Module Descriptor

Title	Cinematic Creativity		
Session	2026/27	**Status**	Core
Code	FILM08005	**SCQF Level**	8
Credit Points	20	**ECTS (European Credit Transfer Scheme)**	10
School	**Business and Creative Industries**		
Module Co-ordinator	Dr. Andrew Jarvis		

Summary of Module

This module will consider significant trends concerning form and innovation in cinematic techniques, including non-linearity, intensified continuity, varieties of realism, and art cinema narration. These techniques will be explored as examples of innovative approaches to the construction of cinematic space and time and to cinematic storytelling. The concepts of film-thinking and film-philosophy will be used as key critical perspectives.

Particular attention will be paid to recent examples and modes of cinema that provide alternatives to mainstream filmmaking and which, in their critical reception, have been claimed as examples of cinema's continuing ability to give imaginative and challenging form to contemporary experience. Students will be encouraged to identify distinct approaches to narrative and film style, and to link these to questions of ethics and politics.

In addition, students will be encouraged to link their critical examination and understanding of cinematic innovation to their own creative practice as filmmakers.

Module Delivery Method	**On-Campus**[1]	**Hybrid**[2]	**Online**[3]	**Work -Based Learning**[4]
	☒	☐	☐	

[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

				☐
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	Identify and analyse examples of formal innovation in specific cases of cinematic storytelling.
L2	Evaluate cinematic creativity in ways that link aesthetic, ethical and cultural significance.
L3	
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** Demonstrating an understanding of particular film forms, genres and styles and the ways in which they organise understandings, meanings and effects.
Practice: Applied Knowledge and Understanding	**SCQF 8** Using a limited range of appropriate theories and concepts as scholarly underpinning when critically analysing films and filmmaking.
Generic Cognitive skills	**SCQF 8** Evaluating complex arguments, information and ideas relating to films and filmmaking. Examining assumptions critically in light of evidence. Responding positively to feedback while maintaining confidence in their own creative and scholarly work.
Communication, ICT and Numeracy Skills	**SCQF 8** Assimilating, synthesising, and conveying complex information to a range of audiences and for a range of purposes, both in critical and creative contexts, and through a variety of specific stages.
Autonomy, Accountability and Working with Others	**SCQF 8** Exercise autonomy and initiative when undertaking personal investigation concerning cinematic creativity.

Prerequisites	Module Code	Module Title
	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.

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	30
Tutorial / Synchronous Support Activity	6
Asynchronous Class Activity	10
Independent Study	154
Please select	
Please select	
TOTAL	200

Indicative Resources
The following materials form essential underpinning for the module content and ultimately for the learning outcomes: Deleuze, G. (1989) Cinema 2: The Time Image. The Minnesota Press. Elsaesser, T. (2018) European Cinema and Continental Philosophy. Bloomsbury. Rushton, R. (2011) The Reality of Film: Theories of Filmic Reality. Manchester, Manchester
(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:** Attendance at scheduled classes and submssion of assignment.

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.
(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	**Arts Media**
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	Arts and Media
Moderator	Ms. Rachael Stark
External Examiner	A.Nevill
Accreditation Details	ScreenSkills (UK only)
Module Appears in CPD catalogue	☐ **Yes** ☒ **No**
Changes / Version Number	1.10 - delivery changed to T1 due to Aspire

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
Written Assignment (2,800 words). A critical examination of creativity in one film selected from those films screened and discussed in class. How does the film successfully provide a cinematic experience with aesthetic and ethical value?
Assessment 2
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**
Essay	☒	☒	☐	☐	☐	100%	36

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%	36 hours

Change Control

What	When	Who