Programme Specification

University of Cumbria

Programme Title and Name of Award	BA (Hons) Film and Television		
Academic Level	6	Total Credits	360 Credits
Professional Body Accreditation / Qualification	N/A		
UCAS Code	P311		
HECoS Code	100441 Film 100923 Television		
Criteria for Admission to the Programme	The University's standard criteria for admissions apply. Please refer to the Applicant Information pages of the University website for more information. For APL, please refer to the University website. Detailed criteria for admission to this programme can be found on the programme webpage: https://www.cumbria.ac.uk/study/courses/undergraduate/film-and-television/ The following applies for entry to this programme: Potential to succeed can be measured in a number of ways including academic qualifications and skills obtained outside academic study such as work experience. We have a points range so we can take into account all of the information on your application form and adjust the offer from the evidence provided.		
Teaching Institution	University of Cumbria		
Owning Institute	Institute of Arts		
Programme delivered in conjunction with	n/a		
Principal Mode of Delivery	Blended Learning		
Pattern of Delivery	Full Time This programme may also be made available on an infill part-time basis at the discretion of the academic programme leader. In such		

	cases, you will study modules alongside the full-time cohort(s) that are running at the time
	Total weeks of study:. 24 weeks
	Delivery pattern: 2x 12 week semesters
	Standard semester dates: Yes
Delivery Site(s)	Brampton Road Campus Carlisle
Programme Length	3 years full time as standard (maximum registration period is 7 years)
Exit Awards	You may be awarded one of the following Exit Awards if you fail to achieve the requirements of the full programme. Cert HE Film and Television (120 credits) Dip HE Film and Television (240 credits) BA Film and Television (300 credits)
Period of Approval	Validation start date: 01.08.2021

This programme has been approved (validated) by the University of Cumbria as suitable for a range of delivery modes, delivery patterns, and delivery sites. This level of potential flexibility does not reflect a commitment on behalf of the University to offer the programme by all modes/patterns and at all locations in every academic cycle. The details of the programme offered for a particular intake year will be as detailed on the programme webpage:

https://www.cumbria.ac.uk/study/courses/undergraduate/film-and-television/

Cumbria Graduate Attributes

Throughout your studies, you will be provided with the skills and knowledge relevant to the global workplace. All successful graduates of the University of Cumbria will be:

- Enquiring and open to change
- Self-reliant, adaptable and flexible
- Confident in your discipline as it develops and changes over time
- Capable of working across disciplines and working well with others
- Confident in your digital capabilities
- Able to manage your own professional and personal development
- A global citizen, socially responsible and aware of the potential contribution of your work to the cultural and economic wellbeing of the community and its impact on the environment
- A leader of people and of places
- Ambitious and proud

Programme Features

This full time 3-year degree in film and TV production has been designed to be taught as a face-to-face degree with some blended delivery elements. This combination allows you to rapidly upskill and prepare you for the exciting prospect of working in the film and television industry. This programme has been designed to use a range of teaching approaches that offer you the freedom to access support and resourcing through digital access to course materials at a time of your choice. In conjunction to this the programme will include the use of tradition seminars and classroom activities (in studio, on campus and in a live online classroom environment) led by experienced academic and industry proven Mentors, giving you real time feedback, peer interaction and making you a core part of a learning community.

We see your time with us as an opportunity to embark upon a voyage of discovery. One where you are given the freedom and confidence to discover yourself, who you are and who you wish to become. One where you are guided through and towards possibilities that you never even considered were even options for you. Whether that be in creation of new ideas to developing a love for technical proficiencies. A discovery where you stand at the very centre of your education and you get to choose your direction of travel with confidence and all fully guided by the core principles of the course and the academic team.

Example of Teaching Activities & Tools

Synchronous Lectures and Presentations

	Team Projects
	Workshops and masterclass
Including:	Small Group Seminars
	1:2:1 Tutorials
	Group Task
	Film screening

Asynchronous Lectures and Presentations

Including:	Video Lectures
	Podcast Style Lecture
	Interactive Flipped Classroom
	Tasks
	Forums and Discussion Boards

Asynchronous activities are designed to fit in with your schedule, allowing you to access at a time that suits you and are resources you can return to.

These activities are designed to embed you within the learning community. The University experience is as much about learning from and with your peers as learning from tutors. Our curriculum is designed to offer the best of face to face teaching methods with some online activities to offer the most rounded learner experience.

The programme is taught over six semesters, each semester helping you incrementally to develop and consolidate the skills you will need as you prepare for the film and television industry.

The programme is designed to produce graduates who can interpret, analyse and exercise critical

judgement in the evaluation of theories, concepts, explanations and practices produced within the field of the film and television and associated screen-based media production. As well as the core theoretical aspects we focus heavily on the development of core practical production skills on locations, sets and productions.

The programme is designed for learners who wish to gain an understanding of both the creative and the technical processes involved in all aspects of film and television production and is also designed for those looking for a career in an exciting industry and engaging in a diverse range of media sectors/disciplines complementary to the conventional view of film and television production.

The programme will equip you with advanced knowledge and skills of design, technical and creative aesthetics, new digital formulations and the production pipeline and processes for film and television. You will learn to cultivate knowledge and critical understanding of media production, along with personal attributes and transferable skills, such as independent and lifelong learning, critical reflection, collaborative team working, employability, with long-term awareness of personal professional development and career planning. Successful graduates will proceed with a skill set that will make them competent, critical and capable of following a career in the media production industries.

Enhanced entrepreneurial skills and employability through the development of craft, ethical, professional and career skills, as well as a thorough knowledge of industry funding and commercial aspects are also key aspects of this programme.

The academic teaching staff have varied backgrounds in addition to their higher education expertise, including prior experience in the advertising, film and TV industries, with specialisms and professional credits in screenwriting, multi-camera directing and production, film postproduction and script development, ideas development for TV commissions, film direction and production. This will be complemented by input from a range of industry mentors offering students a dynamic learning community.

Key to your future employability is your ability to work flexibly with an interdisciplinary approach, working at a high level across digital platforms to produce creative content. The course team share regular professional experience opportunities with you, varying from industry guest expert speakers, to volunteering opportunities, to summer internships and paid live project work for various regional wildlife and media organisations.

In Level 4, the focus is on personal development skills, knowledge and understanding, progressing in Level 5 to a focus on professional development skills, knowledge and understanding, in line with industry and employer expectations. In Level 6 there is an increasingly tailored and personalised approach to learning, with a focus on employability and enterprise and graduate transition.

The course pedagogy develops high-level digital content creators who have analytical, interpretative, written and oral communication skills. Project-management, research skills, team-working and independent working are also developed during the programme. You are encouraged to respond to assessment briefs and other tasks both critically and creatively.

The course develops advanced subject specific and transferable skills, including high-order conceptual, literacy, communication, and research skills of value in graduate employment or for you when planning to progress into postgraduate training or research.

Whilst all core camera and post production equipment and facilities are provided for you as part of the course, you are encouraged to have access to some additional materials and factors such as a Broadband internet connection, funds for some trips and excursions, a personal hard drive to house your footage and edits, plus some suitable outdoor clothing and footwear. Your session may be taught on location in the heart of our beautiful landscape.

Aims of the Programme

The overall aims of the Programme are:

1. To harness your interest in media production to develop, broaden and contextualise your knowledge base of film and television;

2. Develop your creative, imaginative, technical and problem-solving skills to enable you to perform effectively and creatively in the film, TV and related industries;

3. Encourage you to appreciate relationships between concepts and practices, both within film and TV, and with other subject areas;

4. Develop your intellectual, practical & creative skills appropriate to your future interests and needs in relation to further study, employment or both;

5. Develop your critical and analytic skills as well as your ability to derive and apply principles and concepts from your practical digital media experiences;

6. Demonstrate your critical understanding of the principles of classical perspective in the history of visual and material culture

7. Achieve excellent competencies and confidences in lens craft, moving image manipulation and analysis through use of digital, audio-visual and multimedia applications.

8. Being able to present information, argument, and evidence in a coherent and cogent manner

9. Being able to describe and analyse selected texts and objects of study in appropriate critical contexts

10. To demonstrate the thinking skills and practical knowledge of a reflective practitioner in the digital world.

Level Descriptors

Level Descriptors describe in general terms the expected outcomes you will achieve at each level of study as you progress through your programmes. They describe the relative demand, complexity, depth of learning and learner autonomy associated with a particular level of learning and achievement. The University's Level Descriptors are aligned to the national [Framework for Higher Education Qualifications](#) (FHEQ) and are a key mechanism for ensuring the academic standards of the University's provision.

At Level 4: (Usually Year 1 undergraduate), you will be able to demonstrate that you have the ability:

- To apply a systematic approach to the acquisition of knowledge, underpinning concepts and principles and deploy a range of subject specific, cognitive and transferable skills.

- Evaluate the appropriateness of different approaches to solving well defined problems and communicate outcomes in a structured and clear manner.

- Identify and discuss the relationship between personal and workplace experience and findings from books and journals and other data drawn from the field of study.

At Level 5: (Usually Year 2 undergraduate), you will be able to demonstrate that you have the ability:

- To apply and evaluate key concepts and theories within and outside the context in which they were first studied.

- Select appropriately from and deploy a range of subject-specific, cognitive and transferable

skills and problem-solving strategies to problems in the field of study and in the generation of ideas effectively communicate information and arguments in a variety of forms.

- Accept responsibility for determining and achieving personal outcomes.
- Reflect on personal and workplace experience in the light of recent scholarship and current statutory regulations.

At Level 6: (Usually Year 3 undergraduate), you will be able to demonstrate that you have the ability:

- To critically review, consolidate and extend a systematic and coherent body of knowledge.
- Critically evaluate concepts and evidence from a range of resources.
- Transfer and apply subject-specific, cognitive and transferable skills and problem-solving strategies to a range of situations and to solve complex problems.
- Communicate solutions, arguments and ideas clearly and in a variety of forms.
- Exercise considerable judgement in a range of situations.
- Accept accountability for determining and achieving personal and group outcomes.
- Reflect critically and analytically on personal and workplace experience in the light of recent scholarship and current statutory regulations.

Programme Outcomes – Knowledge and Understanding

The programme provides opportunities for you to develop and demonstrate the following:

After 120 credits of study (CertHE) you will be able to demonstrate:

K1. Imagination in the concepting, development and production for a range of screen based production artefacts

K2. A rigorous approach to the acquisition of a broad knowledge base

K3. Knowledge, imagination and innovation in your approach to design development

K4. Knowledge of media theory, storytelling and narrative

K5. An engagement with production management requirements for successful production

K6. Knowledge of the industry systems, codes and conventions – core 'generalist' skillset

After 240 credits of study (DipHE) you will be able to demonstrate:

K7. An awareness of your individual voice, and originality in the design and execution of ideas

K8. Critical awareness of the context in which the content for film and television is produced; and how individual practices relate to those of predecessors, contemporaries, peers and established practitioners.

K9. Technical fluency in a range of professional production equipment and associated software and systems

K10. Confidence as an innovative and creative thinker in the pitch and presentation of your ideas

After 300 credits of study (BA) you will be able to demonstrate:

K11. Professional knowledge of the principles, behaviour and dynamics of working in a team.

K12. Expertise and technical skills to communicate your vision to others involved in the concepting, development and production process

After 360 credits of study BA (Hons) you will be able to demonstrate:

K13. An autonomous, creative and professional approach to the specialism of your choice

K14. Critical awareness gained from contextualising your own work with a given framework, historical, cultural or generic.

K15. Able to be developed into lifelong learners with critical interpersonal skills, professional team working practitioners with analytical and contextual reflective abilities

Programme Outcomes – Skills and other Attributes (including Employability Skills)

The programme provides opportunities for you to develop and demonstrate the following:

After 120 credits of study (CertHE) you will be able to demonstrate:

S1. An ability to evaluate and reflect on your own practices and assumptions

S2. Effective personal organisation and time management skills

S3. An appreciation of the benefit of giving and receiving feedback

After 240 credits of study (DipHE) you will be able to demonstrate:

S4. Communication and literacy

S5. Competence in designing and initiating projects of your own

S6. Independent research skills

After 300 credits of study (BA) you will be able to demonstrate:

S7. A systematic understanding of the production pipeline and an ability to exercise significant judgment in a range of situations

S8. Management skills – the ability to manage time and people (both oneself and others) successfully

S9. In practical context demonstrate a range of technical skills in accepted industry formats

S10. Confidence in evaluating and reflecting your own practices and assumptions

After 360 credits of study BA (Hons) you will be able to demonstrate:

S11. An ability to think systematically and strategically

S12. An ability to respond to a range of tasks inc. research and enterprise

S13. An ability to experiment with and challenge the conventions of form

External and Internal Reference Points

The following Subject Benchmark Statements and other external and internal reference points have been used to inform the Programme Outcomes:

http://www.qaa.ac.uk/en/Publications/Documents/Subject-benchmark-statement-Communication-media-film-and-cultural-studies.pdf

QAA Framework for Higher Education Qualifications in England, Wales and Northern Ireland

The programme is also informed by the following internal reference points:

- Business Plan for the Institute of the Arts

- [UoC Strategic Plan](#)
- [UoC Learning, Teaching and Assessment Strategy](#)
- [UoC Academic Regulations and Academic Procedures and Processes](#)
- UoC [Student Charter](#)
- UoC [Access and Participation Plan](#)
- Learning Teaching and Assessment Plan 2019-2022
- [Student Achievement Strategy 2019-2021](#)
- Institute of the Arts Employability Plan
- CAPE Curriculum Design Framework

Graduate Prospects

Graduates are working as Post Production co-ordinators, Locations Managers, TV Researchers, Camera Operators, Producers and Directors, Many more of our graduates have set up their own companies or are working as freelance professionals across a very wide range of productions in both Film and Television fields. Our students regularly win awards and screenings at festivals globally and as well, have received recognition for their successes via being regular winners the prestigious Royal Television Society (RTS) Awards as both graduates and professionals.

Graduates from the course have gone on to work for television channels including Channel 4 and the BBC as well as other major commissioners and production companies associated with Netflix and Amazon Prime productions. Film graduates have worked on the Star Wars franchise, 1917 as well as many Marvel films and TV series.

Many graduates actively seek an academic route to their future employment and as such pursue this through a range of post-graduate study routes including teacher training opportunities.

Learning, Teaching and Assessment Strategies employed to enable the Programme Outcomes to be Achieved and Demonstrated

As a student at the University of Cumbria, you are part of an inclusive learning community that recognises diversity. You will have opportunities to learn by interacting with others in a collegiate, facilitative and dynamic learning environment. Teaching, assessment and student support will allow equal and equitable opportunities for you to optimise your potential and develop autonomy.

We seek to create a stimulating and innovative community of learning facilitated by our expert practitioner staff you will experience a learning environment that is well equipped, flexible, and stimulating.

To succeed in the creative professions, individuals need to be highly skilled, competitive and independent. As well as developing the knowledge and skills necessary to enter their chosen discipline, the programme seeks, from day one, to inculcate the strong professional ethos and values which mark University of Cumbria graduates out in the workplace.

BA (Hons) Film and Television uses a range and variety of LTA approaches such as lectures, demonstrations, seminars, workshops, critique reviews, pitching and one to one feedback tutorials to monitor the progress of various projects, all with a bespoke VLE. You will also undertake self-directed research and within the VLE environment participation through forums and seminars and lecture be part of a dynamic learning community, with you the learner at the heart of what we do.

As an undergraduate you are continually involved in assessment of your own work and that of your

peers and you are required to develop interpersonal and team working skills within this context. You will also receive formative critical feedback from tutors.

A wide range of authentic assessment types are used in order to develop a full range of work related skills, eg Industry led ' Live Briefs', project development both individually and part of a team. This wide range of methods ensures the practice and assessment of key and graduate skills that build your awareness of the industry and your employability.

Collaboration is at the very heart of the creative industries and this course aims to reflect these professional practice scenarios in a real way. Students from different screen-based creative disciplines will work together to respond to a shared modules and are encouraged to share skills and experiences throughout the course to develop a set of ambitious inter-disciplinary as well and inter-year experiences of peer to peer learning. We are proud of the cross course collaboration with our other Media undergraduate programmes which is one of the unique features of this programme. A project based approach to learning, teaching and assessment helps you to think beyond your own discipline, you will experience working in large teams which mirrors industry practice and hence gain good employability skills.

A distinct feature of studying at the University of Cumbria is that in level 4, first year, you will study two modules with all level 4 students of the Institute of Art. These modules are Cultural Contexts and Collaborative Practice. Cultural Contexts introduces you to a range of approaches to reading a diverse range of visual creative arts, and Collaborative Practice is a module where you will work with other students and embark on a problem-solving project practicing professional skills such as leadership, team-working and project management.

There is a Level 4 module in Semester 1 that is shared with Wildlife Media and Animation, called 'Media Craft Skills'. Subject specialism is a feature of Level 5, but there is still collaborative delivery in the module 'Professional Development' which explores professional skills and presentation in the screen-based industries.

At Level 6 there is a convergence of the Media programmes again with 'Graduate Project' the final major practical project work module which prepares you for transition into employment or postgraduate study. There is also a synergy across Media programmes embedded into your Level 6 showcase module 'Festival and Exhibition'

Work of this nature is outward-facing in principle and encourages a high level of Module focused and personal and developmental project expectations. Examples of work of this nature include external collaboration with organisations, clients and industry professionals.

Live Television outside broadcasts, collaborative short films, web-series, documentaries, on location and on set experiences are all type of projects which are at the heart of collaborative work of this nature. This working practice instils a common sense of ambition and stretch and challenge within all aspects of teaching and learning.

Other aims for this approach include an appreciation of professional expectations within media employment sectors and to maintain and expand on creative collaboration of this nature throughout all levels of the course and preparing you for the realities of employment within the industry.

The LTA on Film and Television is focused on blended learning, through the range of approaches detailed above. This experience is enhanced by the use of a number of innovative approaches to learning, teaching and assessment, including social medias, VLE, Knowledge Transfer Projects and the use of technology that allows for blended learning within the above configuration.

This full-time blended, 3-year degree in Film and Television will offer you the freedom to access some of the course materials at the time of your choice, this alongside a requirement for flexibility and an ever-evolving industry view in how 'practical' production is taught.

The range of assessment modes used by Film and Television include:

- critical reflection

- group work

- individual presentations

- practical productions

- essays

- graduate project

- research portfolios

- reflection of creative actions

As outlined above the programme will use an innovative model of combining industry proven Mentors with experienced academics. On-line academic sessions will be available for you to access at a time that suits you, while others will be at set times, offering the benefits of face to face learning with those of online learning.

The range of assessments is used because this enables different aspects of your learning to be tested.

As well as being summative, all modules will also include guidance and verbal feedback given to you in order to help you achieve the best result possible, via embedded formative tasks.

Via these activities advice and guidance is given while the module is still in progress (Formative Feedback). Within the programme as a whole you will be supported in engaging with assessment tasks which are appropriate to a particular level of achievement and which move you towards becoming an independent learner.

Specific examples of this:

- **Module Work Book,** bespoke ebooks, containing information, formative tasks, self-grading exercises, embedded video clips, etc. to assist in specific modules ILO's but also to enhance a culture of independent learning

- **Presentations/Pitching**, where you are able to show work to Tutors and Peers in advance of Assignment Submission

- **Seminars & Project Surgeries,** a series of developmental seminars run where you review and comment on each other's work, guided by tutors

All of these activities promote learning partnerships between you, your peers and the staff.

Using both an asynchronous and synchronous lecture programme – this will allow you to engage in experiential learning for concentrated periods. In conjunction to this the programme will include the use of seminar and classroom activities and academics, giving you real time feedback where appropriate, peer interaction and helping you feel part of a learning community.

Learning tools may include:

- Video lectures

- Podcast style lecture

- Interactive Flipped Classroom (with Gamification at its core)

- Practical workshop and masterclasses

- Screening of work

- Production tasks

- Small group seminars

- 1:2:1 tutorial

- Group task

- Team projects

These activities are designed to make you feel part of the learning community as well as offering flexibility to fit in with individual's personal schedule and the provision of production space and studio. The University experience is as much about learning from and with peers as learning from tutors and the programme design reflects this ethos. Therefore, the curriculum is designed to capture the best of online and face to face teaching methods, to offer the most rounded learner experience to students engaged in the programme.

This innovative combination allows you to rapidly upskill and prepare for the exciting prospect of working in the Film and Television industry, the combination of online workshopping and asynchronous activities reflecting how the industry is currently developing.

Student Support

We provide responsive learner support that promotes student success. Our approach to learner support is designed to support achievement and progression, champion inclusivity and accessibility, prepare you for opportunities beyond study, and promote independence and resilience, enabling you to achieve your potential.

As a student of the University of Cumbria, you will be taught by academics and expert practitioners who facilitate learning through structured inquiry. You will be provided with access to high quality academic resources through physical and digital libraries and will be supported to develop skills that enable you to become a critical, reflective, discerning and independent learner and researcher.

Staff support you to learn in ways that reflect industry standards, for example you pitch your project ideas and technical equipment requirements to a panel of staff for advice and feedback, a process called 'Production Boards' as part of your practical modules.

Induction

The Institute of the Arts is a fantastic place to study. You will be working in a creative community surrounded by visual artists, designers, filmmakers and games-designers dedicated to creating a rich student and cultural experience.

On campus we have:

- The Stanwix Theatre Main House and Studio Theatres hosting student performances, touring performances and special events.

- The Vallum Gallery: hosting a varied programme of professional and student exhibitions with associated gallery talks and guest speakers.

- A specialist arts library that the academic teams add to regularly making sure that the most current titles are available to you

On your programme you will undergo inductions and training in the specialist media spaces, digital rooms, workshops and technical resources that support your learning. Facilities at the Institute of Arts include metalwork, woodwork, print, textiles, ceramics, photography and audio-visual equipment.

Student Wellbeing

We offer a fully inclusive way to learn and as such provide support and guidance for a range of issues and concerns. Team working is a core skill demonstrated throughout every level of the course, yet one

which can require additional support and guidance. This is perpetuated through module guidance and supportive taught activities. But primarily support is available through personal tutorials where we reflect on building core skills in this areas.

Many students joining us may have a range of social anxieties. Some of these could result from recognised medical conditions and others can form out of worries about returning to education as well as from the complexities associated with moving home and location. We offer a fully supportive network of support to cover these examples and sample sessions and preparatory talks, meeting and orientation tasks are all utilised to help bridge any concerns in a staged and fully supportive manner. Our Student support team are highly trained professionals who have expertise in offering the correct levels of ongoing support for those who require this approach. We also include supportive checking through Personal Tutorials and develop a safe space within all aspects of the course for students to share any personal concerns of this nature. Support for specific learning needs is detailed below.

Personal Tutoring

You will also be allocated a Personal Tutor. Your Personal Tutor will be proactively involved in the delivery of your programme and will have contact with you throughout your time at the University. They will support your learning and development, including through tutorials, Progress Reviews and other support as outlined in the Personal Tutoring Policy.

Library Services and Academic Skills

Module leaders will collaborate with Library Services to ensure that your online reading and resource lists are current and items are available via the library discovery tool OneSearch. In order to maximise access, availability and usefulness, ebooks and electronic journal titles will, in most cases, be prioritised. You can access a wide range of electronic and print content using OneSearch and you can find out more about key texts, databases and journals for your subject by accessing the library's subject resources webpages. Where appropriate, module reading and resource lists will be made available to you electronically on Blackboard using the University's online reading and resource list system.

Each campus library has a dedicated webpage. Check out local information about opening hours, reserving books, using self-service kiosks, printing and photocopying, booking study spaces and more. https://my.cumbria.ac.uk/Student-Life/Learning/Libraries/

An Ask a Librarian service runs from 17:00 - 09:00 weekdays and round the clock on weekends and holidays. This means you can get professional help using about library services, finding information, referencing and searching, even when the library is closed. https://my.cumbria.ac.uk/Student-Life/Learning/Libraries/Ask/

The Skills@Cumbria service can help support your academic, library and digital skills and success throughout your programme. It includes a suite of online self-help resources accessible 24/7 via the University's website and Blackboard site. Additional skills support for students is offered via:

- Workshops
- Email: skills@cumbria.ac.uk
- Appointments
- Webinars
- Learn Well at Cumbria
- Study from Home Webpage
- Digital Capabilities and LinkedIn Learning Pathways

Headstart: Head Start is a self-learning pre-entry module that is completed online and at your own pace. The module gives new undergraduate students an opportunity to prepare for their transition into

university and to start to develop the academic skills that will help them become successful students.

All UG students are given the opportunity to register and complete Head Start prior to entry on their main programme of study. If you haven't been able to complete Head Start before starting your course, you can access the module via Blackboard by selecting the Skills@Cumbria tab and then the Head Start tile. Learning at university, academic writing and referencing are the key topics introduced in the module and previous students have told us how useful they have found the online resources and activities.

Head Start Plus: Head Start Plus is also an online skills development course, designed to support students who are about or who have just started study at level 5 or 6 (2nd and 3rd year undergraduate). This course is particularly recommended to students who may not have studied at HE level for some time or who are transitioning into the higher HE levels. The course provides a useful refresh on academic skills and practice and an insight into the expectations of tutors at those levels.

This course is free and available via the Open Education Platform powered by Blackboard. To access the course, follow the link to https://openeducation.blackboard.com/cumbria and set-up a free account with Open Education. Once logged on, select the course free of charge and work through it at your own pace.

IT and Technical Support

Technology is an invaluable asset when it comes to studying, so it's important you know how to make the most out of the excellent IT facilities we have available. Our aim is to ensure you can access university electronic resources from anywhere or any device, whether on or off campus. The Student Hub is your one-stop gateway to all University systems, Outlook email, and OneDrive.

Whether you consider yourself a computer expert or you're not confident about your IT skills, we're always around to ensure you get the level of support you need. We have a wealth of information and support available on the IT Services website and have a dedicated IT Service Desk where you can talk to someone by phone or log your question online from anywhere, at any time.

Student Support Services

Accommodation: Information for all our residential students and advice for those looking to rent private accommodation. You can follow the team via instagram: UoC Accommodation

Careers and Employability: The Careers and Employability team is here to help you with all things career-related. Through the career hub My Career Enriched, you can:

- find graduate jobs, part-time work, work experience, industry placements and paid internships;
- book one-to-one careers advice appointments with one of the team;
- book onto careers fairs and employability events where you can meet employers;
- attend practical workshops on CVs, applications, interviews, success in your chosen sector; options with your degree, job search skills and more;
- send in your CV or application form for tailored feedback;
- complete mini online courses in Pathways to improve your employability skills.

Career Ahead+ is the University of Cumbria's Employability Award. Completing Career Ahead+ will help you recognise and develop your skills, providing a greater opportunity for you to get the job you want when you graduate. The award is based on what employers look for in an ideal candidate, in relation to skills, knowledge and experience. You will be supported with career direction, gaining experience, and providing all the skills needed to complete the perfect application and be successful in that all important job interview. Contact careerahead@cumbria.ac.uk or visit www.cumbria.ac.uk/careerahead for more information.

Chaplaincy: Our chaplaincy provides a safe place, a listening ear and personal support to all students

and staff, regardless of beliefs.

Disability and Specific Learning Needs: The University is committed to ensuring you are able to participate effectively in your chosen programme of study and all areas of University life. The University defines disability broadly, including:

- mobility impairments
- sensory impairments
- medical conditions
- autism (ASD)
- specific learning difficulties (SpLD's such as Dyslexia or Dyspraxia)
- mental health conditions.

Health and wellbeing: Our team forms part of Student Services. Your physical, emotional and psychological well-being are key aspects of living and learning well. The Health and Wellbeing page links to various sources of support, including how to self-refer to the mental health and well being service for appointments. We've highlighted a couple of specifics to get started:

- Register for Together All an anonymous and stigma free environment where you map your own path to well-being with peer support.
- Sign up to our health and well-being blog: Live Well at Cumbria.

UoC Active: Staying physically fit and well makes a huge difference to psychological wellbeing and to our abilities to study. Check out Sport facilities at UoC Active.

International Student Support: Finding your way in a new country or culture can be challenging. International Student Support welcomes you and will be in touch throughout your stay. We encourage you to contact us if you have any questions or need support: intss@cumbria.ac.uk

Money Advice: The Money Advice Service are here to help you plan your finances and manage your money whilst studying. We also provide information to help you to manage your money more effectively. Our Advisers are based across the University and are here to help with money issues. We run workshops as well as offering one-to-one advice via telephone on taking control of your finances and gaining financial skills which can last for life.

Further support and guidance, including EDI and Safeguarding: We are an inclusive community, committed to supporting and learning from each other, find out more about Equality, Diversity and Inclusion (EDI). Depending on the nature of your course, you may well already know about or be learning about safeguarding in a professional context and to find out about the University of Cumbria's safeguarding policy and procedures visit: Safeguarding.

Student Voice

As a student at the University of Cumbria you automatically become a member of the Students' Union. The Students' Union represents the views and interests of students within the University.

The Students' Union is led by a group of Student Representatives who are elected by students in annual elections. They also support approximately 400 Student Academic Reps within each cohort across the entire University. The Students' Union represent the views of their cohort and work with academic staff to continuously develop and improve the experience for all University of Cumbria students. You can find out more about who represents you at www.ucsu.me.

You can email at any time on studentvoice@cumbria.ac.uk.

University Cumbria Students' Union (UCSU) Student Support

UCSU offers a free, independent and confidential advice service to all students. They can help with things like academic appeals, extenuating circumstances or if you're considering a formal complaint.

UCSU are also on hand to represent you in any formal meetings, for example in malpractice panels or fitness to practice meetings. Appointments are telephone based and can be booked at www.ucsu.me/support

Programme Curriculum Map					
Academic Level	Module Code	Module Title	Credits	Module Status*	Programme Outcomes achieved
4	MDIA4200	Media Craft Skills	20	Compulsory	K1, K2, K3, K4, S1, S2 & S3
4	SCRP4001	Lens and Edit Craft	20	Compulsory	K1, K2, K3, K5, K6, S1, S2 & S3
4	UCIA4030	Cultural Contexts	20	Compulsory	K1, K2, K4, S1, S2 & S3
4	SCRP4002	Applied Storytelling	40	Compulsory	K1, K2, K3, K4, K5, K6, S1, S2 & S3
4	UCIA4020	Collaborative Practice	20	Compulsory	K1, K2, K4, S1, S2 & S3
5	SCRP5001	On Set	40	Compulsory	K7, K8, K9, K10, S4, & S5
5	SCRP5101	Scene Craft	20	Compulsory	K7, K9, K10, S4, & S6
5	SCRP5102	Script and Narrative	20	Compulsory	K7, K8, K9, K10, S4, S5 & S6
5	SCRP5103	Unscripted TV Idea and Concept	20	Compulsory	K7, K8, K9, K10, S4, S5 & S6
5	MDIA5007	Professional Development	20	Compulsory	K7, K9, K10, S4, & S6
6	SCRP6001	Research Portfolio	40	Compulsory	K11, K12, K13, K14, S8, S9, S10, S11, S12 & S13
6	SCRP6101	Promotion and Pitch	20	Compulsory	K11, K12, K13, K14, S7, S8, S9, S10
6	SCRP6000	Graduate Project	40	Compulsory	K11, K12, K13, K14, K15, S8, S9, S10, S11, S12 & S13
6	SCRP6102	Festival and Exhibition	20	Compulsory	K11, K12, K13, K14, K15, S8, S9, S10

Notes
This programme operates in accordance with the University's Academic Regulations and Academic Procedures and Processes
This programme uses a 40 credit module structure in all years, this allows for larger / sustained assessments with a greater emphasis on creative development and on modelling process and outcomes on industry practice.
The 40 credit modules are specifically designed to encourage you to develop your personal management skills and give you the opportunity to experience practice more closely related to the timeframes and conditions experienced in the media/creative industries. You will be well supported on these modules with stop-reviews, formative assessment points and interim objectives that monitor progress, encourage reflection and guard you against failure.
Larger modules of 40 credits are recognised, by the QAA, to be typical in Arts programmes, and embrace the pedagogic approach to encourage work on significant bodies of work reflective of industry.
A failed student will not be permitted to re-register on the same programme.

* **Key to Module Statuses**	
Compulsory Modules	Must be taken although it may possible to condone/compensate as a marginal fail (within the limits set out in the Academic Regulations and provided that all core or pass/fail elements of module assessment have been passed)

Programme Delivery Structure: Full Time				
Module Code	**Module Title**	**Delivery Pattern**	**Method(s) of Assessment**	**Approximate Assessment Deadline**
		Autumn Semester / Spring Semester / Extended Semester / Year-Long		
MDIA4200	Media Craft Skills (20)	Autumn Semester	Project work /report	December
SCRP4001	Lens and Edit Craft (20)	Autumn Semester	Project Book	January
UCIA4030	Cultural Contexts (20)	Autumn Semester	Set Exercise / Written Assignment	December
SCRP4002	Applied Storytelling (40)	Spring Semester	Portfolio	May
UCIA4020	Collaborative Practice (20)	Spring Semester	Project Work	May
Students exiting at this point with 120 credits would receive a CertHE Film and Television				
SCRP5101	Scene Craft (20)	Autumn Semester	Project Work & Online Blog	January
SCRP5102	Script and Narrative (20)	Autumn Semester	Portfolio	January
MDIA5007	Professional Development (20)	Autumn Semester	Repot / Presentation	January
SCRP5103	Unscripted TV Idea and Concept (20)	Spring Semester	Project work	May
SCRP5001	On Set (40)	Spring Semester	Production Portfolio	May
Students exiting at this point with 240 credits would receive a DipHE Film and Television				
SCRP6001	Research Portfolio (40)	Autumn Semester	Research Portfolio/Project	January

			Work	
	Students exiting at this point with 300 credits would receive an Ordinary BA Film and Television			
SCRP6101	Promotion and Pitch (20)	Autumn Semester	Presentation/Project Work	January
SCRP6000	Graduate Project (40)	Spring Semester	Project work /Report	May
SCRP6102	Festival and Exhibition (20)	Year Long	Project Work	May -June
	Students exiting at this point with 360 credits would receive a BA (Hons) Film and Television			

Exceptions to Academic Regulations
This programme operates in accordance with the University's Academic Regulations and Academic Procedures and Processes

Methods for Evaluating and Improving the Quality and Standards of Learning	
Mechanisms used for the Review and Evaluation of the Curriculum and Learning, Teaching and Assessment Methods	- Module Evaluation - Programme Validation and Periodic Review - Annual Monitoring - Peer Review of Teaching - External Examiner Reports - Student Success and Quality Assurance Committee - Student Voice meetings
Mechanisms used for gaining and responding to feedback on the quality of teaching and the learning experience – gained from: Students, graduates, employers, placement and work-based learning providers, other stakeholders, etc.	- Staff Student Forum - Module Evaluation Forms - Programme Evaluation: National Student Survey, UK Engagement Survey - Module/Programme/Personal tutorials - Meetings with External Examiners

Date of Programme Specification Production:	January 2021
Date Programme Specification was last updated:	23.12.2021
For further information about this programme, refer to the programme page on the University website:- **https://www.cumbria.ac.uk/study/courses/undergraduate/film-and-television/**	

The following information has implications for potential international applicants who require a Tier 4 visa to study in the UK

Is the placement requirement more than 50% of the programme?	No
If yes, what % of the programme is the placement requirement?	n/a
If yes, is the amount of placement a statutory requirement to meet Professional, Statutory or Regulatory Body (PSRB) or Department of Education requirements?	n/a