

# BA (HONS) FILM & TELEVISION (WITH INTEGRATED FOUNDATION YEAR)

Institute of Education, Arts and Society

<b>Academic Level:</b>	Level 6	<b>Credits:</b>	480
<b>UCAS Code:</b>	P311		
<b>Awarding Body:</b>	University of Cumbria		
<b>Delivery Site:</b>	Brampton Road		
<b>Programme Length:</b>	Standard registration period (full time) - 4 years		
<b>Mode of Delivery:</b>	Level 3 - Face to Face Level 4 - 6 - Blended		
<b>Pattern of Delivery:</b>	Full time		
	Total weeks of study:	24	
	Delivery pattern:	2 x 15-week semesters comprised of 12 teaching weeks, 2x assessment weeks and 1x Enhancement Week	
	Standard semester dates:	Yes	
<b>Programme Webpage:</b>	<a href="#">BA (Hons) Film and Television with Foundation Year - University of Cumbria</a>		

## Entry Criteria

The University's standard criteria for admissions apply. Please refer to the [Applicant Information](#) pages of the University website for more information. For [RPL](#), please refer to the University website. Detailed criteria for admission to this programme can be found on the programme webpage.

## PROGRAMME AIMS AND OUTCOMES

### Programme Aims

This programme aims to provide a supportive transitional route into higher education.

By the end of this foundation year you will be able to:

1. Apply the academic skills essential for successful participation in undergraduate academic study
2. Demonstrate the ability to solve problems and study independently
3. Develop creative confidence and technical skills through practical exploration and expression
4. Develop critical reflection and self-directed learning skills to support informed creative decision-making.

By the end of the L4-6 programme you will be able to:

5. Harness your interest in media production to develop, broaden and contextualise your knowledge base of film and television
6. Develop your creative, imaginative, technical and problem-solving skills to enable you to perform effectively and creatively in the film, TV and related industries
7. Appreciate relationships between concepts and practices, both within film and TV, and with other subject areas
8. Develop your intellectual, practical & creative skills appropriate to your future interests and needs in relation to further study, employment or both
9. Develop your critical and analytic skills as well as your ability to derive and apply principles and concepts from your practical digital media experiences
10. Demonstrate critical understanding of the principles of classical perspective in the history of visual and material culture
11. Achieve excellent competencies and confidences in lens craft, moving image manipulation and analysis through use of digital, audio-visual and multimedia applications
12. Present information, argument, and evidence in a coherent and cogent manner
13. Describe and analyse selected texts and objects of study in appropriate critical contexts
14. Demonstrate the thinking skills and practical knowledge of a reflective practitioner in the digital world.

### Programme Outcomes – Knowledge and Understanding

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

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

**FK1.** Understanding of basic creative processes, research methods, and safe technical practice.

**FK2.** Recognition of how ideas connect to cultural and professional contexts.

**FK3.** Structured approaches to research, idea generation, experimentation and iterative development.

**After 240 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 360 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.** A critical awareness of the context in which the content for film and television (TV) 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 420 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 480 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.** Critical interpersonal skills, professional team working practitioners with analytical and contextual reflective abilities.

## **Programme Outcomes – Skills and other Attributes**

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

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

**FS1.** Academic, personal, and professional skills needed to succeed in higher education

**FS2.** Effective problem-based learning (PBL) skills to work collaboratively and solve simple creative challenges

**FS3.** Basic discipline-specific techniques and competencies safely and appropriately in creative practice.

**After 240 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 360 credits of study (DipHE) you will be able to demonstrate:**

**S4.** Communication and literacy skills

**S5.** Competence in designing and initiating projects of your own

**S6.** Independent research skills.

**After 420 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 a range of technical skills in accepted industry formats

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

**After 480 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.

## PROGRAMME FEATURES

### Programme Overview

This full time 4-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

Including:

- Team Projects
- Workshops and masterclass
- 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 student 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 students 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.

### **Integrated Foundation Year (IFY)**

The integrated foundation year provides the opportunity for you to settle into university life and gain the confidence and skills to succeed in your chosen arts and creative practice degree through participating in a supportive academic, personal, and professional development programme.

The foundation year modules provide a strong grounding in academic and study skills, preparing you for progression to higher levels of study (Levels 4–6). This route offers a unique opportunity to develop problem-solving, creative, practical, and investigative skills that underpin the interdisciplinary approach to the study of art, design and media, while nurturing your career aspirations.

On the Arts IFY, you will study six modules that explore academic skills and the theoretical and practical concepts underpinning creative disciplines. Two of these modules will be academic and professional skills aligned to your programme of study and the demands of the creative industries, and the following:

- Introducing Creative Research Practice introduces the role of research in creative development, helping you connect ideas to cultural and professional contexts.
- Ideas, Images and Objects develops observation and experimentation skills, encouraging process-led exploration across media.
- Innovation Lab focuses on teamwork and collaborative problem-solving through short, mixed-discipline projects.
- Creative Playbook synthesises research, making, and reflection into a polished artefact, supporting your transition to Level 4.

You will learn how to use specialist equipment and develop techniques for safe and effective practice in studios and digital labs. Through practical application, you will gain awareness of issues such as sustainability, ethics, and audience engagement. Cross-cultural awareness is encouraged through collaborative modules and shared projects with students from other pathways.

Throughout the foundation year, you will develop professional skills such as communication, teamwork, self-management, and organisation. You will make links with the careers team to discuss your skill development and to help you reflect on how these link to your employability and graduate skills. You will also work on your digital skills profile, using university resources such as LinkedIn Learning to enhance your digital literacy and employability.

#### **Levels 4-6**

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.

### Key features of the programme

- **Integrated Foundation Year (IFY):** A supportive entry route designed to build confidence, academic skills, and creative practice for progression to Level 4.
- **Interdisciplinary Approach:** Opportunities to explore multiple creative pathways including Animation and Visual Effects, Fine Art, Games Design, Graphic Design, Illustration, Photography and Wildlife Media.
- **Process-Led Learning:** Emphasis on research, experimentation, and iterative development rather than focusing solely on final artefacts.
- **Authentic Assessment:** Portfolio-based tasks, showcases, and collaborative projects aligned with industry expectations.
- **Professional Skills Development:** Communication, teamwork, planning, and reflective practice embedded throughout the programme.
- **Access to Specialist Facilities:** Studios, digital labs, print workshops, and industry-standard software from the start of your studies.
- **Digital and Employability Focus:** Integration of digital skills, LinkedIn Learning, and career development activities to prepare for graduate employment.

## Learning and Teaching

### Teaching

The University of Cumbria Learning, Teaching and Assessment (LTA) strategy underpins the development of this programme. As a student, you will join an inclusive learning community that values diversity and creativity. Teaching, assessment, and support are designed to provide equitable opportunities for you to optimise your potential and develop autonomy as a creative practitioner.

You will learn in a collegiate, facilitative, and dynamic environment, combining studio-based practice, digital learning, and collaborative projects. Our aim is to create a stimulating and innovative community of learning—whether encountered on campus, online, or through live briefs and external engagement. Facilitated by expert practitioners, you will experience well-equipped studios, digital labs, and flexible learning spaces that reflect professional practice.

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 student 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.

### **Foundation Year Approach**

We want to motivate you in your foundation year through varied teaching and learning approaches that support different student needs and help you integrate into university life. Modules combine practical workshops, critiques, seminars, and guided independent study, encouraging you to explore ideas, experiment with media, and reflect on your process.

Vocational and creative practice opportunities form an essential part of the programme, enabling you to make meaningful links between theoretical concepts and practical application. During the integrated foundation year, you will work alongside students from a range of creative pathways, allowing for a richer, interdisciplinary learning experience. You will collaborate in groups to solve design problems, research case studies, and deliver creative outputs.

Each module is led by a module leader with overarching responsibility, but delivery is team-taught, ensuring you benefit from subject specialists and experience diverse teaching styles. This approach mirrors the collaborative nature of the creative industries and prepares you for progression to Level 4.

### **Overview of Learning and Teaching Methods**

At Level 3 and 4, you typically have around 12 scheduled learning hours per week, including:

- 6 hours of practical workshops and seminars
- 6 hours of lectures and group critiques
- 13 hours of guided independent study
- 2–4 scheduled personal tutoring meetings across the academic year

At Level 5 and 6 you typically have around 9 scheduled learning per week (3 hours per module) including:

- Studio-based workshops and technical demonstrations
- Seminars and lectures on theory and professional practice

- Group tutorials and individual supervision for projects
- Access to specialist facilities for independent making

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 arts and media programmes. 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 to stretch and challenge you in 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 using 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, 4-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.

### **Independent Learning**

When not attending scheduled sessions, you will engage in self-directed study, including research, experimentation, and portfolio development. Independent learning is supported by digital platforms such as Blackboard, LinkedIn Learning, collaborative tools like Padlet and curated reading lists via OneList.

### **Digital Capabilities**

Digital literacy is embedded throughout the programme. You will use industry-standard software (e.g., Adobe Creative Suite, 3D modelling tools), develop online portfolios, and access LinkedIn Learning and MOOCs to enhance your skills.

### **Teaching Staff**

All staff are active practitioners and researchers with expertise across creative disciplines, including film and television, graphic design, illustration, photography, games design, wildlife media, and fine art. They bring professional experience from the creative industries and maintain current knowledge through ongoing practice and scholarship.

## **Assessment**

### **Integrated Foundation Year (Level 3):**

At regular points in a module, we will evaluate your work in progress. For the Integrated Foundation Year formative assessment will include methods such as proposal pitches, critiques, technical checks, peer review and self-assessment. These are valuable points of learning where feedback informs your development. This leads to the summative assessment point where your grades are awarded. We utilise a variety of assessment methods at level 3 including portfolio, presentation, project work and written work.

### **Levels 4-6:**

The range of assessment modes used by Film and Television at levels 4-6 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 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 Workbook**, 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 can 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 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 student 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.

### **Feedback**

Throughout your modules, you will receive ongoing feedback on work undertaken in class, formative tasks, and summative assessments. Feedback and feedforward are designed to help you

understand your progress, identify strengths, and highlight areas for improvement to support future work.

Feedback will be provided in a variety of formats, including:

- Verbal feedback during workshops, critiques, and tutorials.
- Written feedback on formative and summative submissions.
- Audio or video-recorded feedback where appropriate, to give detailed commentary on your creative process and outputs.

Following the submission of summative assessments, you will receive feedback and provisional marks within 20 working days, in line with the University of Cumbria Assessment Feedback Policy. This ensures timely guidance to help you reflect and act on feedback before your next assessment.

### **Assessment Rubric**

Rubrics are connected to each individual module and respond to the learning outcomes.

Supplemental guidance and marking guidelines will be provided to you so that you can clearly determine our expectations of your work, and project assessment criteria. Assignment deadlines are staggered throughout each semester in order to facilitate your time management and to avoid the 'bunching' of submissions. Feedback is detailed and corresponds with University marking criteria and specified learning outcomes.

## **Graduate Prospects**

Graduates are working as Postproduction co-ordinators, Locations Managers, TV Researchers, Camera Operators, Producers and Directors, while 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.

## MODULES

<b>Level 3</b>			
<b>Code</b>	<b>Title</b>	<b>Credits</b>	<b>Status</b>
FYUN3014	Introducing Creative Research Practice	20	Compulsory
FYUN3015	Seeing, Thinking, Making Meaning	20	Compulsory
FYUN3016	Ideas, Images and Objects	20	Compulsory
FYUN3017	Innovation Lab	20	Compulsory
FYUN3018	Creative Industries Toolkit	20	Compulsory
FYUN3019	Creative Playbook	20	Compulsory
<b>Students exiting at this point with 120 credits would receive a FdCert Film and Television</b>			

<b>Year 1</b>			
<b>Code</b>	<b>Title</b>	<b>Credits</b>	<b>Status</b>
MDIA4200	Media Craft Skills	20	Compulsory
SCRP4001	Lens and Edit Craft	20	Compulsory
UCIA4030	Cultural Contexts	20	Compulsory
SCRP4002	Applied Storytelling	40	Compulsory
UCIA4020	Collaborative Practice	20	Compulsory
<b>Students exiting at this point with 240 credits would receive a CertHE Film and Television (with Integrated Foundation Year)</b>			

<b>Year 2</b>			
<b>Code</b>	<b>Title</b>	<b>Credits</b>	<b>Status</b>
SCRP5001	On Set	40	Compulsory
SCRP5101	Scene Craft	20	Compulsory
SCRP5102	Script and Narrative	20	Compulsory
SCRP5103	Unscripted TV Idea and Concept	20	Compulsory
MDIA5007	Professional Development	20	Compulsory
<b>Students exiting at this point with 240 credits would receive a DipHE Film and Television (with Integrated Foundation Year)</b>			

<b>Year 3</b>			
<b>Code</b>	<b>Title</b>	<b>Credits</b>	<b>Status</b>
SCRP6001	Research Portfolio	40	Compulsory
SCRP6101	Promotion and Pitch	20	Compulsory
SCRP6000	Graduate Project	40	Compulsory
SCRP6102	Festival and Exhibition	20	Compulsory
<p><b>Students exiting at this point with 300 credits would receive a BA Film and Television (with Integrated Foundation Year)</b></p> <p><b>Students exiting at this point with 360 credits would receive a BA (Hons) Film and Television (with Integrated Foundation Year)</b></p>			

<b>Additional Module Information</b>
<p>Students must successfully complete 100 credits at Level 3 before progressing to Level 4.</p> <p>A failed student will not be permitted to re-register on the same programme.</p> <p>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.</p> <p>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.</p> <p>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.</p>

<b>Key to Module Statuses</b>	
Compulsory modules	Must be taken although it may possible to 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).

## **Timetables**

Timetables are normally available in August each year. Please note that while we make every effort to ensure timetables are as student friendly as possible, scheduled learning can take place on any day of the week.

Our Timetabling team work hard to ensure that timetables are available to students as far in advance as possible, however there may be occasional exceptions such as in the case of teaching which falls outside of the usual academic calendar. The UoC academic calendar runs from August to July, so timetabling information for programmes which include teaching sessions in August may not be published until closer to the August delivery.

## ADDITIONAL INFORMATION

### Student Support

We provide responsive student support that promotes student success. Our approach to student 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.

#### Induction

As a student at the University of Cumbria, you will have access to a University of Cumbria on-line provision, currently known as 'Head Start'. This feature provides guidance and exercises for you to enable you to prepare for academic study. Furthermore, you will have access to staff details to ask any questions in advance of commencing the programme.

An undergraduate induction is timetabled for the week before the programme delivery starts and will be your first week on the programme. You will undertake a series of activities designed to form cohesion amongst your peer group, to familiarise you with the University and introduce you to a range of support services who are there to help you settle into university life and help you progress through your studies. You will be shown how to use our Virtual Learning Environment (VLE) which is called 'Blackboard' and how to submit assessments using 'Turn it In'. You will attend centrally organised sessions, Student Life and Help is at Hand.

During the induction week you are allocated a Personal Tutor (PT), as are all students at the University, but in addition foundation year students will receive dedicated supported from the Student Learning Developer.

Transitioning to Level 4: Progressing students will not be required to attend all induction activities at Level 4 but will be invited to activities that will enable them to meet and feel fully integrated with their new cohort such as introduction to programme structure, modules and team building activities. In addition, the students will be invited by the programme leader to mentor and support new students in other activities such as campus tours and general tips and guidance on being a UoC student.

#### Personal Tutor

You will also be allocated a Personal Tutor at the start of your programme. 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. You will meet with your Personal Tutor on a minimum of four occasions per academic year at Level 3 and 4 (and twice yearly at Levels 5 and 6). These meetings are in addition to any discussions you may initiate which are without limit. The scheduled meetings will include the opportunity to

examine your marks and feedback across modules to identify practice which can be encouraged across modules and recognising where further support may be beneficial.

### **Student Learning Developers (IFY)**

During the first year of your programme (Foundation Year) you will have access to support from dedicated Student Learning Developers (IFY support). These advisors will provide you with individual academic and pastoral support alongside the academic team to ensure you reach your full potential whilst you are on this programme. In particular, they will help you to adjust adjustment to university study, assist you in the navigation of the academic environment, policies, expectations and signposting to a wide range of services. They also work with you and your personal tutor to help you to develop your own strategies for effective study and provide additional one-to-one and group support in academic writing and study skills.

The [Student Enquiry Point](#) is a simple way to contact Student Services. Using the Student Enquiry Point tile on the Student Hub you can submit an enquiry to any of the Student Services teams, which includes:

- [Careers and Employability](#)
- [Chaplaincy](#) for faith and spiritual wellbeing
- [Mental Health and Wellbeing](#)
- [Digital Skills](#)
- [Disability and Specific Learning Difficulty \(SpLD\)](#)
- [International Student Support](#)
- [Library](#)
- [Money Advice Service](#)
- [Safeguarding](#)
- [Skills@Cumbria](#)
- [Sports and Fitness Facilities](#)
- [University Student Accommodation](#)

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](http://www.ucsu.me).

You can email at any time on [studentvoice@cumbria.ac.uk](mailto:studentvoice@cumbria.ac.uk).

## **Course Costs**

### **Tuition Fees**

Course fees can be found [BA \(Hons\) Film and Television with Foundation Year - University of Cumbria](#)

The following course-related costs are included in the fees:

- Use of industry standard equipment, technical resources and technician expertise.
- All essential software (editing, production tools)
- We endeavour to provide subsidised enhancement activities such as guest speakers and field trips.

### **Additional Costs**

The following course-related costs are not included in the fees:

Typical course-related expenses students may reasonably need to budget for. They vary by individual choice and project requirements:

### **Study Materials**

- Stationery & consumables (notebooks, pens, pencils, USB drives, printing/photocopying): approx. £30–£40 per year.
- Books and journals (optional personal copies beyond library access): approx. £50–£100 per year (core texts are usually available in the University library).

### **Production & Equipment Supplies**

- Students may choose to invest in personal gear (e.g., external hard drives, microphones, lighting accessories) for individual projects—costs vary widely (£100–£500+ depending on quality and needs).

### **Field Trips / Course-Related Travel**

- Optional trips (e.g., filming on location, industry visits, festival attendances) may incur travel, accommodation, or subsistence costs (these are typically optional and dependent on the year group/teaching plans).

### **Software & Subscriptions**

- Students may choose to subscribe to personal copies (e.g., Adobe Creative Cloud) for use outside university labs (~£10–£50/month, depending on plan—usually educational copies or student discounts alleviate costs).

### **Industry Events & Memberships (Optional)**

- Attendance at film festivals, professional workshops, or membership in external creative organisations/clubs may incur fees (variable, optional).

### **Exhibitions & Showreel Promotion**

- Costs **for film festival submissions, screening fees, publicity materials** (optional but relevant for final year projects) vary by event.

## **Exceptions to the Academic Regulations**

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

## External and Internal Benchmarks

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

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

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

- Business Plan for the Institute of Education, Arts and Society
- [The Academic Strategy - Transforming lives and livelihoods](#)
- [cumbria.ac.uk/media/towards-2030.pdf](http://cumbria.ac.uk/media/towards-2030.pdf)
- [Learning, Teaching and Assessment Plan](#)
- [Academic Regulations](#)

## Disclaimer

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: [BA \(Hons\) Film and Television with Foundation Year - University of Cumbria](#)

<b>Date of Programme Specification Production</b>	Jan21
<b>Date Programme Specification was last updated</b>	March 2026