Module Descriptor

Title	Digital Film Making		
Session	2025/26	**Status**	Active
Code	COMP08090	**SCQF Level**	8
Credit Points	20	**ECTS (European Credit Transfer Scheme)**	10
School	**Computing, Engineering and Physical Sciences**		
Module Co-ordinator	Dr Mark Carey		

Summary of Module

The module introduces students to digital film making. You will learn how to use a camera to capture audio and visual footage, frame images and edit for appropriate outputs.

The module is aimed mainly at students enrolled on the Computer Animation Arts degree, though others may also find the module of benefit.

Students will be expected to work in groups for the assessment materials and as such will develop and learn group working skills including workload management and distribution.

The module will utilise lectures, seminars and tutorials as well as undertaking field work outside of the classroom to successfully complete the undertaking required in skills acquisition and application to completion of assessment.

The purpose of content/scope of the module is:

- To introduce students to the vocabulary of digital film making.
- Understanding how to use a video camera effectively.
- Framing and capturing images appropriately.
- Contextualising material and editing for purpose and effective communication to an intended audience.
- This module embeds the key "I am UWS" graduate attributes and in particular: Academic Universal Analytical Inquiring Work Ready Knowledgeable Digitally Literate Problem-solver Successful Innovative Personal Universal Emotionally-intelligent Ethically-minded Culturally aware Work Ready Effective communicator Influential Motivated Successful Creative Imaginative Resilient Professional Universal Collaborative Research-minded Socially responsible Work Ready Potential leader Enterprising Ambitious Successful Driven

Module Delivery Method	On-Campus[1] ☒	Hybrid[2] ☐	Online[3] ☐	Work -Based Learning[4] ☐
Campuses for Module Delivery	☐ Ayr ☐ Dumfries	☐ Lanarkshire ☐ London ☒ Paisley	☐ Online / Distance Learning ☐ Other (specify)	

Terms for Module Delivery	Term 1	☒	Term 2	☐	Term 3	☐
Long-thin Delivery over more than one Term	Term 1 – Term 2	☐	Term 2 – Term 3	☐	Term 3 – Term 1	☐

Learning Outcomes	
L1	Demonstrate application of knowledge and understanding of digital film making practices through theoretical underpinning and practical example.
L2	Conceive, plan and organise a successful digital film making production project.
L3	Understand and apply conventions of digital film making to a practical output.
L4	
L5	

Employability Skills and Personal Development Planning (PDP) Skills	
SCQF Headings	**During completion of this module, there will be an opportunity to achieve core skills in:**
Knowledge and Understanding (K and U)	**SCQF 8** Demonstrate: Knowledge of digital film making through application to a practical production. Applied knowledge of digital film making theories in application to the planning of digital film. Awareness and thinking of practices as specified in appropriate literature.
Practice: Applied Knowledge and Understanding	**SCQF 8** Apply knowledge by: Demonstrating ability through the production of a digital film.

[1] Where contact hours are synchronous/ live and take place fully on campus. Campus-based learning is focused on providing an interactive learning experience supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus contact hours will be clearly articulated to students.

[2] The module includes a combination of synchronous/ live on-campus and online learning events. These will be supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus and online contact hours will be clearly articulated to students.

[3] Where all learning is solely delivered by web-based or internet-based technologies and the participants can engage in all learning activities through these means. All required contact hours will be clearly articulated to students.

[4] Learning activities where the main location for the learning experience is in the workplace. All required contact hours, whether online or on campus, will be clearly articulated to students

	Use a range of skills to plan, implement and refine a digital film production. Research subjects and literature to conceive a workable idea.
Generic Cognitive skills	**SCQF 8** Critically analyse the outcomes achieved in practical work. Evaluate a range of ideas and concepts to streamline into a working project. Consider appropriate methodologies suitable to the successful outcome of a digital film production. .
Communication, ICT and Numeracy Skills	**SCQF 8** Use appropriate software tools in order to be able to produce and refine a successful outcome. Convey, through clear communication, to an audience, a range of information to understand what has been produced.
Autonomy, Accountability and Working with Others	**SCQF 8** Exercise autonomy in contribution to team work. Exercise responsibility in professional expectations and delivery of work in order to complete a successful project. Manage time, logistics and resources appropriately to satisfy expected outcomes. Take the lead on various aspects of the production process. Work with others to acquire and understanding of the processes involved in producing a digital film.

Prerequisites	**Module Code** COMP07085	**Module Title** Visual Storytelling (10 point)
	Other	
Co-requisites	**Module Code**	**Module Title**

Learning and Teaching
In line with current learning and teaching principles, a 20-credit module includes 200 learning hours, normally including a minimum of 36 contact hours and maximum of 48 contact hours. The module will be delivered by means of lectures, tutorials, seminars and practical lab work aimed at developing the knowledge and skills required to confidently conceive, manage and produce an audio visual production. The lectures will introduce and develop the essential tasks involved in ideas conception, development and planning and time management. Students will be introduced to the key concepts of shot construction and execution, editing, sound use and team working. Tutorial sessions provide practical experience of using hardware and software devices in the execution of an audio visual production, including demonstration of camera technique and

operation. Seminars involve student's feeding back on their productions and critically evaluating their outcome through class room presentation and group discussion.

Practical lab work involves shooting video material, developing skills in editing both audio and video and producing the expected outcome for assessment purposes.

Students will learn to use video cameras to capture and set up a project which the student creates and chooses. Students will be expected to work in groups for the assessment materials and as such will develop and learn group working skills including workload management and distribution.

Students will learn about using and applying camera shots for purpose, effective communication to their chosen audience, editing practices and narrative structure applied to a video project.

A production portfolio is produced in which students are expected to use appropriate planning tools associated with the medium of video production which will detail their project conception, development and realisation as a practical element

Learning Activities During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:	**Student Learning Hours** (Note: Learning hours include both contact hours and hours spent on other learning activities)
Lecture / Core Content Delivery	12
Laboratory / Practical Demonstration / Workshop	36
Independent Study	152
Please select	
Please select	
Please select	
TOTAL	200

Indicative Resources

The following materials form essential underpinning for the module content and ultimately for the learning outcomes:

Students must use video cameras, tripods and editing software in the completion of assessment work.

Student must acquire an SD card and be responsible for its safe keeping and ultimate submission for assessment.

Students are expected to access texts in the University library and study online tutorial material to further develop and build upon skill and information imparted through classroom activities.

Millerson, Gerald. "Video Production Handbook". Focal Press, 2008.

Gates, Richard. "Production Management for film and video". 3rd ed. Focal Press, 1999.

Dunlop, Renee. "Production Pipeline Fundamentals for Film and Games". Focal Press, 2014.

Mascelli, J. The 5c's of Cinematography. Silman-James Press, April 2019.

Katz, S. Film Directing Shot By Shot. Michael Wiese Production. Jun 2019.

(N.B. Although reading lists should include current publications, students are advised (particularly for material marked with an asterisk*) to wait until the start of session for confirmation of the most up-to-date material)

Attendance and Engagement Requirements

In line with the Student Attendance and Engagement Procedure, Students are academically engaged if they are regularly attending and participating in timetabled on-campus and online teaching sessions, asynchronous online learning activities, course-related learning resources, and complete assessments and submit these on time.

For the purposes of this module, academic engagement equates to the following:

The School of Computing, Engineering and Physical Sciences considers attendance and engagement to mean a commitment to attending, and engaging in, timetabled sessions. You will scan your attendance via the scanners each time you are on-campus and you will login to the VLE several times per week. Where you are unable to attend a timetabled learning session due to illness or other circumstance, you should notify the Programme Leader that you cannot attend. Across the School an 80% attendance threshold is set. If you fall below this, you will be referred to the Student Success Team to see how we can best support your studies.

Equality and Diversity

The University's Equality, Diversity and Human Rights Procedure can be accessed at the following link: UWS Equality, Diversity and Human Rights Code.

Aligned with the University's commitment to equality and diversity, this module supports equality of opportunity for students from all backgrounds and learning needs. Using the VLE, material will be presented electronically in formats that allow flexible access and manipulation of content. This module complies with University regulations and guidance on inclusive learning and teaching practice. This module has lab-based teaching and as such you are advised to speak to the Module Co-ordinator to ensure that specialist assistive equipment, support provision and adjustment to assessment practice can be put in place, in accordance with the University's policies and regulations..

(N.B. Every effort will be made by the University to accommodate any equality and diversity issues brought to the attention of the School)

Supplemental Information

Divisional Programme Board	**Computing**
Overall Assessment Results	☐ **Pass / Fail** ☒ **Graded**

Module Eligible for Compensation	☒ **Yes** ☐ **No** **If this module is eligible for compensation, there may be cases where compensation is not permitted due to programme accreditation requirements. Please check the associated programme specification for details.**
School Assessment Board	Creative Computing
Moderator	Patrick Walder
External Examiner	TBC
Accreditation Details	ScreenSkills
Module Appears in CPD catalogue	☐ **Yes** ☒ **No**
Changes / Version Number	March 25/1.09

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
Short form video project to fixed brief, including appropriate planning documentation.
Assessment 2
Longer form video project to open brief, including appropriate planning documentation.
Assessment 3
(N.B. (i) Assessment Outcomes Grids for the module (one for each component) can be found below which clearly demonstrate how the learning outcomes of the module will be assessed. (ii) An indicative schedule listing approximate times within the academic calendar when assessment is likely to feature will be provided within the Student Module Handbook.)

Component 1							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
Practical sequences, planning documentation, and reflective reports, including peer review.	☒	☒	☒	☐	☐	100	200

Component 2							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
	☐	☐	☐	☐	☐		

Component 3

Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours
	☐	☐	☐	☐	☐		
Combined total for all components						100%	200 hours

Change Control

What	When	Who
Populated new descriptor template.	March 2025	Mark Carey