

Session: 2022/23

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Title of Module: Digital Film Making			
Code: COMP08090	SCQF Level: 8 (Scottish Credit and Qualifications Framework)	Credit Points: 20	ECTS: 10 (European Credit Transfer Scheme)
School:	School of Computing, Engineering and Physical Sciences		
Module Co-ordinator:	Mark Carey		
Summary of Module			
<p>The module introduces students to digital film making. You will learn how to use a video 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.</p> <p>The purpose of content/scope of the module is:</p> <ul style="list-style-type: none"> 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					
Face-To-Face	Blended	Fully Online	HybridC	HybridO	Work-based Learning
✓	✓				
<p>Face-To-Face Term used to describe the traditional classroom environment where the students and the lecturer meet synchronously in the same room for the whole provision.</p> <p>Blended A mode of delivery of a module or a programme that involves online and face-to-face delivery of learning, teaching and assessment activities, student support and feedback. A programme may be considered “blended” if it includes a combination of face-to-face, online and blended modules. If an online programme has any compulsory face-to-face and campus elements it must be described as blended with clearly articulated delivery information to manage student expectations</p> <p>Fully Online Instruction that is solely delivered by web-based or internet-based technologies. This term is used to describe the previously used terms distance learning and e learning.</p>					

HybridC

Online with mandatory face-to-face learning on Campus

HybridO

Online with optional face-to-face learning on Campus

Work-based Learning

Learning activities where the main location for the learning experience is in the workplace.

Campus(es) for Module Delivery

The module will **normally** be offered on the following campuses / or by Distance/Online Learning:
(Provided viable student numbers permit)

Paisley:	Ayr:	Dumfries:	Lanarkshire:	London:	Distance/Online Learning:	Other:
✓						

Term(s) for Module Delivery

(Provided viable student numbers permit).

Term 1	Term 2	Term 3
	✓	

Learning Outcomes: (maximum of 5 statements)

On successful completion of this module the student will be able to:

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.

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 Level 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 Level 8. Apply knowledge by: Demonstrating ability through the production of a digital film. 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 Level 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 Level 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 Level 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.	
Pre-requisites:	Before undertaking this module the student should have undertaken the following:	
	Module Code: COMP07074	Module Title: <u>Visual Storytelling (20 point)</u>
	Other:	
Co-requisites	Module Code:	Module Title:

* Indicates that module descriptor is not published.

Learning and Teaching	
<p>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.</p> <p>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.</p> <p>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.</p> <p>Practical lab work involves shooting video material, developing skills in editing both audio and video and producing the expected outcome for assessment purposes.</p> <p>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.</p> <p>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.</p> <p>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.</p>	
Learning Activities During completion of this module, the learning activities undertaken	Student Learning Hours (Normally totalling 200 hours):

to achieve the module learning outcomes are stated below:	(Note: Learning hours include both contact hours and hours spent on other learning activities)
Lecture/Core Content Delivery	10
Tutorial/Synchronous Support Activity	19
Laboratory/Practical Demonstration/Workshop	19
Independent Study	152
	200 Hours Total

****Indicative Resources: (eg. Core text, journals, internet access)**

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)

Engagement Requirements

In line with the Academic Engagement Procedure, Students are defined as academically engaged if they are regularly engaged with timetabled teaching sessions, course-related learning resources including those in the Library and on the relevant learning platform, and complete assessments and submit these on time. Please refer to the Academic Engagement Procedure at the following link: [Academic engagement procedure](#)

Where a module has Professional, Statutory or Regulatory Body requirements these will be listed here:

Students should regularly attend timetabled sessions. They will also be expected to participate in team work activity during self directed study hours. Students must also attempt assessment work, though where extenuating circumstances prevent this occurring, demonstrable communication with the teaching team should be evidenced as a marker of suitable engagement.

Supplemental Information

Programme Board	Computing
Assessment Results (Pass/Fail)	No
Subject Panel	Creative Computing
Moderator	Patrick Walder
External Examiner	S Kennedy-Parr
Accreditation Details	
Version Number	1.08

Assessment: (also refer to Assessment Outcomes Grids below)

The module consists of 100% coursework.

The summative assessment elements are:

A practical assessment which demonstrates good camera practice and video compilation through editing.

Formation and delivery of a short video project.

A project which develops and conceptualises the delivery of a full video production, detailed through the completed practical piece and the production portfolio document. This assessment includes a presentation of the final work in class where the students should critically analyse their completed output and working practices.

Demonstration of strong group working skills.

Formative assessment includes:

Demonstration to the teaching team of practical ability as developed through in class tutorials.

Demonstration of rough edits of practical video work for feedback to inform the production of a final edit for submission as part of the summative assessment.

Demonstration to peers of work outcomes to obtain feedback on strengths and weaknesses which will inform the next stage of summative work.

(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 Handbook.)

Assessment Outcome Grids (Footnote A.)

Component 1						
Assessment Type (Footnote B.)	Learning Outcome (1)	Learning Outcome (2)	Learning Outcome (3)	Weighting (%) of Assessment Element	Timetabled Contact Hours	
Report of practical/ field/	✓			15	30	

clinical work						
Creative output/ Audiotapes/ Videotapes/ Games/ Simulations	✓	✓	✓	70	140	
Presentation	✓	✓		15	30	
Combined Total For All Components				100%	200 hours	

Footnotes

A. Referred to within Assessment Section above

B. Identified in the Learning Outcome Section above

Note(s):

1. More than one assessment method can be used to assess individual learning outcomes.
2. Schools are responsible for determining student contact hours. Please refer to University Policy on contact hours (extract contained within section 10 of the Module Descriptor guidance note).
This will normally be variable across Schools, dependent on Programmes &/or Professional requirements.

Equality and Diversity

The University policies on equality and diversity will apply to this module: the content and assessment are based on the ability to communicate in English but are otherwise culture-neutral. Students will be expected to undertake lab sessions using software tools and field work with video equipment in order to complete the assessment tasks in this module.

When a student discloses a disability an enabling support co-ordinator will agree the appropriate adjustments to be made, consulting with the module coordinator if necessary. Further guidance available from Student Services, Enabling Support Co-ordinators or the University's Equality and Diversity Co-ordinator.

UWS Equality and Diversity Policy
[UWS Equality and Diversity Policy](#)

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