Nottingham Trent University

Course Specification

	Basic Course Information	
1	Awarding Institution:	Nottingham Trent University
2	School/Campus:	School of Art & Design/City Campus
3	Final Award, Course Title and Modes of Study:	BA (Hons) Design for Film and Television Full Time SW
4	Normal Duration:	3 years, SW 4 years
5	UCAS code:	W280

6	**Overview and general educational aims of the course**

Film and television provide some of the most challenging, exciting and rewarding opportunities for the Production Designer. The work involves a wide range of creative, communicative and intellectual skills by which the visual style and environment (set or location) of any film or television programme is determined. Film and television provide an essential conduit for the dissemination of international awareness, openness and social and cultural diversity; exploring and presenting new aesthetics for the 21st Century.

This unique course, accredited by Screenskills, places strong emphasis on developing those skills and qualities that are essential to a successful and fulfilling career in this field. The course nurtures excellent art & design skills, analytical and problem solving skills, including insight and application; imagination; creativity; practical and interpersonal skills; team working and communication as well as all kinds of drawing, visual communication and model making.

Our strong industry links will give you access to many industry practitioners and opportunities for work experience and employment. You will be encouraged to seek and complete work experience with the opportunity to gain an additional Diploma or Certificate in Professional Practice, dependent on the duration of placement.

As a final year student, you will gain great exposure to the film & television industry via the degree show, which is toured during the summer to high profile venues such as the 'New Designers Exhibition' and Pinewood Studios.

You are encouraged to see the journey through the course in the form of:

Introduction: in year 1, (level four), meeting the key skills, practices and thinking which describe contemporary film and television design practice.

Exploration: in year 2, (level five), exploring combinations of selected areas of practice and theory in more detail and engaging with a deeper understanding of the professional contexts of practice.

Exposition: in year 3, (level six), refining and presenting your skills in the context of your anticipated professional direction, through negotiated projects and research work.

Each level of the course provides the opportunity to acquire skills, knowledge and understanding and tests your ability in meeting increasingly sophisticated creative

challenges. Additionally we provide and encourage exciting professional (work) experience opportunities through staff contacts on a wide range of productions.

The course also aims to provide the film & television industry with the Production Designers, Art Directors and Art Department personnel of tomorrow, and deliver an education in and through design for film and television that will challenge and support your intellectual, creative and technical capabilities appropriately at each level, in depth and with rigour.

We aim to provide you with an understanding of the social, cultural and creative contexts of design for film and television and equip you with the skills to manage and extend your own learning within an educational, professional and experimental framework. It is expected that you will want to adopt an accurate and rigorous approach to ensure you acquire the necessary creative, technical and theoretical contexts of contemporary film & television practice.

Graduates gain a framework of skills and creative knowledge that is aligned to and tested against film & television professional practice and prepares you well for working collaboratively within a profession that is highly changeable and dynamic.

You will be encouraged to develop a creative identity and be expected to work autonomously in your negotiated and self-directed projects. Industry based learning via professional experience opportunities are encouraged. These facilitate a deeper understanding of the industry context and provide you with all-important industry contacts, aiding graduate employment opportunities.

7	**Course outcomes**
	Course outcomes describe what you should know and be able to do by the end of your course if you take advantage of the opportunities for learning that we provide.

Knowledge and understanding
By the end of the course you should be able to:

- Identify and explore a wide range of sources of relevant visual information, applying critical analysis and evaluation to inform your work. **(B)**.

- Utilise and apply an extensive knowledge of historical and cultural issues informing contemporary art, design & visual culture with particular reference to design for film and television and associated practices. **(B)**.

- Resolve a design brief from initial analysis and interpretation through stages of exploration and development to the formulation and evaluation of creative concepts and output. **(B)**.

- Critical Thinking: Formulate independent judgements, analyse information and articulate reasoned arguments around key themes and issues, carrying forward ideas through reflection, review and evaluation. **(B)**.

- Evidence extensive understanding of contemporary film and television production design and associated practices, and the knowledge necessary to function in the professional environment. **(B)**.

- Utilise sound knowledge and understanding of industry conventions and practices when producing technical drawings.

	• Demonstrate (in your work) your understanding of the role and responsibilities of the designer in the wider social context, including ethics, sustainability, and international awareness. **(B)**.
	Skills, qualities and attributes By the end of the course you should be able to:
	• Identify, acquire and utilise the appropriate skills, techniques and technologies required to express production design/Art Department work in current professional and academic environments. **(B)**. • Develop and demonstrate competence in a range of software applications and ICT. **(B)**. • Prepare for post-graduation by producing a professional portfolio, personal marketing material and a career development plan reflecting your skills and employability. (**B**) • In preparation for the professional workplace, work co-operatively and collaboratively; display an aptitude for self-directed learning and demonstrate an ability to prioritise, plan and manage work and time; accommodating change and contexts of unfamiliarity. **(B)**. • Communicate effectively; articulate ideas and information comprehensibly in visual, oral and written forms. Present ideas and work to audiences in a range of situations. **(B)**. • Demonstrate a capacity to appropriately judge self-efficacy and to give and receive feedback effectively. **(B)**. (B) = QAA Benchmark-informed outcomes
8	**Teaching and Learning Methods**
	The diverse nature of Design for Film and Television requires a broad approach to teaching and learning, as reflected by the following directed and independent learning activities: • Lectures • Seminars • Workshops • Group and personal tutorials • Demonstrations • Directed learning • Independent learning • Research • Teamwork • Projects

- Reflective journals

- Group and personal presentations

- Professional (work) experience

The course encourages you to recognise the need for designers to use initiative and to be well organised. Problem solving, group working and critical awareness are developed through a mainly project-based approach to practical and theoretical work.

Teaching and learning is conducted in an atmosphere that is informed by professional practice, creative curiosity and respect for personal viewpoints. Guest lectures offer insights into contemporary practice from differing perspectives including design, direction and production, in addition to (when possible) raising international awareness and environmental issues.

In all years of the course (but especially in year two) you can benefit from short professional (work) experience placements (negotiated with your tutor) in a variety of film & television Art Departments. The course supports this by taking a flexible approach to your studies as supported by the School of Art and Design's Professional Experience Policy.

The teaching team believes that learning is a reciprocal process, based on shared discussion between students and staff. Consequently, working in groups is an important aspect of the teaching and learning approach for tutorials and assessments.

The course is designed so that you will receive continuous feedback on your progress. Continual assessment is one of the most important learning and teaching strategies within the course, enabling you to develop as an independent learner. You will be encouraged to reflect on your work and undertake self and peer assessment, developing a clear understanding of the assessment criteria. The purpose of assessment is to enable you to demonstrate that you have met the learning outcomes of the course and reached a specified standard to attain the award.

The University/course also provides a framework of support for learning through NOW (NTU's Online Workspace).

9	**Assessment Methods**

Your work is assessed by a variety of methods:

- Individual presentations to your year group/staff

- Group presentations to your year group/staff

- Submission of specific exercises/project work to electronic 'drop box'

- Portfolio presentation

- Reflective journal submission

- Self/peer evaluation sessions

You will be required to give regular presentations and these will give you the opportunity to explain and justify your work and answer questions from staff and peers. These presentation days are very important and useful as they allow you to consider and discuss a wide variety of design projects belonging to your peers. Furthermore, they are an important source of formative feedback. You will also play a role in providing feedback to others at these times as well as during self and peer evaluation sessions. Following these presentations, you will usually receive formal written formative feedback, together with performance indicators, that highlight your strengths and areas for improvement.

You will usually be asked to submit work via NOW (NTU's Online Workspace) into an electronic 'dropbox'. The same will be used to deliver your personal written and/or audio feedback.

There are occasions, usually at the end of the module, when you will be asked to submit a portfolio or other hard copy work without taking part in a verbal presentation. After this, you will receive written feedback with grades.

The course conforms to the Common Assessment Regulations for undergraduate courses (Section 16A of the University's Quality Handbook).

Assessment is conducted according to the School's 'Assessment and Feedback: Principles and Guidelines' and ensures that the assessment process and standards are made clear to you. The course annually updates its own 'Assessment and Feedback Plan' which includes the details of how you will be assessed and the hand in dates etc. and this is available on NOW and will be introduced to you during induction. The final degree award is based solely on the work produced during the final year of the course.

Towards the end of the course, you will also undertake a synoptic assessment. This requires you to reflect on the range of activities and experiences across the entirety of your course in relation to your future employability aspirations.

Failing a module

If for any reason you fail a module, you will be provided with referral and retrieval options as determined by the Board of Examiners or the Progression Board. These decisions are informed by the University's Common Assessment Regulations and the course team's academic judgment.

Progression to the next level requires the successful completion of 120 credit points (with the potential for carrying a maximum of 20 credits only through to level 5 that would need to be recovered during that academic session). If a student does not meet the course learning outcomes then, in line with the school's holistic assessment policy, the body of work will be reassessed against the interim (fall-back) award learning outcomes for an ordinary degree (equivalent to a minimum of 60 credits being achieved in the final year of the degree).

| 10 | **Course structure and curriculum** |

The course is studied on a full-time (3 years) basis, with the option of a sandwich placement between years two and three.

Year 1 (FHEQ level 4):

Introduction to Design for Film and Television	100 credits
Design for Film and Television: Contextual Studies 1	20 credits

Year 2 (FHEQ level 5)

Exploring Design for Film and Television	100 credits
Design for Film and Television: Contextual Studies 2	20 credits

Year 3 (FHEQ level 6):

Design for Film and Television: Exposition	120 credits

All modules are year-long.

The above modules contain a number of real-situation based design projects which test the majority of learning outcomes. You will work individually and sometimes in a team.   You will be required to keep a reflective journal including a professional (work) experience log and produce an essay (years one & two) and a dissertation (in year 3).

Year one modules introduce key film and television art department skills such as design process and communication, visualisation and illustration, scale model making, technical drawing, storyboarding, computer aided design software use, conceptual and critical thinking. The module content will develop your analytical, problem solving and organisational skills.

Year two modules build on year one content, involving a deeper exploration of design and practical issues as well as increased conceptual work.

By year three you will be nearing, or achieving, professional standard work and operating in an autonomous manner to complete one common, short film project, two major personal production design projects, and a dissertation (5000 words). Final degree classification is based on year three work only.

The course embeds employability throughout. You will be engaged in learning core employability skills such as industry etiquette and professional practice, working co-operatively, and time management.   Career planning activity such as developing a curriculum vitae, portfolio and personal marketing, coupled with careers tutorials with your personal tutor, will enable you to prepare for life after graduation.

Successful completion of each level of the course is certificated as follows:

Year one: 120 credits: Certificate in Higher Education

Year two: 240 credits: Diploma in Higher Education

Year three: 360 credits: BA (Hons) Degree.

	(The credits are cumulative; each level containing 120 credits)
	A degree, without honours, may be awarded if an equivalent of 60 credits in year three has been achieved and the Learning Outcomes for an Ordinary Degree have been met.
11	**Admission to the course**
	Entry requirements: For current information regarding all entry requirements for this course, please see the 'Applying' tab on the NTU course information web page.
12	**Support for Learning**
	The school is committed to assisting you to achieve the best results possible during your studies and will provide you with a wide range of academic and pastoral help and advice. A comprehensive learner support system is in operation within the School and can be tailored to meet your specific needs. In addition to the support that the lecturers on your course will offer, you also have access to a wide range of specialist staff to support a variety of issues that might arise, e.g. financial, health, wellbeing, disability etc. Language and academic support is also provided by for international students who require additional study support. At the start of your course you will be invited to participate in an 'induction week' where you will undertake a range of activities that will introduce many of the key facilities available within the University and will also provide you with an essential introduction to the course. You will meet the staff and your fellow students and will be able to find out more about how you will be taught and assessed on your course. At the same time, the Student's Union organise their social events in 'welcome week' that will encourage you to become involved with and meet people from the wider NTU community. NOW (NTU's Online Workspace) The 'NOW' encourages students to take responsibility for their own learning. All course and module information is available on this site for you to access at any time. To ensure that you have a clear understanding of the way in which you are progressing within the modules, you will receive feedback on a regular basis. Some of the feedback that you will receive is formal and will occur during the module (formative) when you will receive written feedback and an indicative grade, and at the end of the module (summative) which is confirmed by the Board of Examiners. In addition to this, group and individual tutorials are an important informal opportunity to receive feedback from fellow students and your tutors. You will be assigned a personal tutor who will meet with you on a regular basis, offering academic guidance, according to individual student needs. For international students, the Language Centre provides tailored sessions that all

students, whose English isn't their first language, are encouraged to attend.

13	**Graduate destinations/ employability**

This course has a strong focus on producing highly employable graduates and offers placement opportunities to enable you to experience working in professional contexts and identify how your course / practice sits within the creative and cultural industries. Real-situation based design projects, industry visitors, professional practice sessions and professional (work) experience opportunities are an important part of the curriculum and this, together with support from subject specialist staff with industry backgrounds, and the University's Employability Team, will prepare you well for your future.

The course is accredited by the sector Skills Council, ScreenSkills, which ensures we meet the highest standards in providing students and graduates with the appropriate skills required by industry and marks us as a centre of excellence.

Professional practice content ensures students are primed and informed about working in the film and television industries.

The Design for Film and Television course has a large graduate presence in the industry with many forging art department careers across all genres, in both film and television and often providing work experience to our current students.

14	**Course standards and quality**

The course takes into account industry practice and advice from our many professional contacts and contributors to ensure that our curriculum is kept up to date and relevant.

We would like you to contribute to the continuing development of this course and we welcome all feedback and have a number of ways in which we can formally and informally receive this. You will have an opportunity to put yourself forward to be considered as a course representative at the beginning of each of your years of study. As part of this role you will be invited to attend the course committee meetings that occur three times a year and contribute to the conversations and debate to support the continuing health of the course. Any issues brought up at the course committee meetings are reported to the school academic standards and quality committee and actions identified from thereon in with responses reported back to you either via the next course committee meeting or via the NOW.

The experience that you have whilst studying on the course is important to us and you will be required to give feedback on individual modules and will also be invited to attend staff-student liaison committees and/or end of year meetings. At the end of each year the course team write an evaluative report which is received at School level and contains an action plan to ensure that the development of the course continues.

An External Examiner is appointed whose job it is to make judgements about the course and report on the standards achieved in relation to other comparable courses in the UK. Part of their role is to review samples of assessed work and confirm at the Board of Examiners that the internal assessment and moderation practices are fair and in line with the School and NTU's policies. The external examiner also writes a report at the end of each academic year and this will be available to you via NOW, together with a response to this written by the course team and the Course Committee.

15	**Assessment regulations**
	This course is subject to the University's Common Assessment Regulations (located in its [Academic Standards and Quality Handbook](#)). Any course-specific assessment features are described below:

16	**Additional Information**	
	Collaborative partner(s):	
	Course referenced to national QAA Benchmark Statements:	Art and Design 2017
	Course recognised by:	ScreenSkills
	Date implemented:	10.08.17 SASQC approved PCR/CR Modification changes and general updates
		SW mode of study introduced and approved by SASQC 3 July 2019

Any additional information:

- All staff have industry backgrounds and maintain professional practice.

- The course has strong industry links with professional (work) experience opportunities.

- External degree show tours for maximum graduate exposure – e.g. Pinewood Studios and New Designers Exhibition, London.