

Prifysgol Wreccsam Wrexham University

Module specification

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Module Code	CMT436
Module Title	Introduction to Screen Skills
Level	Level 4
Credit value	20
Faculty	FACE
HECoS Code	100443
Cost Code	GACT
Pre-requisite module	N/A

Programmes in which module to be offered

Programme title	Core/Optional/Standalone
BA (Hons) Filmmaking	Core

Breakdown of module hours

Learning and teaching hours	36 hrs
Placement tutor support hours	0 hrs
Supervised learning hours e.g. practical classes, workshops	0 hrs
Project supervision hours	0 hrs
Active learning and teaching hours total	36 hrs
Placement hours	0 hrs
Guided independent study hours	164 hrs
Module duration (Total hours)	200 hrs

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	Duration/Word Count	Weighting (%)	Alternative assessment, if applicable
1	1-4	Portfolio	As above.	100%	N/A

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.

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.

Welsh Elements

In collaboration with the University's Welsh Language Team, tutorial support and also assessment submission will be available through the Welsh Language should students elect to do so. Welsh workplace language learning opportunities will also feature in the delivery of this module. This will be at a beginner's level and supported through online materials and activities.

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 – a sample of the forms of reading will include:

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
 Monaco, 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.
 Web links
<https://www.rogerdeakins.com/>
<https://savethecat.com/>

Documentaries

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

Administrative Information

For office use only	
Initial approval date	September 2021
With effect from date	September 2026
Date and details of revision	Re-validation, updated template
Version number	2