two and Three module choice from Option List.
LD   Long Double module – one module spanning 2 teaching blocks (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 70/30 – 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 1	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
	Option	O

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 (LD)	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 (LD)	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
O   Option – Levels Two and Three module choice from Option List.
LD   Long Double module – one module spanning 2 teaching blocks (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 70/30 – 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
	Option	O
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
	Option	O

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 (LD)	C
BLB10087-3	Market Planning for Business Projects	C
CE00716-3	Mobile TV Technology	C
	Option	O
Teaching Block 6		
CE00651-3	Final Year Dissertation (LD)	C
CE00652-3	Final Year Portfolio	C
CE00659-3	Video recording and production 2	C
	Option	O

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 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
	Option	O
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 Elective	E
	Level Option	E
Teaching Block 6		
CE00164-3	Multimedia streaming	C
CE00659-3	Video Recording and Production	C
	Level 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 show-reel or a portfolio of work. This piece will be discussed and decided between yourself and the supervisor.

Award Curriculum Television Production Technology

Level 1

Teaching Block 1		
Mod No.	*Title*	
CE00013-1	Film Technology (LD)	C
	Audio for Production	C
	Introduction to Television Studio Production	C
	Film and Television Finance	C
Teaching Block 2		
CE00013-1	Film Technology (LD)	C
	Single Camera and Lighting Technology	C
	Introduction to Editing	C
	Elective	E

CE00013-1 Film Technology (30) The module introduces and develops technical and creative skills across the fundamentals 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 to develop traditional production skills. Students will shoot on Canon XL2 in SD and the Panasonic AVCCAM format in HD and edit on Final Cut Pro.

NEW Introduction to Television Studio Production (15) The introduction to the multi faceted technical and creative process of television programming from SD to HD and, the equipment, job roles, programme production and technical and narrative scripting. Each element is introduced including multi camera operation and direction, producing, vision mixing using the FOR A HVS1500 and others, cameras including the latest HD Ikegami cameras in a multi camera studio environment, studio audio equipment, studio lighting lanterns and operation, plus an emphasis on teamwork. An introduction to television studio with an emphasis on the factual and entertainment television industry.

CE00708-1Audio For Production (15) An introduction into the skills and techniques involved in the science of recording, manipulating and mastering high quality audio for use in a multitude of different applications. Students study how individual pieces of recording equipment interface together in order to produce soundtracks of a professional quality. Experience will be gained using the latest Hard Disk based digital recording devices, along with a selection of suitable microphones and ancillary equipment.

NEW Single Camera and Lighting Technology (15) This module introduces the fundamental techniques of operating cameras and lighting equipment in a single camera environment. Students will develop an understanding of how to setup, maintain and operate a camera. The students will learn specific elements of composition and shot types and the principles of shooting for the edit. All modern video formats will be covered and students will gain experience with tape based and file based digital media.
Fundamental aspects of lighting will be covered, including different types of lighting fixture, light placement, modifying light sources and safety issues.

NEW Introduction to Editing (15) This module takes a look at editing for television, concentrating on editing platforms, techniques, different file formats and future preparation for tapeless editing environments. Students will gain an understanding of editing processes, styles and terminology, integrating the different genres, prepping shows for content and length and using single and multisource editing and rostrum camera inserts. The module is honed towards TV editing specifically, covering a large number of different show types and styles.

NEW Film and Television Finance (150 Film and television finance is a complex and constantly shifting subject. Changes in economic environments and fiscal policy mean that finding the money to make film and television content is a constant challenge. In this module, students will learn the principles behind putting together the funding for film and television production. Subjects will include the role or co-productions in film and, increasingly, television, using Enterprise Investment Schemes to target private equity investors, tax driven finance and so called 'soft' money incentives schemes.

Level Two

Teaching Block 3		
Mod No.	*Title*	
	Television Studio Production 1	C
	Video Editing Technology	C
	Audio for Television	C
AM75027-2	Preparation 1: Documentary Research	O
Teaching Block 4		
	Television Studio Production 1	C
CE00504-2	Business and Law for Film and TV	C
	Documentary Production	O

(Updated) Television Studio Production 1 (15) This module will introduce the students to larger scale live studio productions. The students will work in teams to produce the content for a live studio programme including running orders, scripts, camera scripts, set and studio design, graphics and VTs. Each major technical area will be covered with each student before allowing them to choose a specialism and develop their skills further. The roles of production staff and technical staff will allow the students to experience a wide variety of disciplines.

(Updated) Television Studio Production 2 (15) This module follows on directly from Television Studio Production 1. The students will take the final set of pre production materials and scripts and begin developing this content into a live programme. Each team member will take on their chosen roles and develop their skills further, contributing their own research and analysis of production methods to the show. The students will learn through hands on experience and development of ideas and practical skills.

AM75027-2 Preparation 1: Documentary Research (15)
(Stoke campus) This module is for students to research and develop a documentary project, for radio, video or interactive media, from the initial idea up to and including the point of pitching it to a client or commissioning editor, i.e. prior to final scripting and production. This prepares students for the second semester core module Documentary Production.

CE00760-2 Video Editing Technology 1 (15): taught by Avid accredited tutors this intensive non-linear editing module develops a high range of skills and techniques using Avid Media Composer. Students will gain knowledge of the history and future of high end editing software, in depth audio functions, effects and nesting effects, transitions, film styles, montage and Chroma-keying with discussion into the ingest and output of multiple formats.

CE00504-2 Business and Law of the Film and Television Industries (15): the finance, business and law of the film and television industries with emphasis on funding, sponsorships, health and safety, laws of libel and copyright, setting up in business and the maths involved for example for sole trader, partnerships and limited companies.

NEW Documentary Production (15) This module builds on the research element of documentary in semester 1 Level 2, along with level 1 Single Camera and Lighting Technology module, for students to apply and produce a documentary and reflect on the production in a report.

NEW Audio for Television (15) This module focuses on the skills required by audio engineers working in the television industry. Students will be introduced to specific working methods using professional equipment found in television studios. The science of programme sound, location sound recording and acoustics are other areas studied in this module.

Level Three

Teaching Block 5		
Mod No.	*Title*	
CE00660-2	Marketing and Distribution	C
CE00758-2	Film and Sound Design	C
CE00020-2	Entertainment Research Dissertation (LD)	C
	Option	O
Teaching Block 6		
CE00758-2	Entertainment Research Portfolio	C
CE00658-2	Entertainment Research Dissertation	C
CE00078-2	Video Recording and Production 2	O

CE00651-3 Entertainment Research 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 Entertainment Dissertation 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 show-reel or a portfolio of work. This piece will be discussed and decided between yourself and the supervisor.

CE00663-3 Film and Sound Design Students will study the art, science and technology of designing and manipulating sound in relation to film. The course will involve a combination of tutor and student led lectures and seminars totalling 3 hours per week and will include independent learning.

NEW Marketing and Distribution In this module, students are introduced to the main concepts of marketing and distribution for the film and television industries. While technology has made content production easier and cheaper, getting that content out to film theatres and living rooms has become harder and more expensive. From the traditional role of the studios and broadcasters in delivering content, students will move on to look at user generated content, social networking environments and viral marketing in relation to the film and television industry, as well as merchandising, product placement and self-distribution.

NEW Digital Distribution Technology This module will cover the new uses of video material in a multiplatform environment. Aspects such as catch up and internet TV, Mobile video and video integrated into Apps will be covered. Specific aspects of filming content for multiplatform, along with content management and compression methods will form the basis for this module. Students will be encouraged to create real world applications for their video content and create business plans or pitches for the work.

CE00523-3 Advanced Studio Production Working in teams, the students will learn advanced studio techniques to produce a television programme to set deadlines. The module covers multi camera production, the technology of broadcast engineering and the production of a studio programme.
The advanced module builds on the existing knowledge acquired from Studio Production Technology to show knowledge of industry requirements: fast turnaround, deadlines, time management and team skills.

6.   How will I learn on the Film Technology Awards?

It is our intention 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 regarding 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.

7.   How do I hand in assignments?

You will always be required to hand in written assignments relating to Faculty of Computing Engineering and Technology modules to the Faculty Office, either in the Octagon, Stafford. Instructions for the submission of practical assignments will be included in the relevant module handbooks.

It is your responsibility to ensure that you submit assignments on time and at the appropriate place.

The Faculty Office is open to take your assignments at the following times:

Monday to Thursday	8.45 am – 3.30 pm
Friday only	8.45 am – 3.30 pm

ASSIGNMENTS WILL <u>ONLY</u> BE ACCEPTED DURING THESE HOURS.

Written assignments to be submitted to the Faculty Office should have stapled to them an *assignment receipt form*, available from the Office.

Please ensure that you fill in *all* sections, particularly the module title and tutor's name before coming into the Office to have it stamped; space is at a premium and the Office is very busy on assignment submission days, so do plan to submit your work in plenty of time.

Note that some assignments are marked anonymously, and that you are asked to fold and stick down the right hand flap of the assignment receipt form to conceal your name before handing in your work to the Faculty Office. This is an important tool in helping to safeguard the integrity of the assessment process. Anonymous marking, however, is usually confined to conventional essay type assessments, as with other kinds of assessment (for example, an artefact or presentation report or dissertation) the tutor would normally be aware of the author's identity.

If you have a problem with dyslexia, make sure that you ask for one of the yellow labels (available from your Award Leader/Personal Tutor or if at the last minute the Faculty/School Office) to attach to your work to signal to the tutor that the assignment needs to be marked on content and understanding rather than on syntactical and grammatical competence.

The form you will complete is in duplicate. It is most important that you use a biro so that both copies are marked. Having completed it go into the Office where a member of staff will date stamp and sign both copies of the form and return one copy of it to you.

KEEP THIS SAFE! IT IS A RECEIPT, WHICH YOU CAN PRODUCE TO SHOW THAT YOU HAVE SUBMITTED YOUR ASSIGNMENT.

We would normally expect you to hand in your work in person, but recognise that this may not always be possible. If you are unable to hand in your written assignments in person, you can submit them via the post, using recorded delivery. This is important as should your work not arrive, we need to be able to find out what happened to it. All work which is submitted in this way will be dated according to the postmark.

YOU SHOULD ALSO NOTE THAT NO WORK WILL BE ACCEPTED WHICH HAS BEEN SENT BY FAX OR E-MAIL.

Finally, it hardly needs to be said that it is always, of course, good practice to keep a hard or (backed up) electronic copy of any assignment you submit. Should the assignment you submitted get lost then you will have the receipt to prove that you handed it in and a copy to replace what has been lost.

8.   Feedback on Your Work

The University's Academic Board has been considering the outcomes of the last National Student Survey and discussing how it can provide quicker assessment feedback to students. This guidance refers to summative (actual) rather than formative (practice) assessments. In relation to this, the following has been agreed:

Coursework and other assessments, excluding examinations

From September 2010, you will normally receive feedback on all your assessments, other than examinations, within 20 working days following the date of submission of your assessment or actual date of the assessment (in the case of class tests). For some assessments the feedback period will be less than 20 working days. However, it may be the case that the 20 day rule for some assessments cannot be met for justified reasons (for example, modules on which a large number of students are enrolled). However, it is anticipated that this will apply to only a small number of modules on your award and, in those cases, the feedback return period will not exceed 25 days. The anticipated feedback return times for all assessments will be published in your Module handbooks.

In order to ensure that feedback is provided within 20 days, in most cases, the marks for your work will be provisional and will be subject to final ratification by the appropriate Assessment Board in due course.

Formal University examinations

Feedback for examinations will always be provided and should be available as soon as possible after the relevant examination. Where appropriate, feedback on examinations at the end of the last teaching block in the final year should be provided in the form of generic, group feedback through the University VLE.
At the latest, feedback should be provided at least four weeks before the next examination period.

The University hopes that you will also play your part by ensuring that you collect feedback from the relevant sources as soon as it is available.

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 One 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 Regulations

Your award is regulated by the Undergraduate Modular Framework or the Regulations for Postgraduate awards.

These can be accessed at : http://www.staffs.ac.uk/current/regulations/academic/index.php

An important new regulation for 2010-11 relates to referrals and resits on assessments.

Module Failure - what happens if I fail a module?

If you have failed to satisfy the assessment criteria of the module, you will be awarded a **fail grade** (Grade Points 3, 2, 1 or 0). If you have failed to submit any assessment for the module, you will be given a **Grade Point N** (Fail due to non-submission) for the element(s) of that module and you will only be allowed a further attempt at that element(s) of the module at the discretion of the appropriate Board.

If I fail a module, can I resit it?

(i)   **If you made an attempt at your assessments at the first attempt:**
You will only be guaranteed an opportunity to attempt referrals **once IF, and only if,** you have made an attempt at the assessment(s) on the first occasion unless a claim for Extenuating Circumstances has been successful.

(ii)   **If you did not make an attempt at your assessments at the first attempt**:
If you do not submit work or attend assessments at the first attempt, that guarantee of a referral is lost and the appropriate Board will decide whether or not to allow you a referral. In making its decision, the Board may take account of your engagement with that module.

If the Board does allow you a referral(s) and you do not take the referral(s) at the time notified to you by your Faculty/School, no further referral opportunity will be given to you and you may fail the award.

When can I take my resit(s)?

In all cases, if you are allowed a referral(s), the referral(s) must be taken at the next resit opportunity. For most students, this will be in August 2011 but will depend on the nature of the award and the timing of your assessments.

It is your responsibility to make sure that you know when you are required to resit.

12.   Award Specific Regulations

You are required to gain at least 30% in each component of assessment, and get an aggregate mark of over 40% 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.

13.   Placements

We encourage you all to take work placements during the summers but especially after Level Two 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 the universities responsibility. 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 Film Technology award leader - Peter Hughes, C151, 01785 353823 or 07885206729 Email: p.l.hughes@staffs.ac.uk

The Faculty Placements Office is in C012 Beacon. Staff in these offices will provide you with support in finding a placement.

14.   Final Year Project/Dissertation
http://stagingtest.staffs.ac.uk/assets/ET%20Final%20Year%20Project%20Guide%2009%2010_tcm44-25383.pdf

The Final Year Project (FYP) is the opportunity for you to demonstrate both your academic abilities and your practical knowledge. You choose an innovative subject related to your field of study and then undertake research, analysis, testing and conclude upon it. It is a chance to push your own boundaries and to use the time and resources available at the university to create a foundation for yourself in your intended career.

The FYP is composed of two sections:
- Entertainment Research Project Dissertation (30 Credits)
- Entertainment Project Portfolio (15 Credits)

What is the Entertainment Research Project Dissertation?
The dissertation is a document created over two semesters composed of three pieces:

The project proposal
- A progress report composed of a written document submitted at the halfway stage and a 20 minute interview.
- A final report submitted at the end of the second semester.

NOTE: The expected MAXIMUM word count for a project is 12,000 (not including appendices). This does not mean 12,000 words is a target and that if you don't write this much you will get a lower grade. A concise, well researched dissertation of 8000 words has as much chance of achieving a 1st class Honours as a well researched 20,000 word dissertation.

If you wish to exceed 12,000 words you must e-mail your supervisor and give a good reason for this, not just 'I have gone over the word count is that okay?'. You can be penalized for exceeding the word count without good reason.

This section of the FYP requires you to create a document that investigates your chosen project area. You will undertake significant research into your chosen area and write it up in a way that shows your ability to synthesise information from different sources and present it in a way that makes your knowledge of the subject clear.

Ideally projects will tackle a problem of some kind – this doesn't have to be breaking new barriers of knowledge (although it certainly wouldn't hurt if it did!), but something where you can draw information from many different areas and put it together to create a solution that you can measure test the success of in some way. At the end of this you will conclude upon both the subject area and your own work, reflecting on how your study matched up against the aims and objectives in your original proposal, essentially what you learned from undertaking the work and how you would develop it further.

What is the Entertainment Project Portfolio?
The portfolio is a practical piece of work conducted in the second semester (although this doesn't mean you shouldn't start it as early as possible once your research has reached a good level). The portfolio is the opportunity to create something that will demonstrate your skills to a potential future employer and so should focus on the area that you would like to work in. The project portfolio would usually be derived from some aspect of the area being studied in the dissertation, perhaps the testing or application element to put into practice the theories and ideas you have taken from the research work. If the dissertation work does not lend itself to a practical outcome, you should consult with your supervisor to decide upon a suitable item of practical work in a related area.

The portfolio is assessed on two parts:
- The portfolio
- A presentation and interview at the end of semester two, where you discuss the creation process, the ideas that lead to it and what you have learnt from it.

Choosing a Project
Often the best projects come from students pursuing an area that interests them from inside their field of academic study. In your time at the university you have likely covered many different subjects, perhaps there is one that you wanted to look at in more depth or perhaps there was a related study area that was only briefly mentioned and you want to look at this. Perhaps there is a real world problem you would like to try and solve or at least take a new approach to. Even having some rough ideas can be useful to take to a potential supervisor who can then help you hammer out a more solid project idea to work on.

Film Technology with management students would normally have a project idea associated with a PRODUCT or a SERVICE, which should contain a higher degree of business context such as marketing, planning or costing.

If you're not sure at all what you want to do, there are a large number of archived projects to look at and a database of project titles to fire your imagination.

How do I Find a Supervisor?

Once you have a project idea you approach a Supervisor, ideally this will be someone who has some experience of the field you are interested in studying so that they can offer guidance as required. The Supervisor has the right to reject a project idea if they do not think it has sufficient academic depth, is unethical or a health and safety risk or if it would be difficult to achieve with resources available to the student or the university. You are only under the supervision of a supervisor once they have signed a Project Allocation Form which they will only do after they have discussed your idea and helped you frame it in a manner suitable for academic study.

It is your responsibility to find a suitable supervisor.

What will I be assessed on?

It is important to note that you cannot be compensated at the faculty award board for failing either the Entertainment Research Project Dissertation module or the Entertainment Project Portfolio module. The FYP is considered as a 'package' comprised of two parts rather than two separate modules i.e. you cannot pass your award by just doing one part and not bothering with the other.

The faculty uses eight learning outcomes to evaluate work against:

Knowledge and Understanding – This is about being systematic in how you address the project, how you draw information together in a coherent way from a variety of sources, the detail that you go into, the understanding that you show of quotes or references you have made.

Learning – Learning is the process by which raw information is changed into knowledge and understanding. It really is a by product that occurs when all the other learning outcomes are followed. You have to demonstrate that you don't just regurgitate what you have read but that there is critical thinking that has been developed in what information you bring together, how you use it and how you have built a structure upon the foundations that your previous studies have given you.

Enquiry – Part of learning is the process of enquiry, what sources of information do you use? How do you interrogate information sources and do you apply critical thinking to its origins? When the police launch an enquiry they don't just arrest everyone within three miles of the crime scene and accuse them all of the crime, they try and take a logical approach to solving it.

Analysis – How have you evaluated the information sources you have used? You may read something on the internet and use that, but have you checked its validity elsewhere? Where does this information originate? Are there any assumptions or arguments that you may need to validate?

Problem Solving – Your project will be filled with problems to be overcome, what kind of methods or processes did you use to solve them? What knowledge did you draw upon to do this? What reasons were there for the final decision you made on how to solve it?

Application – Drawing upon your knowledge and understanding of the subject how you have used and applied these in the creation of your work. This will be apparent in the quality, elegancy, efficiency and technicality of your work.

Reflection – How have you managed your work, what personal responsibility have you taken over how the project has run, its strengths and weaknesses and how you have followed to the goals you originally set for yourself.

Communication – How you demonstrate your ideas, knowledge, understanding and solutions to both specialist and non-specialist audiences. The FYP requires students to address all eight of these outcomes, although some projects lend themselves more to one than another and there is not a rigid allocation of marks to each outcome.

The Entertainment Research Project Dissertation will most likely demonstrate more Analysis, Reflection and Enquiry and the Entertainment Project Portfolio is more likely to demonstrate more Application, Communication and Problem Solving. Knowledge and Understanding and Learning would run through both.

Some common things that Supervisors and Assessors will look for -
- Your achievements relative to the goals set out in your Project Proposal and agreed
- with your Supervisor
- Your understanding of the fundamental principles underpinning your project

- Your awareness of other work in the same field as your project

- The quality of your technical communication, both oral (presentations and interviews)
- and written (reports and displays)
- Your appreciation of the accuracy and validity of experimental work
- Project planning and your ability to organise your time and effort
- Initiative and originality
- Your ability to present a critical discussion of your work, together with appropriate conclusions and suggestions for further work

15.   Professional Body Recognition

In 2010 IET Accreditation was recognised on the following Film Technology Awards –
BSc (Hons) Film Production Technology
BSc (Hons) Film Production and Music Technology
BSc (Hons) Film Production Technology with Management
BSc (Hons) Digital Film and Post Production Technology
BSc/BSc (Hons) Film Production Technology (Top Up)

16.   Academic Dishonesty and Plagiarism

The University and faculty take the issues of academic dishonesty, plagiarism or cheating very seriously. If you get caught breaking the University's rules, you can expect to be punished – this might mean failing an assignment, failing a module or even failing your award and being asked to leave the University.

It is vitally important that you understand the rule regarding plagiarism. These can be found at:
http://www.staffs.ac.uk/images/academic_dishonesty_tcm68-12681.pdf

There are several resources available to help you in writing and preparing assignments so that you do not break the rules. You might want to look at the following resources.
http://www.staffs.ac.uk/uniservices/infoservices/studyskills/

If in doubt, make sure you ask your tutor before you submit work, or arrange to see someone in the Study Skills Centre (located in the library).

Appendix A – Glossary of Terms

Module	A unit of study with a defined learning outcomes, curriculum and assessment. The module definition is to 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 from 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 core prerequisite 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, with 0-3 being fail grades for undergraduate module, and 0-6 being fail grades for postgraduate modules.

Level Learning Outcome Statements: BSc Hons Film Technology

Common Learning Outcome Statements	Discipline Based Level Learning Outcome: *Certificate Level*	Discipline Based Level Learning Outcome: *Intermediate Level*	Non-Honours Degree	Discipline Based Level Learning Outcome: *Honours Level*
Knowledge and Understanding	Demonstrate knowledge and understanding of the underlying concepts and principles associated with digital image technology and scriptwriting	Show knowledge and understanding of established concepts with a view to development of these concepts within the areas of digital film, video and 3D modelling.	Demonstrate a systematic understanding of key aspects of film production technology, including acquisition of coherent detailed knowledge equipment usage, capabilities and techniques	Demonstrate a systematic understanding of key aspects of film production technology, including acquisition of coherent detailed knowledge equipment usage, capabilities and techniques
Learning	Develop lines of argument and make sound judgements in accordance with basic theories and concepts of the field of entertainment technology	Show critical interpretation of the current level of knowledge and understanding	Demonstrate an understanding of the context of knowledge acquired	Demonstrate an understanding of the context of knowledge acquired
Enquiry	Show the ability to evaluate and interpret data within technology	Demonstrate knowledge of the main methods of enquiry in film production technology	Show a professional approach to research	Show a professional approach to research
Analysis	Evaluate and interpret concepts and principles of technology	Research into prior solutions for the development of new ideas		Show the ability to analyse a problem through critical thinking and constructive argument backed by data or 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	Develop the skills necessary to understand and analyse a problem in order to create a complete technological solution	Develop the skills necessary to understand and analyse a problem in order to create a complete technological solution
Application	Undertake the fundamentals of technology principles in an applied form	Apply prior knowledge and understanding in a practical and flexible manner	Apply critical reasoning and argument to show the ability to apply concepts in different contexts	Apply critical reasoning and argument to show the ability to apply concepts in different contexts
Reflection	Show the ability to be able to reflect upon approaches used in problem solving	Show the ability to be critical of the approaches used in problem solving	Demonstrate the ability to reflect on the effectiveness of specific technological solutions	Demonstrate the ability to reflect on the effectiveness of specific technological solutions
Communication	Communicate coherent arguments to support work undertaken in the field of entertainment technology	Develop interpersonal skills and decide upon the appropriate mode of communication	Communicate interpersonally either in the form of written or oral expression in a professional manner to a variety of audiences	Communicate interpersonally either in the form of written or oral expression in a professional manner to a variety of audiences

Appendix B Curriculum Maps

	Title / Teaching Block 1	Music technology	Music technology with management	Film Production Technology	Film Production with Music Technology	Film Production Technology with management	Broadcasting Technology	Digital Film, Animation and 3D technology	Computer Games Design	Interactive Entertainment Technology	Virtual Reality	Presentations	Written	Practical / Lab	Oral/ Online test	Exam / Class Test	Mathematics	Science	Information Technology	Design	Business Context	Engineering Practice
CE00146-1	Audio Processing (LD)	C	C		C							25	25	50				☺	☺	☺		☺
CE0098-1	Audio Visual Technology (15)	C		✓			✓						25		25	50	☺	☺	☺			
CE00013-1	Film Technology (LD)			C	C	C	C	C					50			50	☺	☺	☺	☺	☺	☺
CE00076-1	Scriptwriting for Technologists (15)			C	C	C		C					100						☺	☺		
CE00079-1	Introduction to 3D Applications (LD)							C	C	C	C		50	50				☺	☺	☺		
CE00080-1	Games Engines and Physics (LD)								C	C	C		50	50			☺	☺	☺	☺		☺
CE00160-1	Signals and Communications (LD)						C						40	10		50						
CE00012-1	Digital Image Production (15)			C	C	C	C	C	✓	✓	✓		50	50			☺		☺	☺	☺	
CE00010-1	Computer Games Design 1A: Design Documentation (15)			✓			✓		C	✓	✓		80			20			☺	☺	☺	
BLB10055-1	People and Marketing (LD)						C	✓														
BLB00072-1	The Business Environment (15)		C	✓			✓			✓	✓					100					☺	
CE00082-1	Internet and Html (15)	C	C				✓		✓	C	✓		50	50				☺	☺	☺		☺
CE00166-1	Introduction to Virtual Reality and Simulation (15)			✓			✓		✓	✓	C		40	60			☺	☺	☺	☺		☺
CE00138-1	Music and Instrument Technology 1(15)	✓	✓						✓	✓	✓		40			60		☺	☺			
CE00142-1	Performance and Instrument Technology 1(15)	✓	✓						✓	✓	✓			70		30		☺	☺			☺
CE?????-1	Motion Capture								✓	✓	✓											
	University General Elective	✓	✓	✓			✓		✓	✓	✓											

Mod No	Title / Teaching Block 2	Music technology	Music technology with management	Film Production Technology	Film Production with Music Technology	Film Production Technology with management	Broadcasting Technology	Digital Film, Animation and 3D technology	Computer Games Design	Interactive Entertainment Technology	Virtual Reality	Presentations	Written	Practical / Lab	Oral/ Online test	Exam / Class Test	Mathematics	Science	Information Technology	Design	Business Context	Engineering Practice
CE00146-1	Audio Processing(LD)	C	C		C							25	25	50								
CE00013-1	Film Technology (LD)			C	C	C	C	C					50	50				☺	☺	☺	☺	☺
CE00079-1	Introduction to 3D Applications (LD)							C	C	C	C	20	40	40				☺	☺	☺		
CE00080-1	Games Engines and Physics (LD)								C	C	C		100				☺	☺	☺	☺		☺
CE001601	Signals and Communications						C						40	10		50						
CE00075-1	History of Film Technology (15)			C	C	C	✓	C	✓	✓	✓				50	50		☺	☺			
CE00014-1	Computer Games Design 1B : Level Design (15)			✓		✓	✓	✓	C	✓	✓		80			20			☺	☺	☺	
BLB10055-1	People and Marketing (LD)			✓		C	✓														☺	
CE00141-1	The Music Business (15)	C	C		✓								100								☺	
CE00081-1	Interactive Media Technology (15)	C	C						✓	C	✓		80			20		☺	☺	☺		☺
CE00167-1	Introduction to Programming 3D Applications (15)			✓		✓	✓	✓	✓	✓	C			60		40	☺	☺	☺	☺		☺
CE00139-1	Music and Instrument Technology 2(15)	✓	✓										40			60		☺	☺			
CE00143-1	Performance and Instrument Technology 2(15)	✓	✓											70		30		☺	☺			☺
CE00082-1	Internet and Html (15)			C	✓	✓	✓	✓					50	50				☺	☺	☺		☺
CE00126-1	Introduction to Networking with LANs and WANs(15)						C						20	30		50	☺	☺	☺	☺	☺	☺
CE??????-1	Geometry and Dynamic Character Design (15)			✓	✓	✓	✓	✓	✓	✓	✓											
	Introduction to Multimedia Applications (15)			✓	✓	✓	✓	✓														
	University General Elective	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓											

Teaching Block 3

Mod No	Title	Music technology	Music technology with management	Film Production Technology	Film Production with Music Technology	Film Production Technology with management	Broadcasting Technology	Digital Film, Animation and 3D technology	Computer Games Design	Interactive Entertainment Technology	Virtual Reality	Presentations	Written	Practical / Lab	Oral/ Online test	Exam / Class Test	Mathematics	Science	Information Technology	Design	Business Context	Engineering Practice
CE00136-2	Studio Technology (15)	C	C		C								60	40				☺	☺			☺
CE00140-2	Principles of Acoustics (15)	C	C										50	50			☺	☺				
CE?????-2	Studio Production Technology (LD)			✓		✓		✓					20	80				☺	☺	☺		☺
CE00007-2	Digital Sound and Image Manipulation (LD)	✓		C	C	C	✓	C					40	60			☺	☺		☺		☺
CE00005-2	3D Computer Character Modelling (LD)								C	C	C		50	50				☺	☺	☺		☺
CE00009-2	3D Computer Animation (LD)							C	C	C	C		50	50				☺	☺	☺		☺
CE00165-2	Analogue and Digital Electronic Systems (LD)						C						10	40		50	☺	☺	☺	☺		☺
CE00137-2	Synthesiser Technology (15)	C	✓	✓			✓	✓	✓	✓	✓					100	☺	☺	☺			☺
CE00020-2	Visual Media Applications (15)			C	C	✓	✓	✓	✓	✓	✓		50	50				☺	☺	☺		☺
CE00074-2	3D modelling for Film							C	✓	✓	✓		50	50				☺	☺	☺		☺
CE00015-2	Computer Games Design 2A: High Concept and Preproduction (15)	✓	✓	✓		✓	✓	✓	C	✓	✓	20	60		20			☺	☺	☺	☺	
CE74012-2	Entertainment Events Management (LD)		C	✓		C	✓	✓														
CE00083-2	Icon Based Multimedia (15)	✓		✓		✓	✓	✓	✓	C	✓		50	50				☺	☺	☺	☺	
CE00162-2	Broadcasting Technology(15)	✓	✓	✓		✓	C	✓	✓	✓	✓			50		50						
CE00168-2	Distributed VR Systems (15)	✓	✓	✓			✓	✓	✓	✓	C			100			☺	☺	☺	☺		☺
CE?????-2	Sound Recording Technology 1 (15)			✓	✓	✓	✓	✓					20	80			☺	☺	☺			
CE?????-2	Advanced Games Engines and Physics (15)								✓	✓	✓											
CE?????-2	Video Editing and Technology (15)			C	C	C	C							50		50	☺	☺	☺	☺		☺
	University General Option	✓	✓	✓		✓	✓	✓	✓	✓	✓											

Mod No	Title	Music technology	Music technology with management	Film Production Technology	Film Production with Music Technology	Film Production Technology with management	Broadcasting Technology	Digital Film, Animation and 3D technology	Computer Games Design	Interactive Entertainment Technology	Virtual Reality	Presentations	Written	Practical / Lab	Oral/ Online test	Exam / Class Test	Mathematics	Science	Information Technology	Design	Business Context	Engineering Practice
	Teaching Block 4																					
CE00144-2	Studio Techniques (15)	C	C		✓													☺	☺			☺
CE00145-2	Application of Environmental Acoustics (15)	C	C																			
CE?????-2	Studio Production Technology (LD)			✓		✓							20	80				☺	☺	☺		☺
CE00007-2	Digital Sound and Image Manipulation (LD)	✓		C	C	C	✓	C				20		80			☺	☺		☺		☺
CE00005-2	3D Computer Character Modelling (LD)								C	C	C		50	50				☺	☺	☺		☺
CE00009-2	3D Computer Animation (LD)							C	C	C	C		50	50				☺	☺	☺		☺
CE00165-2	Analogue and Digital Electronic Systems (LD)						C						10	40		50	☺	☺	☺			☺
CE00121-2	MIDI and Lighting Technology (15)	C	✓		C		✓	✓								100		☺	☺	☺		☺
CE00078-2	3D Graphics Technology for film (15)				✓		✓	C	✓	✓	✓		50	50			☺	☺	☺	☺		☺
CE00017-2	Computer Games Design 2B: Production and Testing (15)	✓	✓	✓	✓			✓	C	✓	✓	20	40	40				☺	☺	☺		☺
CE74014-2	Entertainment Events Management (LD)		C	✓		C	✓	✓														
CE00085-2	Time Based Multimedia (15)	✓	✓	C	✓	✓	✓	✓	✓	C	✓		50	50				☺	☺	☺	☺	
CE00161-2	Automated Measurement (15)	✓	✓		✓			C	✓	✓	✓	✓	20	80								
CE00170-2	Integration of VR Hardware and Software (15)	✓	✓						✓	✓	C			90	10		☺	☺	☺	☺		☺
CE00127-2	LAN Switching and WAN Networks (15)						C						20	30		50						
CE00135-2	Creative Music Design (15)	✓	✓		✓							25	75									
	Sound Recording Technology 2 (15)			✓		✓	✓	✓					20	80			☺	☺	☺			☺
	Advanced Scriptwriting for Technologists (15)			✓	✓	✓	✓	✓					100						☺	☺	☺	
	Multiplayer Online Games Technology (15)								✓	✓	✓											
	Business and Law for Film and TV (15)			C	C	C	✓	✓								100	☺		☺	☺	☺	
	University General Option	✓	✓		✓			✓	✓	✓	✓	✓										

Mod No	Title / Teaching Block 5	Music technology	Music technology with management	Film Production Technology	Film Production with Music Technology	Film Production Technology with management	Broadcasting Technology	Digital Film, Animation and 3D technology	Computer Games Design	Interactive Entertainment Technology	Virtual Reality	Presentations	Written	Practical / Lab	Oral/ Online test	Exam / Class Test	Mathematics	Science	Information Technology	Design	Business Context	Engineering Practice
CE00258-3	Project (15)	C	C	C	C	C	C	C	C	C	C						☺	☺	☺	☺	☺	☺
CE00087-3	Managing Technological Solutions and Professional Development (15)	C	C	C	C	C	C	C	C	C	C		50	50					☺		☺	
CE00133-3	Music Processing and Mastering (15)	C	✓		✓									50		50		☺	☺	☺		☺
CE00011-3	DVD Technology (15)	✓	✓	C	C	✓	✓	✓						50		50	☺	☺	☺	☺	☺	
CE00008-3	Advanced 3D Character Modelling and Animation (LD)								C				100				☺	☺	☺	☺		
CE00077-2	Special effects and 3D Technology (LD)							C					50	50				☺	☺	☺		
BLB10087-3	Market Planning for Business Projects(15)		C			C															☺	
CE00163-3	Digital Broadcasting Systems(15)			✓	✓	✓	C						50			50	☺	☺	☺		☺	
CE00171-3	Advanced VR Concepts (15)										C					100	☺	☺	☺	☺		
CE00180-3	Work Placement Module (15)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓											
CE00147-3	Pro Tools Applications (15)	✓	✓		✓								50	50					☺	☺	☺	☺
CE00086-3	Multimedia Scripting (15)			✓						C			50	50				☺	☺	☺		☺
CE00084-3	Audio for Computer Games (15)			✓	✓	✓	✓	✓	✓	✓	✓		20	80				☺	☺	☺		☺
CE00019-3	Video Recording and Production	✓	✓										20	80				☺	☺	☺		☺
CE74025-3	Preparation for Teaching	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓											
	University General Option	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓											

Mod No	Title Teaching Block 6	Music technology	Music technology with management	Film Production Technology	Film Production with Music Technology	Film Production Technology with management	Broadcasting Technology	Digital Film, Animation and 3D technology	Computer Games Design	Interactive Entertainment Technology	Virtual Reality	Presentations	Written	Practical / Lab	Oral/ Online test	Exam / Class Test	Mathematics	Science	Information Technology	Design	Business Context	Engineering Practice
CE00258-3	Project (30)	C	C	C	C	C	C	C	C	C	C						☺	☺	☺	☺	☺	☺
CE00147-3	Pro tools Applications (15)	✓	✓										50	50				☺	☺	☺		☺
CE00019-3	Video Recording and Production (15)			C	C	C	C	C					20	80				☺	☺	☺		☺
CE00008-3	Advanced 3D Character Modelling and Animation (LD)								C				100				☺	☺	☺	☺		
CE00077-3	Special Effects and 3D Technology (LD)							C					50	50				☺	☺	☺		
CE00011-3	DVD Technology (15)	✓	✓							C				50		50	☺	☺	☺	☺	☺	
CE00164-3	Multimedia Streaming (15)			✓	✓	✓	C					20	80				☺	☺	☺		☺	☺
CE00169-3	Implementation of Advanced VR Concepts (15)										C			100			☺	☺	☺	☺		☺
BLB10081-3	Enterprise and Management (15)								C	C	C										☺	
BLB10083-3	Strategic Entrepreneurship (15)		C			✓																
	Advanced Visual Media Applications (15)			✓	✓	✓							50	50			☺	☺	☺	☺		
	University Option	✓	✓																			