Module specification

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Module code	CMT436
Module title	Introduction to Screen Skills
Level	4
Credit value	20
Faculty	FAST
Module Leader	G. Hanstock
HECoS Code	100441
Cost Code	GACT

Programmes in which module to be offered

Programme title	Is the module core or option for this programme
BSc(Hons) Music and Sound Technology. BSc(Hons) Television Production and Technology BSc(Hons) Professional Sound and Video BA (Hons) Media Production	Core

Pre-requisites

None

Breakdown of module hours

Type of Module hours	Amount
Learning and teaching hours	36 hrs
Placement tutor support	0 hrs
Supervised learning e.g. practical classes, workshops	0 hrs
Project supervision (level 6 projects and dissertation modules only)	0 hrs
Total active learning and teaching hours	36hrs
Placement / work based learning	0 hrs
Guided independent study	164 hrs
Module duration (total hours)	200 hrs

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Initial approval date	September 2021
With effect from date	September 2021
Date and details of revision	

For office use only	
Version number	1

Module aims

To introduce the student to screen techniques – Camera. Lighting, Narrative and Editing

To enable the student to understand the principles of lighting for screen media.

To enable the student to engage as a team member in the screen media production environment.

To introduce the student to the techniques to provide critical and analytical understanding of style and genre.

To enable the student to work creatively across production disciplines and to provide an introduction to equipment and technologies for media production.

To enable the student to work in a safe manner and to appreciate the health and safety constraints of different working production environments.

Module Learning Outcomes - at the end of this module, students will be able to:

1	Practically demonstrate a professional standard in lighting a media studio, considering current health and safety legislation.
2	Appreciate and creatively apply screen media production solutions, editing in various production scenarios, and understand the impact on the programme output.
3	Produce media that demonstrates an understanding of stylistic and narrative conventions across a variety of genres
4	Design and plan screen media outcomes using the accepted industry standard pre-production, production and post-production workflow using visualisation and organisational techniques.

Assessment

Indicative Assessment Tasks:

1. Digital research blog containing entries following the weekly keynote lectures on emerging Screen Media practices and production techniques. Blog posts should make use of well-sourced material from reputable sources including websites, online journals, textbook excerpts and your own practical responses to the techniques and theories covered during the module. Blog posts should be media rich making use of embedded images, video, vlogs, URLs and written text supported by suitable referencing – word count 2,000

2. Pitch a Screen Media Project Idea to a commissioning panel (Short form content – Short Narrative, Documentary, Music Video). The pitch should be between 5-10

minutes in length and contain engaging visual examples that clearly define your idea. Followed by commissioning panel Q+A

3. Working in groups create the Screen Media Idea(s) commissioned during assessment 2. The finished screen artefact should showcase your ability to apply and combine the techniques and theories covered throughout the module. – LENGTH 3-8 minutes maximum

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)
1	1-4	Portfolio	100%

Derogations

None

Learning and Teaching Strategies

The Active Learning framework (ALF) embraces accessible, engaging and flexible approaches to learning, teaching and assessment in order that students are afforded the very best opportunities to engage actively with their learning.

- Flexible, innovative, relevant and accessible assessment and feedback practices that optimise student engagement and achievement within a healthy learning environment;
- An approach to research informed-teaching that champions active and engaged inquiry and curiosity through useful, active, applied research and scholarship.

Ref Glyndŵr Staff handbook 2021

The module will be delivered to engage with ALF and will also the delivery is primarily through a series of key, guest lectures and equipment demonstrations. These will be supported by key workshops and/or master classes, where appropriate. Industrial contacts will be used wherever possible to contribute to the lecture series. key skills taught in lectures based on the working environment of a TV studio. This to be developed through lectures and technical demonstrations to give the student a complete insight into the operation of lighting and cameras within the studio. This will begin with an introduction to the overarching concepts of film; light and colour, supported by an introduction to the various technologies used to deliver this in the studio. Control mechanisms will be covered with an emphasis on DMX and digital control from lighting desks and computer-based systems.

Indicative Syllabus Outline

The purpose of this module is to provide students with a knowledge and understanding of current screen media practices. This will entail covering the following indicative content:

- Understanding the camera
- Framing & Composition
- Creative Lens choice
- Principles of light and colour.
- Health and Safety.

- Introduction Colour Scopes - Creative and Corrective Colour Grading
- An Introduction to the theories of editing (Continuity + Russian Montage)
- Layer based Non-Linear Editing workflows
- Genre - Documentary & Narrative
- Media output formats. – For TV, Film and online distribution platforms

Indicative Bibliography:

Please note the essential reads and other indicative reading are subject to annual review and update.

Essential Reads

The student is NOT expected to read whole texts. Suitable sections will be selected by those delivering lectures.

Biver, S. Fuqua, P. Hunter, F. (2015) *Light: Science and Magic*. Routledge 5th Ed'.

Cuttle, C. (2015) *Lighting Design a perception-based approach*. Routledge.

Hampe, B. (2007) *Making Documentary Film and Videos*. Henry Holt & Co.

Kellison, C. (2013) *Producing for TV and New Media*. Routledge 3rd Ed'.

Murch, W. (2001) *In the Blink of an Eye,* 2nd Edition: A Perspective on Film Editing-2nd Ed'

Proferes, N. (2017) *Film Directing Fundamentals*. Routledge 4th Ed'.

Other indicative reading

Bernard, S. (2016) *Documentary Storytelling*. Routledge 4th Ed'.

Cooper, N. (2011) *How to light & shoot interviews for TV & Video: Using the three point lighting technique.* Kindle.

Glowman,C. LeTourneau,T. (2012) *Placing Shadows: Lighting techniques for Video Production*. Routledge

Monacco, J. (2009) How to read a Film: Movies, Media, and Beyond: The World of Movies, Media, Multimedia; language, History, Theory. OUP USA

Zetti, H. (2008) Television Production Handbook, International edition. Focal Press.

<u>Web links</u>

https://www.rogerdeakins.com/

https://savethecat.com/

<u>Documentaries</u>

Cutting Edge: The Magic of Movie Editing 2004 · Documentary/Historical Documentary

Easy Riders, Raging Bulls: How the Sex, Drugs and Rock 'N' Roll Generation Saved Hollywood (2003) TV-14 | Documentary

Employability skills – the Glyndŵr Graduate

Each module and programme is designed to cover core Glyndŵr Graduate Attributes with the aim that each Graduate will leave Glyndŵr having achieved key employability skills as part of their study. The following attributes will be covered within this module either through the content or as part of the assessment. The programme is designed to cover all attributes and each module may cover different areas.

Core Attributes
Engaged
Creative
Ethical

Key Attitudes
Commitment
Resilience
Confidence
Adaptability

Practical Skillsets
Digital Fluency
Organisation
Leadership and Team working
Emotional Intelligence
Communication