

**DEFINITIVE COURSE RECORD**

Course Title	<b>BA (Hons) Digital Film Production</b>
Awarding Bodies	<b>University of Suffolk</b>
Level of Award <sup>1</sup>	<b>FHEQ Level 6</b>
Professional, Statutory and Regulatory Bodies Recognition	<b>None</b>
Credit Structure <sup>2</sup>	<b>360 Credits Level 4: 120 Credits Level 5: 120 Credits Level 6: 120 Credits</b>
Mode of Attendance	<b>Full-time and Part-time</b>
Standard Length of Course <sup>3</sup>	<b>3 years full-time</b>
Intended Award	<b>BA (Hons) Digital Film Production</b>
Named Exit Awards	<b>DipHE Digital Film Production CertHE Digital Film Production</b>
Entry Requirements <sup>4</sup>	<b>Typical offer: 112 UCAS tariff points (or equivalent) BBC (A-Level), DMM (BTEC)</b>
Delivering Institution(s)	<b>Ipswich</b>
UCAS Code	<b>P300</b>

This definitive record sets out the essential features and characteristics of the BA (Hons) Digital Film Production course. The information provided is accurate for students entering level 4 in the 2018-19 academic year.<sup>5</sup>

**Course Summary**

With a diverse approach to the moving image, the BA (Hons) Digital Film Production degree explores the creative and professional aspects of filmmaking. It combines the main elements of production, screenwriting and film theory, and provides students with the creative, technical, critical and entrepreneurial skills to begin a professional career.

Students gain confidence in every production role, from developing and writing documentary treatments and screenplays to editing and audio post-production. There is also a strong focus on professional practice throughout the programme. Students undertake placements and make films for internal and external clients in order to develop a CV that will give them a distinct advantage in the job market.

<sup>1</sup> For an explanation of the levels of higher education study, see the [QAA Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies \(2014\)](#)

<sup>2</sup> All academic credit awarded as a result of study at the University adheres to the [Higher education credit framework for England](#).

<sup>3</sup> Where the course is delivered both full-time and part-time, the standard length of course is provided for the full-time mode of attendance only. The length of the part-time course is variable and dependent upon the intensity of study. Further information about mode of study and maximum registration periods can be found in the [Framework and Regulations for Undergraduate Awards](#).

<sup>4</sup> Details of standard entry requirements can be found in the [Admissions Policy](#)

<sup>5</sup> The University reserves the right to make changes to course content, structure, teaching and assessment as outlined in the [Admissions Policy](#).

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The mix of practice and theory on the course prepares students for work in a variety of sectors, as well as post-graduate study.

### **Course Aims**

- Offer an integrated approach to theoretical, critical, practical and creative work in film, relevant to students' futures in work or further study and as citizens
- Engage critically with the analysis, theory and history of film in ways which complement, inform and underpin creative video practice and production
- Develop the practical, critical and conceptual skills involved in the making of creative video work
- Provide opportunities to initiate, negotiate, deliver and reflect upon independent research, including critical and practical projects
- Develop a range of subject-specific and generic skills to facilitate the continuing growth of professional and personal identities and the capacity for lifelong learning

### **Course Learning Outcomes**

The following statements define what students graduating from the BA (Hons) Digital Film Production course will have been judged to have demonstrated in order to achieve the award. These statements, known as learning outcomes, have been formally approved and are aligned with the generic qualification descriptor for level 6 awards as set out by the UK Quality Assurance Agency (QAA).<sup>6</sup>

### **Subject Knowledge and Understanding**

Graduates of BA (Hons) Digital Film Production will be able to demonstrate the following:

1. Highly developed knowledge and understanding of the ways in which theoretical, critical, practical and creative work in film can be combined to produce a range of artefacts and underpin ongoing professional and personal development
2. An advanced knowledge of a range of modes of film practice from different periods and places, including mainstream, alternative and experimental forms
3. A sophisticated understanding of the processes linking various types of filmmaking, production, distribution, circulation and consumption
4. A developed understanding of key crafting and production processes and professional practices relating to digital film practice and production, including financial, market, legal, ethical, regulatory and technical contexts
5. A highly developed understanding of their own creative processes and practices, through engagement with a variety of digital film production tasks
6. Knowledge of a substantial range of film movements and genres
7. A sophisticated understanding of the aesthetic, formal, narrative and representational qualities of a wide variety of film texts

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<sup>6</sup> As set out in the [QAA Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies \(2014\)](#)

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8. An informed awareness of developments in film theory and criticism and how these are related to the development of film practices and the student's own critical and creative processes
9. A highly developed awareness of specific roles in film production and how creative film professionals form and operate teams/crews and complete their work

**Subject-Specific Skills**

Digital Film Production graduates will demonstrate the ability to:

10. Analyse critically modes of film production and/or consumption, including links between types of production, distribution, circulation and consumption
11. Develop and synthesise creative ideas, concepts and projects informed by appropriate research and judgements of feasibility
12. Produce sophisticated digital film work which is informed by relevant economic, cultural, market, theoretical and/or critical contexts, issues and debates
13. Demonstrate advanced technical competencies in specified aspects of digital film production
14. Analyse critically a range of film movements and genres, drawing on a wide range of sources
15. Demonstrate advanced critical skills of analysis, interpretation and/or evaluation in the close reading of texts, including their aesthetic, formal, narrative, generic or representational qualities
16. Present work in accordance with high standards of academic and professional conventions
17. Undertake sustained and advanced independent research, drawing on a wide range of (academic) sources
18. Show an advanced capacity to innovate and experiment and to be adaptable, creative and self-reflexive in their work
19. Reflect critically on aspects of their work, including knowledge of their own cultural commitments and positioning
20. Give and receive feedback constructively, and show an advanced capacity to use this process to develop their skills, knowledge and creative work and ideas

**Generic and Graduate Skills**

More broadly, a Digital Film Production graduate will also be able to:

21. Work flexibly, creatively and independently
22. Carry out work in accordance with a specified or negotiated brief, including length, format and deadline
23. Manage supervised, self-directed projects and apply appropriate entrepreneurial skills as appropriate to particular settings

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24. Demonstrate a problem solving approach to tasks
25. Carry out sustained independent research
26. Present ideas, treatments or arguments logically and cogently
27. Communicate effectively orally in a variety of interpersonal settings
28. Communicate effectively in written or other media forms
29. Use a range of information communication technologies appropriate to a variety of tasks
30. Work productively in a group or team
31. Reflect on work they have undertaken, including monitoring their own learning and identifying areas of strength and weakness

### Course Design

The design of this course has been guided by the following QAA Benchmark:

- Communication, Film, Media and Cultural Studies (2008)

### Course Structure

The BA (Hons) Digital Film Production comprises modules at levels 4, 5 and 6.

Module Specifications for each of these modules are included within the course handbook, available to students on-line at the beginning of each academic year.

	Module	Credits	Module Type <sup>7</sup>
Level 4			
	Film Studies One: Analysis and Issues	20	M
	Digital Film Production: Introduction Part One	20	M
	Developing Screen Ideas	20	M
	Film Studies Two: Film History	20	M
	Digital Film Production: Introduction Part Two	20	M
	Audio One: Production Sound	20	M
Level 5			
	Audio Two: Post Production Sound	20	M
	Digital Film Production: Documentary	20	M
	Screenwriting: The Ten Minute Short	20	M
	Researching Film: Theories and Methods	20	M

<sup>7</sup> Modules are designated as either mandatory (M), requisite (R) or optional (O). For definitions, see the [Framework and Regulations for Undergraduate Awards](#)

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	Digital Film Production: Drama	20	M
	Avant-garde and Experimental Film	20	M
Level 6			
	Dissertation in Film	40	M
	Development and Pre-production: Final project	20	M
	Digital Film Production: Final project	40	M
	Professional Practice	20	M

### Awards

On successful completion of the course, students will be awarded a BA (Hons) Digital Film Production. Students who leave the course early may be eligible for a DipHE Digital Film Production on successful completion of 240 credits including all mandatory modules at levels 4 and 5, or a CertHE Digital Film Production on successful completion of 120 credits including all mandatory modules at level 4.

### Course Delivery

The course is delivered at Ipswich. Students studying full-time on BA (Hons) Digital Film Production are likely to have approximately 15 contact hours per week for level 4, 12 contact hours per week for level 5 and 9 contact hours per week for level 6. The contact hours will be a mix of lectures, seminars, workshops, tutorials and screenings and students will also be required to participate in 80 hours of work placement or professional practice projects at level six. Students will be expected to find their own placement(s), but the University of Suffolk has a number of links with industry and students will be provided with guidance in order to secure the necessary placement and/or professional practice hours. Students will normally be expected to undertake 25 to 30 hours of independent study in an average week, but should be prepared for this to vary based on assignment deadlines and class exercises.

### Course Assessment

A variety of assessments will be used on the course to enable students to experience and adapt to different assessment styles. The assessment methods used will be appropriate to assess each module's intended learning outcomes. Assessment on the course overall will be nearly 100% coursework, including essays, case studies, short films, presentations, group work, critical evaluations, scripts and research projects. In terms of the small amount of assessment that is not coursework, this consists of short tests (approximately 15 minutes each) in one level 4 module and a longer test (approximately 45 minutes) in another level 4 module.

### Course Team

The academic staff delivering this course are drawn from a team that includes teaching specialists and current practitioners. All staff are qualified in their subjects with their own specialist knowledge to contribute.

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### Course Costs

Students undertaking BA (Hons) Digital Film Production will be charged tuition fees as detailed below:

Student Group	Tuition Fees
Full-time UK/EU	£9,250 per year
Part-time UK/EU	£1,454 per 20 credit module
Full-time International	£13,000 per year
Part-time International	£2,165 per 20 credit module

Payment of tuition fees is due at the time of enrolment and is managed in accordance with the Tuition Fee Policy.

Students will be required to have external hard drives and memory cards amounting to a maximum of £250 at the start of the course and replace these items if they break during the course. Students will also be required to have a professional Vimeo account while they are on the course, costing approximately £150 to £180 a year.

Students are likely to incur other costs for books amounting to approximately £100 to £400 (or more) per year. The cost for books will depend on whether students choose to buy new or used books, or source books from libraries.

### Academic Framework and Regulations

This course is delivered according to the Framework and Regulations for Undergraduate Awards and other academic policies and procedures of the University and published on the [website](#).