Module Descriptor

Title	Wildlife Media		
Session	2026/27	**Status**	Existing
Code	BROA10005	**SCQF Level**	10
Credit Points	20	**ECTS (European Credit Transfer Scheme)**	10
School	**Business and Creative Industries**		
Module Co-ordinator	Bettina Talbot		

Summary of Module

This module focuses on preparing students to research, plan and execute a wildlife production project in a relevant form including documentary film, experimental film, radio, journalism and/or photography.

The module will include practical workshops to enable students to plan and execute a wildlife film/media project in a safe and effective manner, including the planning of a media expedition or equivalent programme of activity. The module aims to equip students with practical advanced media production skills in the outdoors and an understanding of how to incorporate a wildlife and environmental ethos into a media production process and output.

The module will allow students to:

Combine natural history and environmental knowledge with media production skills

Learn to take responsibility for planning, budgeting, and logistics of a media production in the outdoors

Gaining a deeper understanding of assessing risk and managing health and safety working in complex environments including urban and/or remote locations

Gain an increased awareness of environmental, ethical and cultural impacts of media production.

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 an advanced understanding of contemporary, subject related themes and outputs relevant to wildlife media
L2	Develop, research and create a viable wildlife media project with ethical, cultural and environmental considerations
L3	Plan, monitor and evaluate the logistical, financial and management elements of a successful wildlife media output
L4	Reflect critically on the wildlife media production process and evaluate within its cultural/ ethical framework
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 10** The roles of different communication and the narrative processes, generic forms and modes of representation at work in wildlife media output Different media forms in the wildlife genre, and the way in which they organise their message and meaning. Locate, retrieve, evaluate and draw upon the range of data, sources and the conceptual frameworks appropriate to research in the chosen area.
Practice: Applied Knowledge and Understanding	**SCQF 10** Produce work that uses the effective manipulation of one or more of sound, images, and the written word, including understanding relevant industry standards and how they are defined and achieved Appreciate and apply ethical consideration and judgement to analysis of production, distribution and consumption in regard to wildlife media output Understand the ethical, regulatory and legal considerations relevant to the production of wildlife media output
Generic Cognitive skills	**SCQF 10**

	Collate, organise and deploy ideas and information in order to formulate arguments cogently, and express them effectively in written, oral or other forms Retrieve and generate information, and evaluate sources, in carrying out independent research
Communication, ICT and Numeracy Skills	**SCQF 10** Organise and manage the project using project management skills such as scheduling, team work and budgeting Collaborate with external partners and communicate effectively in interpersonal settings, in writing and in a variety of media
Autonomy, Accountability and Working with Others	**SCQF 10** Deliver work to the assessment brief and referencing sources and ideas and making use, as appropriate, of a problem- solving approach Practise in ways that show awareness of the students's own and others' roles and responsibilities.

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	12
Tutorial / Synchronous Support Activity	3
Laboratory / Practical Demonstration / Workshop	21
Independent Study	164
Please select	
Please select	
TOTAL	

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

(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:** Berger, J. (2009) Why Look at Animals? London: Penguin Bonner, F. (2013) 'Natural History Documentaries' in Hall, S., Evans, J., Nixon, S. (eds) Representation, Milton Keynes UK: The Open University, pp.90-99 Huggan, G., Tiffin, H. (2009) Postcolonial Ecocriticism, London: Routledge Nelson, R., Bertalan, D. (2014) How to Make Science and Nature Films, Charlotte US: Untamed Science Nature (Journal) London: Nature Pub. Group

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	Tony Grace
External Examiner	Tom Ware
Accreditation Details	
Module Appears in CPD catalogue	☐ **Yes** ☐ **No**
Changes / Version Number	

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1

Pre- Production Presentation - 30%
Assessment 2
Wildlife Media Project output with reflective portfolio - 70%
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**
	☒	☒	☐	☐	☐	30	

Component 2							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
	☐	☒	☒	☒	☐	70	

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**
Taking out the word "filmmaking" from the module summary.	13/02/25	Bettina Talbot