

# BA (HONS) WILDLIFE MEDIA (WITH INTEGRATED FOUNDATION YEAR)

Institute of Education, Arts and Society

<b>Academic Level:</b>	Level 6	<b>Credits:</b>	480
<b>UCAS Code:</b>	CW36B		
<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 Levels 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) Wildlife Media 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 web page [BA \(Hons\) Wildlife Media with Foundation Year - University of Cumbria](#)

## 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. Develop your skills to identify, generate and successfully access opportunities in the workplace and/or in continuing education
6. Demonstrate a broad range of transferable skills for employment
7. Demonstrate the necessary skills and knowledge to create wildlife related media applications for research, education, science and entertainment
8. Develop your technical knowledge in a range of relevant technologies and the ability to apply these within the creative design process, self-management, drive, motivation and personal development planning for determining and achieving personal and group outcomes.
9. Gain wildlife related knowledge suitable for media production
10. Gain a broad understanding of organisms and their interactions with the environment to inform the narrative within wildlife media
11. Develop your critical analysis and reflection of key wildlife and media related issues.
12. Creatively explore the relationship between people and wildlife in different media forms
13. Practise critical thinking, problem solving, and decision-making within the context of your chosen subject and self-promotion skills appropriate to employment in industry
14. Develop research design, analysis, synthesis, ethical judgement and critical appraisal skills within the context of creative wildlife and technological work
15. Develop your effective performance within team environments; planning, managing, leading and appraising the contribution of self and of others in arenas such as project previews and group critique presentations.

### 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 conceiving, development and production of a range of media artefacts.
- K2.** A rigorous approach to the acquisition of knowledge of the required technical skills for the production of Wildlife Media
- K3.** Knowledge, imagination and innovation in your approach to creative idea development associated with the Environment, Wildlife and the Outdoors
- K4.** Knowledge of concepts associated with audience, storytelling and narrative with focus on Wildlife Media.

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

- K5.** An awareness of your individual voice, and originality in the design and execution of ideas
- K6.** Awareness of the context in which the content for Wildlife Media is produced; and how individual practices relate to those of predecessors, contemporaries, peers and established practitioners
- K7.** Fluency in a range technical processes and packages associated with the production of Wildlife Media artifacts
- K8.** 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:**

- K9.** Knowledge of the principles, behaviour and dynamics of working in a team
- K10.** A range of methods and technical skills to communicate your vision to others involved in the development and production process.

**After 480 credits of study (BA Hons) you will be able to demonstrate:**

- K11.** An autonomous, creative and professional in your approach to the specialisation of your choice
- K12.** Critical awareness gained from contextualising your own work with a given framework, historical, cultural or generic
- K13.** 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 ability to give and receive 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 Wildlife Media production 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 technical processes and packages associated with the production of Wildlife Media

**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

BA (Hons) Wildlife Media combines the study of natural history with photography, documentary filmmaking and professional development modules, in a programme which is designed to provide relevant skills and knowledge for the production of contemporary wildlife media. The degree is full time, delivered over 4 years and is taught face-to-face with some blended delivery elements.

Developing graduate employability is central in the design of the BA Wildlife Media degree, this occurs through a range of professional development modules and also through development of different capabilities in both the natural history and media-based modules on the programme. The course philosophy is one of outdoor learning and seasonality in The Lake District and wider region, which is our outdoor classroom and where you will learn about wildlife identification, habitat and behaviour, plus practice your photography and filmmaking. Working outdoors and on location in all weathers, you will learn about expedition planning and safe practice is part of the professional development embedded in this programme.

The BA Wildlife Media degree has been designed to use a range of teaching approaches, from traditional seminars and classroom activities (in studio, on campus and in a live online classroom environment) through to digital access to course materials at a time of your choice via our Blackboard virtual learning environment. Seminars are led by experienced academic staff and industry mentors, giving you real time feedback, peer interaction and making you a core part of a 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 to industry or on to postgraduate level study.

Drawing on university natural history resources and local wildlife opportunities, on the course you will explore and learn about the relationship between humans and the natural world. Our media resources and facilities allow you to experience a variety of production contexts and processes that reflect media industry professional practice. Your wildlife learning and media-based learning will blend in the development of wildlife media through production of a range of projects in your photography, documentary film making and journalism modules.

This is a vibrant, practical course that allows development of creativity in different ways. The course team include practising professionals as well as visiting practitioners representing a wide range of production areas. Work produced by students on the course has received acclaim from in diverse competitions and awards, such as The Royal Television Society. Student work is regularly screened at a number of different local venues. Students on the course have in the past produced wildlife media work from projects that they have undertaken in different countries, including Italy, France, Africa, America and India. *(It is not necessary or expected for any assignment that you travel any great distance to achieve a high grade. All modules and ILO's are designed to allow for projects to be completed close to home. However, many students do choose to travel when working on media projects and they finance this through fundraising, sponsorship and via personal savings.)*

Cumbria is the most biodiverse county in the UK, with a variety of wildlife habitats and landscapes, including The Lake District UNESCO World Heritage Site and National Park. As the only BA Wildlife Media course in the UK, this unique degree combines creative flair with technical photography and

filmmaking skills, with natural history and scientific knowledge. The curriculum combines lens craft skills with field craft skills - the study of wildlife biodiversity, identification, habitat, tracking and behaviour.

As you progress through the degree you can increasingly specialise and focus upon specific species, habitats and issues that you are most interested in - previous projects range from butterflies of The Scilly Isles, seals on the coast of Scotland, vultures in the Pyrenees, wolves in the Abruzzo National Park in Italy and bears in Yellowstone National Park in the USA.

Our Wildlife Society was voted one of the most innovative in the UK by the National Union of Students, comprising over 600+ student union groups. The Wildlife Society is run by students, for students, organising a wealth of talks, trips and activities throughout the year.

Our popular 'BioBlitz' events for wildlife watching, recording, photography and filmmaking run over 24 hours and are open to the public to anyone who wishes to participate, covering events from early morning dawn chorus birdwatching, to daytime camera trapping, entomology surveys and wildflower workshops, to night-time moth trapping and bat detecting.

Our students and lecturers regularly contribute content to different channels and media platforms, plus series such as the "Life of a Mountain" documentaries. You can gain a qualification to fly drones with us and use drones in your work. Photography and filmmaking is driven by technological advancement and we have the industry standard equipment you need to use, to give your projects that high production and broadcast quality. This also includes camera trap technology as an important aspect of wildlife photography and filmmaking.

Our students go on a variety of field trips throughout their studies, linked to module tasks. Modules are very practical and use an outdoor classroom approach. Trips include Sites of Special Scientific Interest (SSSI), Areas of Natural Beauty (AONB) and nature reserves run by Wildlife Trusts, Wildfowl and Wetlands Trust (WWT) and the RSPB across the North West, North East and Scotland.

The modules on the course are designed to give you the breadth of vision and the logistical skills you need to move forward into the wide variety of careers that exist across the wildlife media profession and associated professions.

On the BA Wildlife Media course, your practical camera, lighting, sound, editing and post-production skills are initially developed within inductions as part of the Semester 1 Year 2 'Media Craft Skills' module. Your Year 2 Semester 2 'Developing Photography Practice' module develops your wildlife photography skills.

Progressing into Year 3 (level 5), filmmaking and editing skills are embedded within the Semester 1 'Documentary' and year-long 'Natural History Filmmaking' modules. Wildlife photography skills are refined further in 'Wildlife Photography' in Year 3 Semester 2. Camera inductions continue embedded into these modules to introduce you to the more complicated cameras, gimbals and drones.

In your final year, you can focus on your individual interests and negotiate your project focus in Semester 1 for the 'Minor Project' module and in Semester 2 for the 40-credit double-weighted 'Graduate Project' module.

The AV resource area and 2 full time technicians offer you constant support when working on campus in the 15 Edit Suites, which students can use following a booking system once they

complete their induction. Editing workshops familiarise you with the creative applications of Adobe Premier Pro, After Effects and Photoshop.

The programme is taught over 4 years with 2 semesters per year, each semester helping you incrementally to develop and consolidate the skills you will need as you prepare for graduation, employment or postgraduate study.

As an outdoor focussed programme with lots of project work out on location, fieldwork and trips and visits, we recommend you bring waterproof clothing, walking boots and rucksack for outdoor photography and filmmaking. We do not expect you to have a high-spec camera when joining the course or your own editing software, as you can access all of the high-spec kit and software you need via inductions and facilities in the AV resources on campus. Similarly trips are subsidised and costs to you are minimal, but a contribution to visits to nature reserves and other locations across the region are to be expected.

### **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 & Visual Effects, Film & TV, Fine Art, Games Design, Graphic Design, Illustration and Photography.
- **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.

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, whether encountered on campus or at a distance, on placement or in the workplace. Facilitated by our expert practitioner.

The University prides itself on teaching excellence which 'brings together theory and practice in a powerful combination to provide exceptional learning that is both inspirational for you and relevant to the workplace'. A variety of teaching and learning methods are employed throughout the programme to ensure you acquire and develop appropriate concepts, knowledge, professional and personal skills. These include traditional methods such as lectures and seminars, but we aim to embed experiential learning experiences as a foundation of learning and development. The academic team utilise live projects and case studies where appropriate to demonstrate process, analysis, methodologies, analysis of results and formulation of conclusions and argument. A 'Production Board' process is used which reflects industry practice in that you are supported to present your project ideas in the form of a pitch to a panel of staff, who advise and guide you, including planning processes that encompass health and safety, risk assessment and resource management.

#### **Examples of Teaching Activities & Tools:**

Synchronous lectures and presentations include traditional lectures, team projects, workshops and masterclasses, small group seminars, one-to-one tutorials, group tasks, film screenings.

Asynchronous lectures and presentations are designed to fit around your schedule and enable you to access resources at a time that suits you, plus access those resources repeatedly to allow you to consolidate your learning. Resources include video lectures, podcast lectures, interactive flipped classroom talks, practical tasks, online forums and discussion boards.

Technical competencies across photography and filmmaking are developed incrementally in modules through Levels 4, 5 and 6, with workshops on practical skills embedded into modules to enable you to work with increasing autonomy and creative independence.

The University promotes continued professional development among its teaching staff and a strong academic research culture within all its subjects. The MA and undergraduate courses continue to attract highly qualified staff with international and national research profiles which ensures curriculum and subject content reflect current practice within the sector.

The programme team's underpinning philosophy is to create a learning and teaching culture where you are comfortable challenging, debating and engaging in reflective practice. Through this approach the programme strives to produce students and ultimately graduates who are both independent and lifelong learners. This skills-set although vital for learning is perhaps more relevant as graduates from the programme enter the working world. This fundamental principle brings confidence and self-reliance as you are encouraged to challenge the programme team as

well as each other – helping to create lively debates which show thought and engagement with the material.

The Wildlife Media programme uses a range and variety of LTA approaches to achieve these goals. These include lectures, seminars, workshops (which can be either face to face or online), fieldtrips, expeditions critique reviews, pitching and one to one feedback in tutorials to monitor individual progress. All modules taught on the programme have embedded within them a self-directed research component, whether the module be a theoretical module or a practically focused module, the team believe that contextualisation is crucial to understanding.

The programme team also uses Blackboard, a Virtual Learning Environment (VLE) as a learning tool, asking you to participate through forums and giving undergraduates the ability to self-manage their own learning needs.

### **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 hours 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

### **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 FigJam, 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**

Throughout your degree you will be asked to demonstrate your ability to critically deconstruct and evaluate. This is a key element of the learning and assessment strategy which includes awareness of ethical and socio-political implications of content. You are continually involved in assessment of your own work and the work of peers. This requires the development of interpersonal and team working skills within this context. Formative critical feedback will be provided by tutors.

A wide range of authentic assessment types are used in order to develop a full range of work-related skills e.g., photographic displays, short films, websites, magazine articles, portfolios etc... This wide range of methods ensures the practice and assessment of key graduate skills that build awareness of the industry and graduate employability.

### **Formative Assessment**

Across all years, formative assessment provides opportunities for feedback without contributing to final marks. Examples include:

- **Level 3 (IFY):** Proposal pitches, midpoint critiques, technical checks, and peer feedback in workshops.
- **Levels 4–6:** Draft submissions, portfolio reviews, group critiques, and project progress presentations.

### **Summative Assessment**

**Integrated Foundation Year:** Portfolios, project work, presentations, written assignments

#### **Year 1 (Level 4)**

- **Formative:**
  - Media craft skill practical workshops, photography work-in-progress portfolio reviews, research logs
- **Summative:**

- Discipline-specific portfolio (visual and written components)
- Blogs and podcasts
- Short essays or reflective commentaries
- Group project or live brief response
- Wildlife photography exhibition showcase

### **Year 2 (Level 5)**

- **Formative:**
  - Film pitches, photography work-in-progress portfolio reviews, peer review of project proposals, film rushes and rough cuts
- **Summative:**
  - Advanced portfolio demonstrating technical and conceptual development
  - Literature review
  - Research poster
  - Professional development presentation and blog
  - Illustrated animal behaviour research essay
  - Fine cut documentary film
  - Natural history expedition media
  - Wildlife photography exhibition showcase

### **Year 3 (Level 6)**

- **Formative:**
  - Minor project film pitch, major project proposal, work-in-progress presentations
- **Summative:**
  - Minor project film with supporting evidence and critical evaluation
  - Conservation photography portfolio and supporting research
  - Final major project with supporting evidence and critical evaluation
  - Professional portfolio and degree showcase
  - Research project dissertation.

### **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 wildlife photographers, documentary researchers, production managers, conservationists and expedition leaders and many have set up their own companies or are working as freelance professionals. Our students regularly win awards and recognition for their work in competitions such as The Royal Television Society (RTS), have achieved prestigious placements at BBC Wildlife Magazine and a range of production companies nationally; plus had their work featured in film festivals such as the Kendal Mountain Film Festival and Osprey Awards.

Graduates from the course have gone on to work for television channels including the BBC, ITV, Channel 5 and other major commissioners and production companies, plus in a range of different wildlife organisations and have successfully set up their own companies working freelance.

Many graduates actively seek an academic route to their future employment and as such pursue this through a range of postgraduate study options.

## 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 Wildlife Media</b>			

<b>Year 1</b>			
<b>Code</b>	<b>Title</b>	<b>Credits</b>	<b>Status</b>
MDIA4200	Media Craft Skills	20	Compulsory
MDIA4202	Developing Photography Practice	20	Compulsory
UCIA4030	Cultural Contexts	20	Compulsory
MDIA4204	Naturalist Skills	20	Compulsory
MDIA4205	Communicating the Natural World	20	Compulsory
UCIA4020	Collaborative Brief	20	Compulsory
<b>Students exiting at this point with 240 credits would receive a CertHE Wildlife Media (with Integrated Foundation Year)</b>			

<b>Year 2</b>			
<b>Code</b>	<b>Title</b>	<b>Credits</b>	<b>Status</b>
MDIA5003	Documentary	20	Compulsory
MDIA5004	Interpreting Animal Behaviour for Media	20	Compulsory
MDIA5005	Wildlife Photography	20	Compulsory
MDIA5006	Natural History Filmmaking	20	Compulsory
MDIA5007	Professional Development	20	Compulsory
MDIA5008	Theory & Research Methods	20	Compulsory

**Students exiting at this point with 360 credits would receive a DipHE Wildlife Media (with Integrated Foundation Year)**

<b>Year 3</b>			
<b>Code</b>	<b>Title</b>	<b>Credits</b>	<b>Status</b>
SCRP6000	Graduate Project	40	Compulsory
MDIA6004	Minor Project	20	Compulsory
MDIA6005	The Application of Media in Conservation	20	Compulsory
SCRP6102	Festival and Exhibition	20	Compulsory
MDIA6003	Research Project	20	Compulsory
<b>Students exiting at this point with 420 credits would receive a BA Wildlife Media (with Integrated Foundation Year)</b>			
<b>Students exiting at this point with 480 credits would receive a BA (Hons) Wildlife Media (with Integrated Foundation Year)</b>			

### Additional Module Information

Students must successfully complete 100 credits at Level 3 before progressing to Level 4. A failed student will not be permitted to re-register on the same programme.

This programme uses a 40-credit module structure in levels 4-6; this allows for larger / sustained assessments with a greater emphasis on creative development and on modelling process and outcomes on industry practice.

This programme uses year-long modules in all years to allow for sustained assessments with a greater emphasis on creative development and on modelling process and outcomes on industry practice. 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.

### Key to Module Statuses

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).
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### Timetables

Timetables are normally available August. 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 scheduled learning 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 \(Hons\) Wildlife Media with Foundation Year - University of Cumbria](#)

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

- Access to specialist film production equipment following completion of specialist inductions in camera, lighting, editing and sound, with the ability to loan out equipment from our extensive Audio-Visual store
- Access to editing suites and software in editing locations across campus
- Access to specialist photography spaces including digital printing and analogue resources such as the darkroom with provision of darkroom consumables
- The course will provide some film development and paper printing for the purposes of teaching and learning sessions
- Visits via specialist module field trips for outdoor classroom learning are provided via minibuss and coach transport with a member of staff
- Practical learning sessions at the STEM labs with consumables
- Practical learning sessions on Naturalist Skills with provision of natural history learning resources
- Outdoor on location drawing sessions with consumables such as sketchbooks and pencils
- Access to exhibition spaces on campus and provision of exhibition consumables such as display MACs, plinths, exhibition boards, paint, spotlighting, speakers for sound, cabling and exhibition clips and display consumables.

#### **Additional Costs**

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

- Printing of individual exhibition prints, albeit the Reprographics and photography campus facilities offer subsidised rates for printing at reasonable costs
- There are optional field trips including to the Isle of Arran in 2<sup>nd</sup> Year with an individual contribution of c.£300 for a week-long residential which is negotiated at a subsidised cost.
- The purchase of an individual hard drive for storage is recommended when you are completing lots of film and photography projects to safely and securely store your work and data.

### **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**

At the center of the University's mission is the provision of an accessible and outstanding student experience and we aim to ensure as many people as possible benefit from the transformational opportunities provided by higher education. Our Corporate Strategy demonstrates the University's firm commitment to accessible higher education, in terms of widening participation and access. It also recognises that the University has a regional commitment to an area with significant pockets of low participation, low educational aspiration and attainment in higher education.

The Foundation Year is designed for students who have the ability to study for a degree but don't have the qualifications to enter directly onto a three-year (FT) honours degree. It therefore attracts many students from non-traditional educational backgrounds and under-represented groups.

**External reference points may include:**

QAA Benchmark Statements for Wildlife Media:

<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 \(Hons\) Wildlife Media with Foundation Year - University of Cumbria](#)

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