

<b>Module Code:</b>	CMT428
---------------------	--------

<b>Module Title:</b>	<b>Video for Mobile Devices</b>
----------------------	---------------------------------

<b>Level:</b>	4	<b>Credit Value:</b>	10
---------------	---	----------------------	----

<b>Cost Centre(s):</b>	GACT	<u>JACS3</u> code:	J930
------------------------	------	--------------------	------

<b>School:</b>	School of Creative Arts	<b>Module Leader:</b>	Colin Heron
----------------	-------------------------	-----------------------	-------------

Scheduled learning and teaching hours	16 hrs
Guided independent study	84 hrs
Placement	0 hrs
<b>Module duration (total hours)</b>	<b>100 hrs</b>

<b>Programme(s) in which to be offered (not including exit awards)</b>	Core	Option
Standalone module aligned to BSc (Hons) TV Production and Technology for QA and assessment purposes	✓	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>

<b>Pre-requisites</b>
N/A

**Office use only**

Initial approval: May 2018  
 With effect from: May 2018  
 Date and details of revision:

Version no:1

Version no:

## Module Aims

This is a short course that will introduce the student to professional video practice through the use of popular mobile device platforms.

In the last decade, mobile phones have proved to be one of the fastest developing technologies in existence, with the average smart phone being capable of functionality that makes its primary use for communication, a very small part of its electronic arsenal.

The quality and functionality of smart phone cameras is well documented, with even the most basic model being capable of high definition video and photography. So much so, that it is now common practice for professional news broadcasters to rely on mobile footage for instances when a full camera team is not available. Even the BBC have experimented by shooting a complete documentary on mobiles and many examples of feature films are also credited to the technology.

Even though this is impressive, an understanding of the techniques used by professionals can elevate the results of home film making to levels exceed the value of the device.

This course will give an introduction to the background skills that will result in better videos from mobile devices.

## Intended Learning Outcomes

Key skills for employability

- KS1 Written, oral and media communication skills
- KS2 Leadership, team working and networking skills
- KS3 Opportunity, creativity and problem solving skills
- KS4 Information technology skills and digital literacy
- KS5 Information management skills
- KS6 Research skills
- KS7 Intercultural and sustainability skills
- KS8 Career management skills
- KS9 Learning to learn (managing personal and professional development, self-management)
- KS10 Numeracy

At the end of this module, students will be able to		Key Skills	
1	Understand the key principles of digital photography/video	KS3	KS9
		KS5	
		KS6	
2	Apply the key functionality of smart devices to film making	KS2	
		KS4	
		KS5	
3	Understand file formats and be able to publish to the Internet	KS1	KS10
		KS6	
		KS7	

**Transferable skills and other attributes**

Creativity  
Applied Problem Solving  
Team work

**Derogations**

N/A

**Assessment:**

Indicative Assessment Tasks:

The student will be assessed through a portfolio created throughout the course that demonstrates the key skills and attributes delivered in the lecture/workshop series.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)	Duration (if exam)	Word count (or equivalent if appropriate)
1	1-3	Portfolio	100	N/A	N/A

**Learning and Teaching Strategies:**

This module will be delivered using a combination of workshops, group tutorials, practical exercises, directed and self-directed study.  
The module will be delivered as a short event course with 10 x 2 hour sessions.

**Syllabus outline:**

1. Introduction to light as applied to camera functionality (Iris, film speed, white balance, frame rate)
2. Exploring video formats and files
3. Getting the most out of available light (Natural and artificial)
4. Introduction to Premier Pro and editing
5. The importance of audio and how to capture it
6. Introduction to Audition (artistic and corrective)
7. Adding titles and graphics in Premier Pro
8. Creating video for the web

**Indicative Bibliography:**

**Essential reading**

Basulto, D (2016). Life. Camera. Action.: How to Turn Your Mobile Device into a Filmmaking Powerhouse. London: Lioncrest Publishing.

Jones, C (2010). The Guerilla Film Makers Pocketbook: The Ultimate Guide to Digital Film Making. London: Continuum Publishing.

**Other indicative reading**

Kaltenbrunner, M (2015). Making Short Films on Your Smartphone. London: Arcade Publishing.