Birmingham City University
Faculty of Technology, Engineering and the Environment

Undergraduate Programme

Programme Specification

BSc (Hons) Film Technology and Visual Effects

Date of Course Approval/Review	Version Number	Version Date
20 May 2010	1.03	23 August 2011

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Definitive Documents and Version Control

This document has a version number and reference date in the footer.

The process leading to the introduction of new courses, major changes to courses, and minor changes to courses and modules follows the appropriate formal procedure as described in the Faculty's Academic Procedures and Quality Manual.

On the front sheet of this document, the date of course approval/review refers to the most recent full approval/review event. If later, the version date will be that of the most recent subsequent event at which formal consideration was given to course changes.

Further details about the course and document development may be obtained from minutes of the approval or minor changes board. A history of the document since the last full approval/review event is summarised in the table below and further information relating to past versions can be obtained from the Faculty Office.

Version	Event	Date of event	Authorised by
1.01	Approval meeting	20 May 2010	Assoc. Dean
1.02	Approval meeting - conditions	20 May 2010	Panel Chair

Programme Specification
BSc (Hons) Film Technology and Visual Effects

Date of Publication to Students: September 2010

NOTE: This specification provides a concise summary of the main features of the course and the learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if s/he takes advantage of the learning opportunities that are provided. More detail on the specific learning outcomes, indicative content and the teaching, learning and assessment methods of each module can be found (1) at https://mytid.bcu.ac.uk/, (2) in the Module Specifications and (3) in the Student Handbook.

The accuracy of the information contained in this document is reviewed by the University and may be checked within independent review processes undertaken by the Quality Assurance Agency.

Awarding Institution / Body:	Birmingham City University
Teaching Institution:	Birmingham City University
Interim Awards and Final Award:	CertHE, Dip HE, BSc, BSc (Hons)
Programme Title:	Film Technology and Visual Effects
Main fields of Study:	Film production and direction; moving image technology; visual effects; scene creation; sound effects; graphics and DVD authoring; business aspects.
Modes of Study:	Full time, part time, sandwich
Language of Study:	English
UCAS Code:	W614
JACS Code:	H674

Professional Status of the programme:

The Faculty will seek accreditation of the programme by the Institution of Engineering and Technology (IET) as satisfying the academic requirements for IEng.

Relevant subject benchmark statements and other external reference points used to inform programme outcomes:

- QAA Benchmark statement for Engineering

Programme philosophy and aims

The BSc (Hons) Film Technology and Visual Effects programme provides students with technical, creative and production skills in the areas of film, visual effects and 3D modelling. The course will also provide experience of using and implementing industry relevant techniques, software and equipment, to realise film and visual effects productions.

The programme is designed for students with a keen interest in film and visual effects, offering a unique BSc programme which develops skills and experience in both disciplines. Although the programme focuses on film production, it is designed to engage with students wanting to pursue a career working with visual effects and post-production in a variety of visual medias such as film, TV, games and multimedia.

The study programme covers topics in the following areas: video acquisition, film production**,** 3D modelling and animation**,** visual effects**,** video editing and post-production**,** media technologies**,** film and media industry.

The programme is located within the School of Digital Media Technology which has delivered a wide range of successful undergraduate and postgraduate programmes in media technology including the successful BSc (Hons) Film Technology and BSc (Hons) Multimedia Technology courses.

The School has close and well-established links with industry, ensuring that the programme remains up-to-date and relevant.

The School is located within the Faculty of Technology, Engineering and the Environment in the campus at Millennium Point in the heart of Birmingham. Millennium Point was built as a focus for science, technology and education within Birmingham and the wider region and provides an excellent context for exploring advanced technology.

The visual effects and computer animation industries require highly skilled graduates, who are enthusiastic team workers and able to quickly adapt to technical innovations within the industry. The BSc (Hons) Film Technology and Visual Effects is designed with this in mind. Graduates from the programme will be equipped for careers in film, TV, computer games and multimedia in posts such as: 3D modeller, computer animator, visual effects artist, visual effects production technician or supervisor, compositor, post-production technician or supervisor.

The aims of the programme are to:

1. Provide a stimulating curriculum, which develops technical skills and creative and academic capability in the areas of business, technology, computer graphics and media production, in the context of film and visual effects;

2. Develop technical skills and production experience in film production, computer animation and visual effects;

3. Promote production management skills and an awareness of business and industry;

4. Provide an experience of working within a creative production team;

5. Equip students with a range of transferable and marketable skills in research, communication and media production;

6. Provide a foundation of principles and techniques which will facilitate future professional development and lifelong learning;

7. Satisfy accreditation requirements of relevant professional bodies.

Intended learning outcomes and the means by which they are achieved and demonstrated:

Learning Outcomes

1. Knowledge and Understanding
On completion of the course, students should be able to demonstrate knowledge and understanding of:

1. The theory and application of electronic film and visual effects production and the key components of film and audio acquisition, manipulation and the application of post-production and visual effects techniques;

2. Technical, electronic, physical and mathematical concepts and principles underpinning media technologies;

3. Management, organisational, planning and business theories and techniques and their application to the film production and visual effects industry;

4. Relevant legal, ethical and legislative issues, including health and safety, intellectual property and copyright;

5. Film and visual effects production workflows.

2. Intellectual Skills
On completion of the course, students should be able to:

1. Assimilate, interpret and analyse information, construct effective arguments and express valid conclusions;

2. Evaluate different production approaches to produce a given script or scene;

3. Compare visual effects technologies and production techniques;

4. Formulate bespoke approaches to utilising post-production and visual effects software to achieve a given result;

5. Analyse film footage to deconstruct production methods and critically evaluate the quality of results.

3. Practical Skills
On completion of the course, students should be able to:

1. Demonstrate the safe set-up and operation of digital acquisition and lighting equipment to produce high quality video and audio recording, for incorporation into digital film production and visual effects;

2. Select and use appropriate, industrially relevant, non-linear editing, 3D modelling and post-production software;

3. Systematically collect information and conduct research into aspects of industry, media law and technology, using a variety of web-based and traditional sources, and compile findings;

4. Apply production planning methodologies to the realisation of visual effects scenes and short films;

5. Construct high quality 3D models and computer animations, incorporating realistic movement, lighting and textures;

4. Transferable/Key Skills
On completion of the course, students should be able to:

1. Manage learning and self-development, including time management, prioritising workload and meeting deadlines;
2. In co-operation with others, plan and undertake tasks and contribute to achieving team goals;
3. Make effective use of information and communications technologies, including word, image and data processing packages, the internet, email and electronic information retrieval systems;
4. Communicate effectively in writing and presentations to specialist and non-specialist audiences;
5. Use numerical data, applying appropriate techniques;

6. Plan for personal and career development, recognising career opportunities.

Learning, teaching and assessment methods used

Knowledge and understanding are acquired though formal lectures, tutor-led seminars and practical activities, and a range of independent learning activities. Emphasis is placed on guided, self directed and student-centred learning with a progressively increasing independence of approach, thought and process.

Lectures are used to introduce themes, theories and concepts, which are further explored in tutorials. Technology enhanced learning is used, where appropriate, through the provision of online resources, discussion forums and other activities. Textbooks are used, together with professional material and journal articles, in order to ensure that students develop a critical understanding of work in their discipline. The module guides direct students to a full range of resources, including books and journals, as well as specialised course-based material.

Analytical and problem solving skills are developed using a range of appropriate 'real' and 'theoretical' case studies and problem-based learning scenarios.

Practical, including lab-based, sessions are used throughout the programme to develop practical skills and to place theory in a work-related context. Where appropriate, students use commercial development environments.

Learners develop key skills of research, academic writing and time management required for study at degree level from year 1 of the course. These skills are further developed and placed into context through undertaking a major individual project in the final year.

Transferable/key skills are pervasive and incorporated into modules and assessments as appropriate, e.g. team-working skills are fostered via group activities. Learners are encouraged to plan their own work schedules and are required to meet deadlines. Reflection and self awareness are fostered throughout.

A range of assessment methods is employed, assessment criteria being published in each assignment brief. Knowledge and skills are assessed, formatively and summatively, by a number of methods including coursework, examinations (seen and unseen, open and closed-book), presentations, practical assignments, vivas, online forums and project work.

Programme structure and requirements, levels, modules, credits and awards

The BSc programme is normally studied over three years full-time or five years part-time. Students may transfer between full and part-time modes of attendance.

The course is divided into taught modules of 15 and 30 credits and a final year project of 30 credits

Students are made an award based on the credits achieved when they complete or exit the programme. Students complete 120 credits at level 4 (full-time year 1) for **Certificate of Higher Education in Film Technology and Visual Effects**, 120 credits at level 5 (full-time year 2) for **Diploma of Higher Education in Film Technology and Visual Effects,** 60 credits at level 6 (full-time year 3) for **Bachelor of Science in Film Technology and Visual Effects** and 120 credits at level 6 (full-time year 3) **for Bachelor of Science with Honours in Film Technology and Visual Effects**

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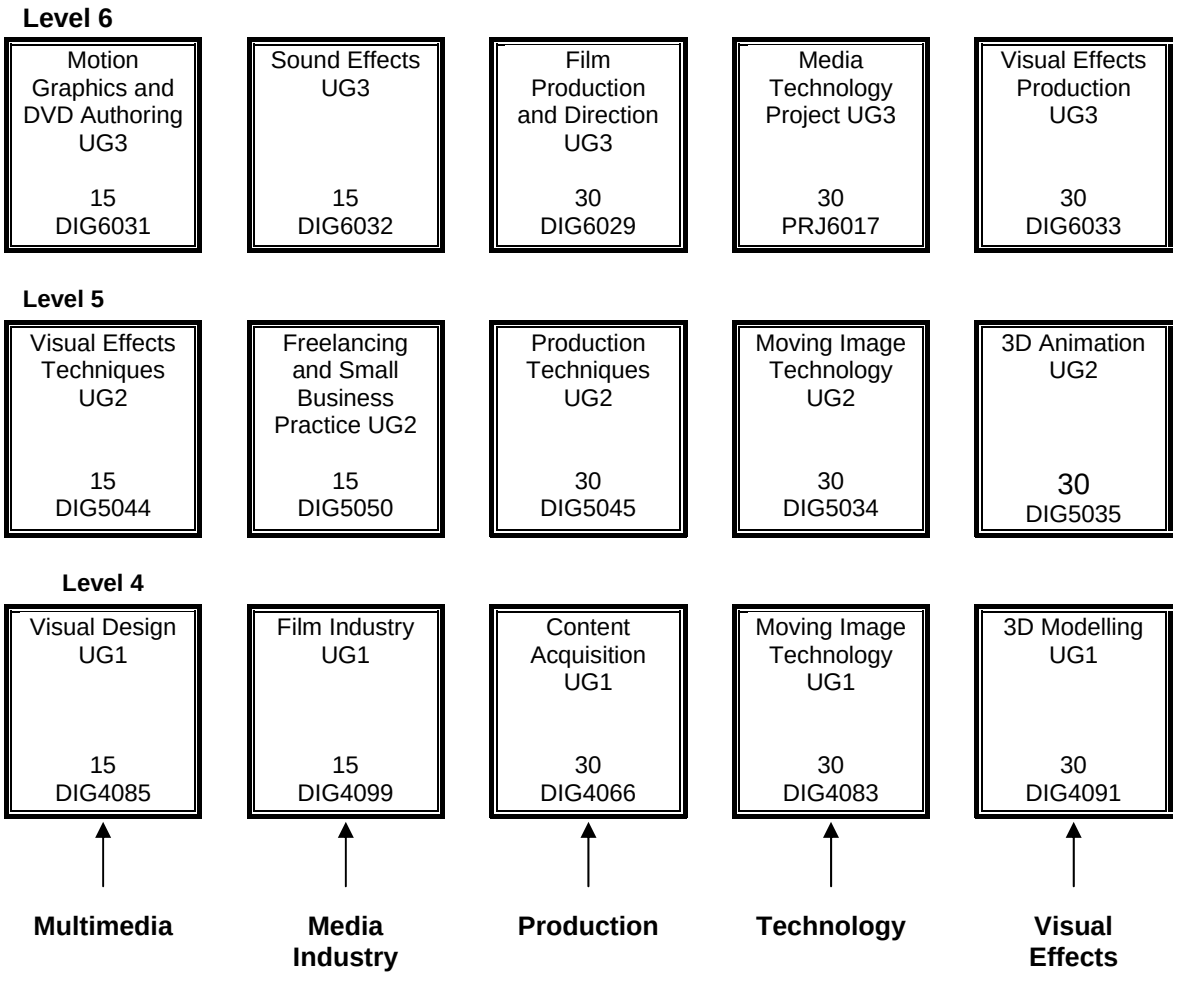
Each credit represents 10 notional hours of student learning and assessment.

The structure of the course, the modules, levels and credit ratings are shown below.

BSc (Hons) Film Technology and Visual Effects – course themes and modules



Support for Learning including Personal Development Planning (PDP)

Students are encouraged to identify and, with guidance, to reflect on their own learning needs and are offered the following support as appropriate to meet those needs:

- an induction programme dealing with orientation and the dissemination of essential information, including an introduction to PDP;
- a dedicated Learning Centre with open access learning materials, resources and full-time staff specialising in a variety of support areas;
- a Student Handbook, containing information relating to the University, Faculty, School, course and modules;
- access to administrative staff and to academic staff, including the tutors and Course Director;
- support staff to advise on pastoral and academic issues;
- access to Faculty resources, including a range of IT equipment and the services of, and guidance from, IT support staff;
- access to the University's Student Services, including those offered by the careers service, financial advisers, medical centre, disability service, crèche, counselling service and chaplaincy;
- provision of resources for Professional Development Planning (PDP) to enable reflection on learning, performance and achievement and to plan personal, educational and career development. The university offers a range of on-line courses (www.moodle.bcu.ac.uk) to support PDP topics including: Reflection, Career & Employability, Action Planning, Self Awareness and Self Employment.

Criteria for admission

Candidates must satisfy the general admissions requirements of the programme, which are as follows:

All applicants must have GCSE (grade C or above) in Mathematics and English Language, or equivalent. In addition, applicants should have one of the following, for which the typical tariff offer is 280 points for Curriculum 2000, or equivalent for other qualifications. Actual tariff offers may vary from 280 points.

Qualification	**Requirement**
Curriculum 2000, A Levels	Five GCSEs/GCEs including at least two subjects at A2 level. Points tariff can include AS level
Curriculum 2000, AVC.	Two 6-unit or one 12-unit AVCE.
Irish Leaving Certificate	Passes in four subjects at the higher grade.
Scottish Certificate of Education	Passes in four subjects at the higher grade.
International Baccalaureate or European Baccalaureate	
BTEC/Edexcel National Certificate/National Diploma	
A pass in a recognised Access or Foundation Year course	
An appropriate Advanced General National Vocational Qualification	
A professional qualification of an appropriate standard	
A qualification deemed equivalent to one of the above	

Other learning and experience may be considered for entry to the programme. A student may be allowed entry to the course if he or she does not have the standard entry qualifications but can provide evidence of necessary knowledge and skills to successfully enter and complete the programme.

Applicants with a Higher National Certificate or Higher National Diploma, including Merits, in an appropriate subject, or an equivalent qualification, may be offered entry with advanced standing.

UCAS applicants are invited to register for one of the Faculty's special programme of UCAS visit days held throughout the academic year. UCAS visit days include a tour of facilities and an introduction to the Faculty's courses and activities. Meetings are arranged between course tutors and prospective students to ensure opportunity is provided for individual questions and clarification of the course content.

Methods for evaluation and enhancement of quality and standards including listening and responding to views of students

The following Faculty committees are involved in evaluation and enhancement of quality, standards and student experience: Board of Studies, Faculty Board and its sub-committees – Learning and Teaching Committee, Student Experience Committee and Academic Standards and Quality Enhancement Committee.

Evaluation processes, in which students are involved, include annual course and module reviews, course review and re-approval events, professional body accreditation visits and external examiner visits. Mechanisms for student input include meetings with course tutors, feedback questionnaires, faculty and university student satisfaction surveys and representation on the committees referred to above.