

DOCUMENT CONTROL & APPROVAL

# FALMOUTH UNIVERSITY

Issue	Amendment Detail	Name	Date Approved
0.1	Templates added to submission library Academic Director Approval and submission to QAE.	QAE	
1.0	QAE Approval		

# FALMOUTH UNIVERSITY

## MODULE DESCRIPTOR

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THE MODULE DESCRIPTOR PROVIDES ESSENTIAL INFORMATION TO STUDENTS, COURSE TEAMS AND OTHERS ON A PARTICULAR MODULE.

<b>Module Name</b>	<b>Practical Filmmaking</b>
<b>Module Code</b> <i>Student Records to establish coding protocol</i>	PFR404
<b>Credit Value</b>	30
<b>Level and Study block</b> <i>e.g. Level 4, Study block 2</i>	Level 4, Study Block 2
<b>Pre-requisites</b> <i>Insert name, codes will be inserted once created by Student Records</i>	N/A
<b>Named Module Leader</b>	Helene Whitehall
<b>Module Aim</b> <i>One succinct statement</i>	This module will enable you to explore the building blocks of cinematic narrative and understand the process of production by experiencing all key roles.
<b>Summary Module Description</b>	<p>You will engage in the art of filmmaking by working in various key production roles with your peers.</p> <p>You will develop innovative, ambitious ideas into successful films and gain practical knowledge of filmmaking production.</p> <p>Your development and learning will be supported by technical inductions and workshops led by industry professionals.</p> <p>The module will develop your understanding of, and competence, in the following roles:</p> <ol style="list-style-type: none"><li>1. Directing</li><li>2. Production Management</li><li>3. Editing/Continuity</li><li>4. Cinematography</li><li>5. Production Design</li><li>6. Camera operating</li><li>7. First Assistant Director</li><li>8. Sound</li><li>9. Boom operator</li></ol>

**Module Specific  
Employability Skills**

The module will offer you an opportunity to practice the following skills that can be used in professional settings in film, television and creative industries, as well as in academia and beyond:

**Industry & Business Knowledge:** You will develop an ability to recognise and apply relevant terminologies, technologies and processes to your creative practice or evaluation of others' work.

**Critical Thinking & Analysis:** You will develop an ability to look below the surface of film and television, make connections and reflect on different social and creative perspectives. Through this process, you will build a more profound understanding not only of film and television but also of values and attitudes in contemporary global societies that influence what you see on screen.

**Ethical and Legal Responsibilities:** You will progress your understanding of how to work professionally within industry-standard ethical and legal frameworks.

**Health and Safety:** You will enhance your awareness of health and safety guidelines and apply them in professional settings.

**Problem Solving and Innovation:** You will grow your capability to logically and critically evaluate the currently available film and television practices and evolve your creative innovation by applying conceptual models to practical challenges.

**Imagination and Creativity:** You will gain the confidence to determine your potential contribution to the creative industries, finding the confidence to utilise artistic solutions and produce unique and original work.

**Collaboration and Team Working:** You will develop a positive attitude when working with others in a respectful, organised and collaborative manner.

**Organisation:** You will advance your project and time management skills.

**Communication skills:** You will practice an ability to articulate your ideas in writing and speech in a coherent and clear manner that can be understood by non-specialist audiences.

**Personal Development:** You will be advised on how to define your priorities, manage your time effectively, develop an understanding of personal strengths and weaknesses and find ways of responding to constructive criticism and feedback. Your ability to forge productive relationships with others and to

	understand the essential elements of how creativity is fostered in team environments will go on to support you and your ambitions in your academic career and beyond.
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LO #	Learning Outcome Name	Learning Outcome Description	Assessment Criteria Category
1	Technical	Identify & apply ideas, creative processes and audio-visual techniques used in a project	Process
2	Collaboration	Identify & apply constructive relationships and work effectively on a project	Collaboration
3	Communication	Identify & apply professional communication and presentation skills	Communication
4	Professionalism	Identify & apply self-management skills and set priorities for personal and professional progression	Organisation
7	Innovation	Identify and apply problem solving techniques and test ideas in the realisation of a project	Innovation

Assessment Method Table									
No	Assessment Method	Description of Assessment Method	%	Learning Outcomes Assessed					Compulsory or Compensatable
				1	2	3	4	7	
1	PF	Performance in production role	70	X	X		X	X	Compulsory
2	OR	Presentation	30		X	X	X		Compulsory

*The following codes for assessment methods apply (additional codes can be proposed through this process, if necessary):-			
AR	Artefact	LR	Literature Review
CB	Computer-based	OR	Oral
CE	Critical evaluation	PC	Practical
CS	Case study	PF	Performance
DI	Dissertation or project	PL	Placement
ES	Essay	PO	Portfolio
EX	Exam	PR	Presentation
GR	Group Report	RE	Individual report
IT	In-module Test	SP	Studio Practice
JL	Journal / Logbook	OT	Other

Modes of delivery (KIS)	
Activity	Hours
Lecture	18
Seminar	15
Tutorial	6
Project supervision	9
Demonstration	9
Practical classes and workshops	9
Supervised time in studio/workshop	9
Fieldwork	N/A
External visits	N/A
Guided independent study	225
Work based learning	N/A
Placement	N/A
Year abroad	N/A
<b>TOTAL</b>	<b>300</b>

Indicative list of Resources
<p><b>Reading List</b></p> <p>BOWEN, C. 2009. <i>Grammar of the Edit</i>. Focal Press.</p> <p>EGRI, L. 2010. <i>The Art of Dramatic Writing</i>. Kessinger Publishing, LLC.</p> <p>HILL, B. 2013. <i>Create a Scene (Everything You Wanted to Know about an Art Department)</i>. Norcken Publishing.</p> <p>MACKENDRICK, A. 2006. <i>On Film-making</i>. Faber and Faber.</p> <p>MALKIEWICZ, K. 1993. <i>Film Lighting</i>. Simon &amp; Schuster.</p> <p>MCKEE, R. 1998. <i>Story: Style, Structure, Substance, and the Principles of Screenwriting</i>. Methuen Publishing Ltd.</p> <p><b>Refer to the Module Guide for a range of up-to-date resources e.g. films, scripts, journal articles, websites and podcasts.</b></p>

Named Awards – Indicate below all Courses where this is a Compulsory or Option Module (*delete as appropriate)	
BA (Hons) Practical Filmmaking	Compulsory