

# FALMOUTH UNIVERSITY

## DOCUMENT CONTROL & APPROVAL

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 Film Production - S16mm</b>
<b>Module Code</b> <i>Student Records to establish coding protocol</i>	PFR503
<b>Credit Value</b>	60
<b>Level and Study block</b> <i>e.g. Level 4, Study block 2</i>	Level 5, Study Block 4
<b>Pre-requisites</b> <i>Insert name, codes will be inserted once created by Student Records</i>	N/A
<b>Named Module Leader</b>	Martyn Bray
<b>Module Aim</b> <i>One succinct statement</i>	This module will aim to build on your foundational skills in practical filmmaking and visual storytelling and introduce you to the key technical and production skills involved in the specialist use of the 16mm camera.
<b>Summary Module Description</b>	<p>The module will focus on advancing students' technical competencies, subject knowledge - deepening them through the discipline that is required when working with the Super 16mm film format and associated workflows. 16mm Pre-Production, Production and Post-Production requires a deep understanding of and greater attention to the workflow and processes, particularly when working with a film negative acquisition.</p> <p>The module will cover training in the following crew roles to an intermediate level:</p> <ol style="list-style-type: none"> <li>1. Director</li> <li>2. Producer</li> <li>3. Director of Photography</li> <li>4. Camera Operator</li> <li>5. 1st Assistant Director</li> <li>6. Continuity / Editor</li> </ol>

	<p>7. Sound / Boom Operator 8. Sound Recordist /Mixer 9. Production Designer</p> <p>Additionally, students will be trained in the following camera department roles to facilitate and support shooting with a Super 16mm format:</p> <ol style="list-style-type: none"> <li>1. Gaffer</li> <li>2. Focus Puller</li> <li>3. Clapper / Loader</li> <li>4. Camera Assistant</li> </ol> <p>Students will explore in greater detail the relationship between cinematography and art direction in defining and creating the look of a film. Sound and editing are also explored in how they are utilized to support the storytelling process.</p>
<p><b>Module Specific Employability Skills</b></p>	<p>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:</p> <p><b>Industry &amp; Business Knowledge:</b> You will develop an ability to recognise and apply relevant terminologies, technologies and processes to your creative practice or evaluation of others' work.</p> <p><b>Health and Safety:</b> You will enhance your awareness of health and safety guidelines and apply them in professional settings.</p> <p><b>Problem Solving and Innovation:</b> 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.</p> <p><b>Imagination and Creativity:</b> You will gain confidence to determine your potential contribution to the creative industries, finding the courage to use artistic solutions and produce unique and original work.</p> <p><b>Collaboration and Team Working:</b> You will develop a positive attitude when working with others in a respectful, organised and collaborative manner.</p> <p><b>Organisation:</b> You will advance your project and time</p>

	<p>management skills.</p> <p><b>Personal Development:</b> 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.</p>
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## Learning Outcomes

LO #	Learning Outcome Name	Learning Outcome Description	Assessment Criteria Category
1	<b>Technical</b>	Demonstrate ideas, creative elements, processes and techniques appropriate to a project	Process
2	<b>Collaboration</b>	Demonstrate constructive relationships and work effectively in the conception and delivery of a team project	Collaboration
3	<b>Communication</b>	Demonstrate professional communication and presentation skills	Communication
4	<b>Professionalism</b>	Demonstrate self-management skills and set priorities for personal and professional progression	Organisation
7	<b>Innovation</b>	Demonstrate problem solving techniques, independent enquiry, practice and experimentation 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	On-set Assessment	75	X	X		X	X	Compulsory
2	PR	Presentation on role	25			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	30
Seminar	24
Tutorial	12
Project supervision	24
Demonstration	12
Practical classes and workshops	24
Supervised time in studio/workshop	24
Fieldwork	N/A
External visits	N/A
Guided independent study	450
Work based learning	N/A
Placement	N/A
Year abroad	N/A
<b>TOTAL</b>	<b>600</b>

Indicative list of Resources
<p><b>Reading List</b></p> <p>ALTON, J. 2013. <i>Painting With Light</i>. University of California</p> <p>BROWN, B. 2nd Ed. 2011. <i>Cinematography: Theory and Practice: Image Making for Cinematographers and Directors</i>. Focal Press.</p> <p>DODD , J. 2020. <i>16mm and 8mm Filmmaking: An Essential Guide to Shooting on Celluloid</i>. Routledge.</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>RABIGER, M. &amp; HURBIS-CHERRIER, M. 5<sup>th</sup> Ed. 2013. <i>Directing: Film Techniques and Aesthetics</i>. Routledge.</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