Module Descriptor

Title	Post-Production For Film		
Session	2026/27	**Status**	
Code	FILM08009	**SCQF Level**	8
Credit Points	20	**ECTS (European Credit Transfer Scheme)**	10
School	**Business and Creative Industries**		
Module Co-ordinator	Douglas King		

Summary of Module

Post-production for Film will explore the different disciplines in post-production for filmmaking such as editing and sound design. Over the course of the module students will gain an understanding of post-production techniques within these disciplines and their application to filmmaking. They will analyse the use of postproduction techniques in existing films and their relationship to storytelling.

Students will learn through undertaking practical and develop their ability to critique and reflect on their own and each other's work.

They will develop a knowledge and understanding of professional post-production workflows and the relationship between different professional roles in postproduction within the film industry.

Post-production techniques and approaches and their use and effect on the viewer.

Post-production processes and professional practices within the film and media industries.

Practical application of post-production techniques, processes, and professional practices.

How post-production techniques are used in visual storytelling.

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	Demonstrate knowledge of various post-production techniques and approaches and be able to produce informed close analysis of their use and effect on the viewer.
L2	Demonstrate an understanding of post-production processes and professional practices within the film and media industries.
L3	Creatively utilise and apply appropriate post-production techniques, processes, and professional practices to their own work.
L4	Demonstrate the capacity to critically reflect on and evaluate their own work utilising an understanding of how post-production techniques are used in visual storytelling.
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** A knowledge of the broad defining features, and areas of post-production with specialist knowledge in the use of editing and sound design in storytelling. A discerning understanding of a range of core theories, concepts, principles, and terminology related to post-production. Awareness and understanding of current practices and specialisms in post-production. Awareness and understanding of how to increase their awareness of post-production processes and techniques through different modes of research.
Practice: Applied Knowledge and Understanding	**SCQF 8** Producing work that demonstrates the professional skills, techniques, and practices in post-production for film. Using a few advanced or complex skills in post-production editing or sound design. Practicing routine methods of enquiry in the application of these skills and techniques to their own work at a professional level. Considering and evaluating their own work in a reflective manner, with reference to professional practice - managing time and resources effectively

Generic Cognitive skills	**SCQF 8** Undertaking analysis, evaluation and/or synthesis of ideas, concepts, information, and issues which are within the common understanding of post-production in filmmaking. Using a range of approaches to formulate and evaluate solutions to routine issues in post-production based on evidence from professional practice. Critically evaluating evidence-based solutions to defined problems in post-production. Delivering work to a given length, format, brief and deadline.
Communication, ICT and Numeracy Skills	**SCQF 8** Using a range of routine skills and some advanced and specialised skills and software in the post-production of films to convey complex information to a range of audiences. Using a range of appropriate IT applications in post-production processes..
Autonomy, Accountability and Working with Others	**SCQF 8** Exercising autonomy and initiative in activities at a professional level in post-production. Exercise some responsibility for the work of others by working collaboratively. Practicing ways which take account of own and others' roles and responsibilities. Working under guidance with qualified practitioners. Working in flexible, creative, and independent ways that show self-discipline, self-direction and self-reflection

Prerequisites	**Module Code** FILM07009	**Module Title** Filmmaking Fundamentals
	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	15
Laboratory / Practical Demonstration / Workshop	21

Practice-based Learning	100
Independent Study	64
Please select	
Please select	
TOTAL	200

Indicative Resources

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

W. (2001) In the Blink of an Eye: A Perspective on Film Editing

Hullfish, S. (2017) Art of the Cut: Conversations with Film and TV Editors

Sonnenschein, D. (2001) Sound Design; The expressive power of music, voice, and sound effects in cinema.

Dancynger, K. (2018), The technique of Film and Video Editing.

(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:

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 overall commitment to equality and diversity stated in the Programme Specifications, this module supports equality of opportunity for students from all backgrounds and with different learning needs. Using Aula, learning materials will be presented electronically in formats that allow flexible access and manipulation of content. The module complies with University regulations and guidance on inclusive learning and teaching practice. Specialist assistive equipment, support provision and adjustment to assessment practice will be made in accordance with UWS policy and regulations. The University's Equality, Diversity and Human Rights Policy can be accessed at the following link: http://www.uws.ac.uk/equality/

Our partners are fully committed to the principles and practice of inclusiveness and our modules are designed to be accessible to all. Where this module is delivered overseas, local equivalent support for students and appropriate legislation applies.

Students need to be aware they will be working independently in groups in order to complete this module.

(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	Callum Rice
External Examiner	A Nevill
Accreditation Details	ScreenSkills
Module Appears in CPD catalogue	☐ **Yes** ☒ **No**
Changes / Version Number	

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
A short film utilising archive material
Assessment 2
A video essay analysing filmmaking techniques
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**
Creative Output	☒	☒	☒	☒	☐	50	

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

Portfolio of Practical Work - Video Essay	☒	☐	☐	☐	☐	50	

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

Change Control

What	**When**	**Who**
Assessment , wording edit , Moderator tbc	25-26 delivery	Douglas King (module co-ordinator)
Assessment wording & weighting change, 60/40 to 50/50 moderator updated	26 – 27 delivery	**Douglas King**