Programme Specification

1. **Programme title**	BA (Hons) Film BA (Hons) Film with Foundation Year
2. **Awarding institution**	Middlesex University
3a. **Teaching institution** 3b. **Language of study**	Middlesex University Hendon and Dubai English
4a. **Valid intake dates** 4b. **Mode of study** 4c. **Delivery method**	Each Sept on both campuses FT/PT on both campuses ☒ On-campus/Blended ☐ Distance Education
5. **Professional/Statutory/Regulatory body**	N/A
6. **Apprenticeship Standard**	N/A
7. **Final qualification(s) available**	BA (Hons) Film BA (Hons) Film with Foundation Year Dip HE Film Dip HE Film with Foundation Year Cert HE Film Cert HE Film with Foundation Year
8. **Year effective from**	2023/24

9. Criteria for admission to the programme

UK, EU and international students are eligible to apply for this course. It is very much part of our ethos that we welcome a diverse student cohort to support diverse and inclusive productions.

We also welcome applications from those who are able to demonstrate prior learning, experience or a proven significant interest in and commitment to the area of film, media, television, photography, art and design. Preferred candidates will be those who have previously studied film or media and are able to demonstrate clear evidence of

achievement, either in filmmaking or in screen studies or both, but most importantly we welcome candidates who demonstrate a clear sense of purpose and an enthusiasm for working in film and/or television or related creative industries.

The normal UCAS requirement will be 112 points (equivalent of B,B,C) please see https://www.ucas.com/ucas/tariff-calculator to help you calculate your tariff points. After going through the UCAS process, applicants may be asked to submit a portfolio of work in support of their application. Further to this, in some instances, applicants may be called for interview. Guidance will be given following application.

The *Foundation Year in Media* at Middlesex University is available for those applicants no or very limited practical experience, before progressing onto year 1 of the Film programme.

Overseas applicants will be required to have an IELT 6.0 qualification in **each** category. Applicants who do not have this level of English language competence are strongly recommended to take the Foundation Year to prepare them for the full degree.

There are no restrictions to admission to the programme based on disability – and students with a disability/ies will be supported to undertake the programme (see 16 below).

Direct entry to Year 2 or Year 3 of the programme is considered on a case-by-case basis. Year 3 entry is very rarely appropriate but applications will be considered by the Programme team. All applications for entry with prior accreditation or advanced standing will require assessment through the University's standard procedures.

10. Aims of the programme

The programme aims to:
- Enable students to gain specialised and in-depth knowledge about professional screen production practices, workflow and an understanding of industry working environments.
- Foster critical enquiry in aesthetic, legal, ethical, political cultural and social aspects of screen production to enable students to be responsible, confident and reflective in their creative output.
- Build upon existing partnerships with industry practitioners, organisations and communities to continually offer students relevant and rich experiences in key aspects of film/tv production processes and practices that will support employability.
- Inspire students with a wide range of learning opportunities to produce relevant creative content.
- Encourage students to explore diverse and inclusive ideas, practices and voices in screen production.
- Create a collaborative environment in which ideas are developed, effectively communicated, managed and resourced, and technically accomplished to enable students to become confident filmmakers and content producers who can work with others.

11. Programme outcomes*	
A. Knowledge and understanding On completion of this programme the successful student will have knowledge and understanding of: 1. specialised screen production practices, tools and workflow. 2. professional working practices, industry roles and collaborative working; 3. critical enquiry in aesthetic, legal, ethical, political and social aspects of screen content; 4. methods and approaches to identify appropriate ideas and stories to develop for a variety of screen production opportunities; 5. approaches to consider audiences, contexts and platforms for screen production; 6. evaluative processes to chart creative development and career identity.	**Teaching/learning methods** Students gain knowledge and understanding through: • participation and engagement in ideation and production workshops, lectures, screenings, seminars, critiques, production meetings and tutorials; • critical analysis and evaluation of screen language, forms and readings; • learning and using digital technologies and creative processes to develop to technical competencies; • industry speakers, specialist lectures and masterclasses; • engaging with briefs co-designed with industry and community partners; • personal development including diagnostic explorations to identify development goals and trajectory; strengths, developmental needs and addressing these with a dedicated advisor; • selecting relevant activities and earning micro-credentials that best suit their desired trajectory into employment; • reflective practices on both work created and own performance. **Assessment methods** Students' knowledge and understanding is assessed by assessments such as: • analytical writing; • script and treatment writing; • production exercises and practice-led research; • practical project work; • vivas and debriefs; • evidence of industry engagement and/or employability-related activities; • developing an individual "Career Passport".

	Some aspects will be micro-credited within modules and some will utilise a hyflex approach: hybrid *(synchronously or asynchronously online) and flexible (outside of the f*ormal classroom schedule), giving students optionality in how they engage in some assessments.
	Our assessments are in line with Middlesex University's 'authentic assessment'* practice, which states: "Authentic assessments help prepare our students for what they are going to do next. They require students to use the same competencies, or combinations of knowledge, skills, and attitudes that they might need to demonstrate in professional life, therefore meeting employer needs and testing knowledge and skills in a more realistic, contextualised and motivating way."
	*'Authentic Assessments', p.3, MDX Assessment Design Guidance 2022, Centre for Academic Practice Enhancement
B. Skills On completion of this programme the successful student will be able to: 1. communicate professionally and effectively via audio-visual, verbal and written language; 2. recognise and engage with equitable, diverse and inclusive practices and voices in screen production; 3. integrate aesthetic, critical and theoretical consideration into own practice and decision-making; 4. plan, research and manage projects from ideation to completion, including being able to budget, schedule and raise appropriate contracts for cast, participants and crew, applying relevant numeracy skills to resource creative projects;	**Teaching/learning methods** Students learn skills through: • presenting work in a variety of ways (screenings, oral presentations, personal development planning, essays, pitches, treatments, synopses, reports); • discursive seminars and workshops to develop the storytelling and editorial skills necessary for planning, developing and delivering productions; • workshops and briefs to develop and hone specialist skills; • gaining experience in screen production and collaborating with others; • engaging with briefs co-designed with industry and community partners; • collaborative working as well as individual research and skills-based acquisition.

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5. demonstrate advanced levels of competency in screen production processes and practices to produce quality creative content; 6. work professionally and collaboratively and deploy problem solving skills and at a high level.	**Assessment methods** Students' knowledge and understanding is assessed by presenting portfolios of their work. Some elements will be responses to briefs, others micro-credited hyflex assessments such as: • pitches, presentations and vivas; • participation in workshops; • evidence of engagement in collaborative projects and/or additional employability-related activities; • portfolios of preparatory work, independent research and practical exercises; • practical filmmaking projects; • placements, collaborative projects and live briefs.

12. Programme structure (levels, modules, credits and progression requirements)

12. 1 Overall structure of the programme

The new programme is structured around 4 pillars: *Critical thinking; skills acquisition and development; industry and collaboration* and *filmmaking.* These run through all three years of the degree, gaining in complexity and depth.
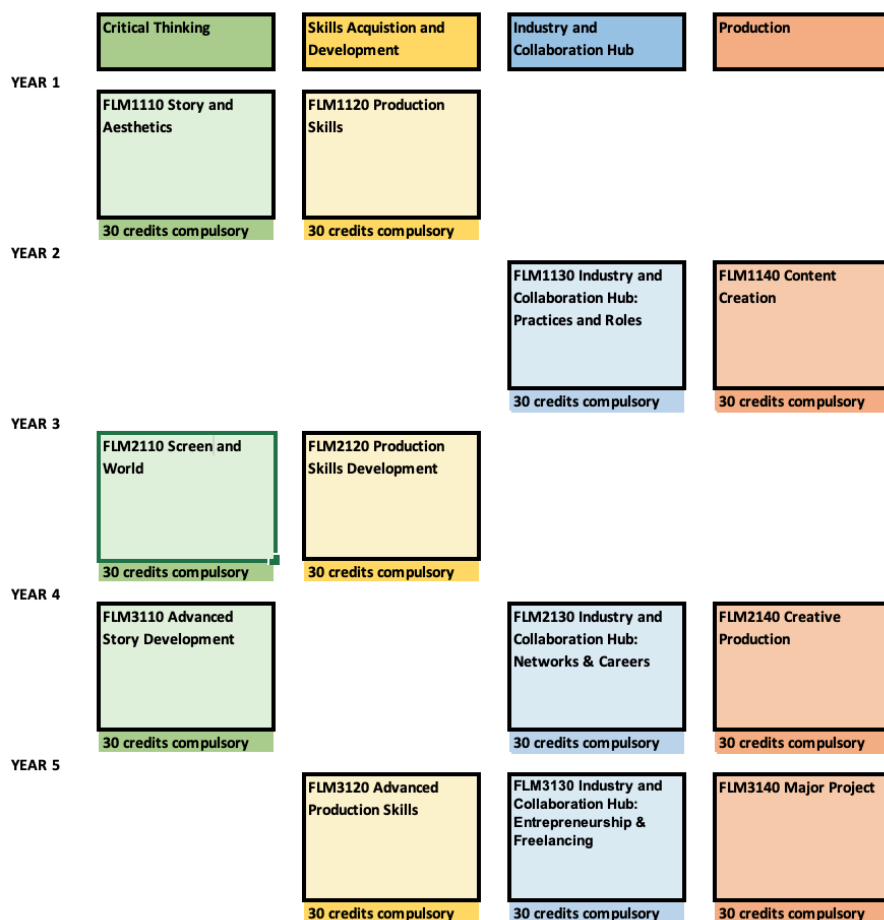
Full-time study

	Critical Thinking	Skills Acquistion and Development	Industry and Collaboration Hub	Production
YEAR 1	FLM1110 Story and Aesthetics 30 credits compulsory	FLM1120 Production Skills 30 credits compulsory	FLM1130 Industry and Collaboration Hub: Practices and Roles 30 credits compulsory	FLM1140 Content Creation 30 credits compulsory
YEAR 2	FLM2110 Screen and World 30 credits compulsory	FLM2120 Production Skills Development 30 credits compulsory	FLM2130 Industry and Collaboration Hub: Networks & Careers 30 credits compulsory	FLM2140 Creative Production 30 credits compulsory
YEAR 3	FLM3110 Advanced Idea Development 30 credits compulsory	FLM3120 Advanced Production Skills 30 credits compulsory	FLM3130 Industry and Collaboration Hub: Entrepreneurship & Freelancing 30 credits compulsory	FLM3140 Major Project 30 credits compulsory

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All modules begin in term 1 and utilises a flexible model of delivery with a combination of structured learning blocks alongside collaborative hub spaces in the timetable for students to develop collaborative project-based learning and asynchronous independent learning.

Part-time study
We anticipate that most students will want to take the programme on a FT basis, the HyFlex approach already embeds a more flexible approach to FT study with asynchronous teaching and learning as well as a range of briefs to fulfil assessments in different ways. However, a PT mode can be negotiated across level 4 and 5, taking 60 credits across year 1-3 and 90 in year 4 and 5.

YEAR 1	Critical Thinking	Skills Acquistion and Development	Industry and Collaboration Hub	Production
	FLM1110 Story and Aesthetics	FLM1120 Production Skills		
	30 credits compulsory	30 credits compulsory		
YEAR 2			FLM1130 Industry and Collaboration Hub: Practices and Roles	FLM1140 Content Creation
			30 credits compulsory	30 credits compulsory
YEAR 3	FLM2110 Screen and World	FLM2120 Production Skills Development		
	30 credits compulsory	30 credits compulsory		
YEAR 4	FLM3110 Advanced Story Development		FLM2130 Industry and Collaboration Hub: Networks & Careers	FLM2140 Creative Production
	30 credits compulsory		30 credits compulsory	30 credits compulsory
YEAR 5		FLM3120 Advanced Production Skills	FLM3130 Industry and Collaboration Hub: Entrepreneurship & Freelancing	FLM3140 Major Project
		30 credits compulsory	30 credits compulsory	30 credits compulsory

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12.2 Levels and modules		
Level 4		
COMPULSORY	OPTIONAL*	PROGRESSION REQUIREMENTS
Students must take all of the following: FLM1110 Story and Aesthetics FLM1120 Production Skills FLM1130 Industry and Collaboration Hub: Practices & Roles FLM1140 Content Creation	This programme does not have optional modules, instead, choices are available within modules in the hyflex approach.	120 credits
Level 5		
COMPULSORY	OPTIONAL *	PROGRESSION REQUIREMENTS
Students must take all of the following: FLM2110 Screen and World FLM2120 Production Skills Development FLM2130 Industry and Collaboration Hub: Networks & Careers FLM2140 Creative Production	This programme does not have optional modules, instead, choices are available within modules in the hyflex approach.	240 credits
Level 6		
COMPULSORY	OPTIONAL *	PROGRESSION REQUIREMENTS
Students must take all of the following: FLM3110 Advanced Idea Development	This programme does not have optional modules, instead, choices are available within modules in the hyflex approach.	360 credits

FLM3120 Advanced Production Skills		
FLM3130 Industry and Collaboration Hub: Entrepreneurship & Freelancing		
FLM3140Major Project		

12.3 Non-compensatable modules	
Module level	**Module code**
Level 6	FLM3140 Major Project

13. Information about assessment regulations
This programme will run in line with general University Regulations: https://www.mdx.ac.uk/about-us/policies#regulations

14. Placement opportunities, requirements and support (if applicable)
Engagement with industry is a key driver for employability. Therefore, we will encourage a range of experiences in the *Industry and Collaboration Hub* from year 1 though to year 3 for students to undertake work experience, placements, produce work from client-led briefs and, where possible, training, as well as mentoring and leadership opportunities. Students are supported/encouraged to find opportunities on their own and/or supported on group briefs to deliver for industry or community partners. Opportunities will also be offered through the staff team who, through their industry connections, can assist students in linking up with placement partners, freelancing opportunities and/or in-house work experience that can be assessed. A range of career-boosting activities including networking and career planning is embedded in the programme to support new entrants to secure employment on graduation. We partner with our employability colleagues, *MDXWorks* to offer information, support and workshops around employability skills e.g., CV and cover letter writing, interview techniques and networking, as well as with CAPE to identify and provide CPD. The programme also partners with MDX industry engagement colleagues to support students with connecting to and working with industry practitioners and relevant networking opportunities. The Outreach team also supports students who want to engage with education-based opportunities such as running school workshops.

15. Future Careers/Progression

We expect to build on our already excellent record in progressing our graduates into media industry careers. The students go into entry level (r runners in production and postproduction, kit hire houses, gallery PA, researchers, assistant floor managers, sound assistant, assistant gaffers, props buying, set decorators, location assistants etc. Graduates tend to move through the production hierarchies quickly, becoming junior production managers, production coordinators, vision mixers, camera operators, focus pullers, GFX juniors.

Important to note is that our students go into diverse employment sectors - broadcast, features, commercial, corporate, campaign, advertising, music videos, social media, streaming content. Our graduates have gone on to work at major institutions such as the BBC, Granada, ILM, ENVY, Bandicoot TV, and ITV. Others have set up their own small businesses, attracting both commercial work and funded commissions, such as Speeding Films, Good Egg Media and Two Fresh Productions. We actively foster this network of alumni to support our current students.

16. Particular support for learning (if applicable)

To ensure a high quality, interactive and experiential learning experience, students are provided with the following:

- An academic adviser to help them manage their journey through Higher Education.
- Access and training to use specialist spaces (including studios, production gallery, recording studios, Digital Media Workshops, edit suites).
- Technical induction programme for the safe and professional use of all specialist equipment held at the Kit Hub.
- Support will be provided to help students crowdfund their productions at level 5 and 6.
- Access to asynchronous learning materials (including industry speakers and training, LinkedIn Learning etc.)
- Learning support and workshops organised by Library and the Learning Enhancement Team (LET); these include English language support, returning to HE, and research techniques for example.
- There is no restriction to the programme based on disability – as stated in 9 (above). Specialist support will be made available by the University for students as required by the Equality Act (2010). A needs assessor will work with a student to establish the precise support required. Where Health and Safety concerns present during the full range of learning and teaching activities included within the programme, risk assessments will be used, and all "reasonable adjustments" will be made to support all of our students.

17. HECos code(s)	101214
18. Relevant QAA subject benchmark(s)	Communication, Media, Film and Cultural Studies (2019)

19. Reference points

This Programme Specification has been written with reference to the following:

- QAA Communication, Media, Film and Cultural Studies (2019) benchmarks (https://www.qaa.ac.uk/docs/qaa/subject-benchmark-statements/subject-benchmark-statement-communication-media-film-and-cultural-studies.pdf?sfvrsn=28e2cb81_4
- QAA Micro-credential characteristics statement (2022) https://www.qaa.ac.uk/news-events/news/new-characteristics-statement-for-micro-credentials-now-available
- ScreenSkills (https://www.screenskills.com/)
- Middlesex University 2031 strategy (https://mdxstrategy2031.co.uk/priorities-and-implementation/)
- Middlesex University Inclusive Curriculum Framework (https://www.intra.mdx.ac.uk/about-us/services/centre-for-academic-practice-enhancement/inclusivity-in-the-curriculum-edi/LTC21-10-Inclusive-Curriculum-Framework-update-Oct-21-final.pdf)
- Middlesex University Learning and Quality Enhancement Handbook (https://www.mdx.ac.uk/about-us/policies/academic-quality/handbook)
- *Learning and teaching reimagined: a new dawn for higher education?* 2020 (Maguire et al) https://www.jisc.ac.uk/reports/learning-and-teaching-reimagined-a-new-dawn-for-higher-education
- Credit Level Descriptors for Higher Education https://seec.org.uk/wp-content/uploads/2021/03/SEEC-Credit-Level-Descriptors-2021.pdf

20. Other information

Please note programme specifications provide a concise summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve if s/he takes full advantage of the learning opportunities that are provided. More detailed information about the programme can be found in the rest of your programme handbook and the university regulations.

21. Curriculum map for BA Film

This section shows the highest level at which programme outcomes are to be achieved by all graduates, and maps programme learning outcomes against the modules in which they are assessed.

Programme learning outcomes

Knowledge and understanding	
A1	Specialised screen production practices, tools and workflow.
A2	Professional working environments, industry roles and collaborative working.
A3	Critical enquiry in aesthetic, legal, ethical, political and social aspects of screen content.
A4	Methods and approaches to identify appropriate ideas and stories to develop for a variety of screen production opportunities.
A5	Audiences, contexts and platforms for screen production.
A6	Evaluative processes to chart creative development and professional identity.
Skills	
B1	Communicate professionally and effectively via audio-visual, verbal and written language.
B2	Recognise and engage with equitable, diverse and inclusive practices and voices in screen production.
B3	Integrate aesthetic, theoretical and ideological consideration into own practice decision making.
B4	Plan, research and manage projects from ideation to completion, including being able to budget, schedule and raise appropriate contracts for cast and crew, applying relevant numeracy skills to resource creative projects.
B5	Demonstrate advanced levels of competency in screen production processes and practices to produce quality creative content.
B6	Work professionally and collaboratively, problem solving skills and at a high level.

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Programme outcomes												
A1	A2	A3	A4	A5	A6	B1	B2	B3	B4	B5	B6	B6
Highest level achieved by all graduates												
6	6	6	6	6	6	6	6	6	6	6	6	6

Module Title	Module Code by Level	A1	A2	A3	A4	A5	A6	B1	B2	B3	B4	B5	B6
Story and Aesthetics	FLM1110			☑	☑			☑	☑	☑			
Production Skills	FLM1120	☑							☑			☑	☑
Industry and Collaboration Hub: Practices & Roles	FLM1130	☑	☑				☑						☑
Content Creation	FLM1140			☑		☑		☑		☑	☑	☑	
Screen and World	FLM2110			☑	☑			☑	☑	☑			
Production Skills Development	FLM2120	☑							☑			☑	☑
Industry and Collaboration Hub: Networks & Careers	FLM2130	☑	☑				☑						☑
Creative Production	FLM2140			☑		☑		☑		☑	☑	☑	
Advanced Idea Development	FLM3110			☑	☑			☑	☑	☑			
Advanced Production Skills	FLM3120	☑							☑			☑	☑
Industry and Collaboration Hub: Entrepreneurship & Freelancing	FLM3130	☑	☑				☑				☑		☑
Major Project	FLM3140			☑		☑				☑	☑	☑	☑

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