# Prifysgol **Wrecsam Wrexham** University

# Module specification

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Module Code	CMT314
Module Title	Media Production Screen
Level	3
Credit value	20
Faculty	FACE
HECoS Code	100443
Cost Code	GACT

# Programmes in which module to be offered

Programme title	Is the module core or option for this	
	programme	
STEM Foundation Year	Optional	

# **Pre-requisites**

None

#### Breakdown of module hours

Learning and teaching hours	30 hrs
Placement tutor support	0 hrs
Supervised learning e.g. practical classes, workshops	10 hrs
Project supervision (level 6 projects and dissertation modules only)	0 hrs
Total active learning and teaching hours	<b>40</b> hrs
Placement / work based learning	0 hrs
Guided independent study	160 hrs
Module duration (total hours)	200 hrs

For office use only	
Initial approval date	4 Sept 2024
With effect from date	Sept 2024
Date and details of	
revision	
Version number	1

#### Module aims

This module provides an introductory understanding of media production for screen, covering both theoretical foundations and practical skills. Emphasis will be placed on storytelling techniques, critical analysis, and developing technical skills of screen media production.

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

1	Possess introductory ability to critically analyse and evaluate screen media.
2	Identify and analyse genre conventions.
3	Apply storytelling techniques to screen media formats.
4	Apply foundational technical skills in media production.
5	Collaborate effectively in a production team setting.

#### **Assessment**

Project Portfolio (100%): Critical analysis (500 words per project) and Media Product. Estimated 4-5 short films for the module.

Asses	Learning Outcomes to be met	Type of assessment	Weighting (%)
1	1-5	Portfolio	100

## **Derogations**

None

# **Learning and Teaching Strategies**

The module builds on the technical skills acquired in Sem1 Studio Essentials – and is structured within a contextual-analysis-production method. Whereby students are introduced to certain concepts, discuss and interrogate those ideas, then produce related material for assessment. For example:

Session One	Session Two	Presentation of Concept
Introduction to Horror Cinema.	Case Study on Hammer Horror Films.	Students present their short creations which include reflective accounts of aesthetic and creative
	Assessment – create short 30s-1m 'in the style of' horror short.	choices.

Therefore, the modules delivery consists of:

- Lectures: Contextual analysis, historical frameworks.
- Content and support materials will be available via the Virtual Learning Environment (VLE) module space and in accordance with the Active Learning Framework of the University



- Screenings and Critiques: Analysis and discussion.
- Projects: Media production projects.

## **Indicative Syllabus Outline**

- Media Analysis: Reading media incl. introduction to cinematography, mise en scene, editing, and media theory.
- Storytelling for Screen Media: Narrative structures, character development, and pacing.
- Genre Studies: for TV/Film indicative content: Documentary, Soap Opera, Science Fiction, Horror, Romance, The Western, etc.
- Case Studies directors Stanley Kubrick, Martin Scorcese, Quentin Tarantino
- Pre-Production: Scriptwriting, storyboarding, planning.

## **Indicative Bibliography:**

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

#### **Essential Reads**

Bordwell, D., & Thompson, K. (2019), *Film Art: An Introduction*. 12<sup>th</sup> ed. McGraw-Hill Education

#### Other indicative reading

Texts and excerpts will be included as part of course materials – in addition, students may look at the following:

Rabiger, M. and Hurbis-Cherrier, M. (2020), *Directing: Film Techniques and Aesthetics*. Routledge.

Reisz, K., & Millar, G. (2009), The Technique of Film Editing. Routledge.

Braudy, Leo & Cohen, Marshall. (2004), *Film Theory and Criticism : introductory Readings.* 6<sup>th</sup> ed. Oxford University Press.