Module Descriptor

Title	Filmmaking Project		
Session	2026-2027	**Status**	
Code	FILM07XXX	**SCQF Level**	**SCQF 7**
Credit Points	40	**ECTS (European Credit Transfer Scheme)**	20
School	**Business and Creative Industries**		
Module Co-ordinator	TBC		

Summary of Module

This CPD module introduces the filmmaking process. It covers development, screenwriting, preproduction, production and postproduction for fiction, documentary and first-person filmmaking. Students explore how ideas move into scripts, how scripts support planning, and how filming and editing complete the workflow.

The module introduces location filmmaking and set-based filmmaking. These complementary strands outline methods and processes linked to each environment, including work on space, sound, lighting, camera operation and equipment management.

Key filmmaking roles are examined throughout the module. This includes roles such as producer, director, screenwriter, cinematographer, sound recordist, production designer, editor and roles linked to continuity, scheduling and data management. The module explores how each role supports the flow of work and how teams collaborate during planning, filming and postproduciton.

Safeguarding, consent, inclusivity and accessibility inform all activities. The module reviews safe working practice, consent procedures and approaches that support participation and access for all students.

Practical tasks include concept development, screenwriting, script breakdown, shot lists, storyboarding, directing, camera and sound oporation, lighting, studio management and editing.

The module provides an overview of the filmmaking cycle and the processes that guide project work from development to final cut.

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) Film City	

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 broad knowledge of filmmaking practice by explaining key theories, concepts and processes linked to development, screenwriting, preproduction, production and postproduction (KU).
L2	Apply core filmmaking methods by planning and carrying out some defined production tasks in location and studio contexts, including work with camera, sound, lighting and basic production management (Applied).
L3	Identify and resolve routine filmmaking problems by selecting appropriate techniques, evaluating options and adapting approaches during planning, filming and editing (GCS).
L4	Communicate production information in clear and structured formats by contribuing to some documents such as scripts, shot lists, storyboards, schedules and digital project files using relevant ICT tools (Communicaiton).
L5	Work with responsibility in a small film crew by taking on defined roles, following agreed procedures for safeguarding and consent, and contributing to collaborative decisions across the filmmaking process (Autonomy).

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 7** Demonstrate and or work with an overall appreciation of the body of knowledge that constitutes the filmmaking subject area.

[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

Practice: Applied Knowledge and Understanding	**SCQF 7** Apply knowledge, skills and understanding In using some of the basic and routine professional skills, techniques, practices and/or materials associated filmmaking.
Generic Cognitive skills	**SCQF 7** Use a range of approaches to address defined and/or routine problems and issues within filmmaking.
Communication, ICT and Numeracy Skills	**SCQF 7** Use a wide range of routine skills and some advanced skills associated with a subject/discipline/sector, for example: Convey complex ideas in well-structured and coherent form.
Autonomy, Accountability and Working with Others	**SCQF 7** Exercise some initiative and independence in carrying out defined activities at a professional level in filmmaking practice.

Prerequisites	**Module Code** N/A	**Module Title** N/A
	Other	
Co-requisites	**Module Code** N/A	**Module Title** N/A

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)
Laboratory / Practical Demonstration / Workshop	60
Asynchronous Class Activity	12
Independent Study	328
Please select	
Please select	
Please select	
TOTAL	400

Indicative Resources
The following materials form essential underpinning for the module content and ultimately for the learning outcomes: Barnwell, J. (2008) The Fundamentals of Film Making. Lausanne, Switzerland: AVA Publishing.

Edgar-Hunt, R., Marland, J. and Rawle, S. (2015) The Language of Film. 2nd edn. London and New York: Fairchild Books, Bloomsbury Publishing PLC.

Holden, T. (2007) Film Making. New edn. London: Teach Yourself.

Figgis, M. (2014) Digital Film making. Revised edn. London: Bloomsbury Publishing.

Owens, J. (2023) Video Production Handbook. 7th edn. London: Routledge.

(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 attending and participating in all timetabled programme activities including on-campus and online teaching sessions, asynchronous online learning activities, placement, work-based elements, course-related learning resources, and complete assessments and submit these on time. **For the purposes of this module, academic engagement equates to the following:** Participation in a location based filmmaking project. Participation in a studio based filmmaking project. Utilisation of the core asynchronous content on the VLE

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 & Media
Moderator	TBC
External Examiner	TBC
Accreditation Details	Not accredited
Module Appears in CPD catalogue	☒ **Yes** ☐ **No**
Changes / Version Number	V1.1

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
Portfolio or Creative Work
Assessment 2
Portfolio of Creative Work
Assessment 3
N/A
(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**
Creative Output	☒	☒	☒	☒	☒	50%	0

Component 2							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
Creative Output	☒	☒	☒	☒	☒	50%	0

Component 3							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
	☐	☐	☐	☐	☐		
Combined total for all components						100%	0 hours

Change Control

What	**When**	**Who**