

# **BA(Hons) Acting for Screen**

**Award Document 2026/27**

## Course Map - BA(Hons) Acting for Screen

### Stage 1

Study Block 1	Study Block 2	Study Block 3
<b>PFR401</b> <b>Visual Storytelling (Joint) (CFS)</b> Compulsory (30 credits)	<b>SCR402</b> <b>Screen Studies (Joint) (CFS)</b> Compulsory (30 credits)	<b>BAAS502</b> <b>Character Development</b> Compulsory (30 credits)
<b>BAAS403</b> <b>Acting 1 - Acting for Camera</b> Compulsory (60 credits)		<b>BAAS501</b> <b>The Virtual Actor - Voice, Action &amp; Motion</b> Compulsory (30 credits)

### Stage 2

Study Block 1	Study Block 2	Study Block 3
<b>BAAS503</b> <b>Acting 2 - Episodic Storytelling</b> Compulsory (60 credits)	<b>BAAS601</b> <b>Self-Scripting</b> Compulsory (30 credits)	<b>BAAS603</b> <b>Acting 3 - Final Major Project</b> Compulsory (60 credits)
	<b>BAAS602</b> <b>The Professional Screen Actor</b> Compulsory (30 credits)	

## General Course Information

<b>Status</b>	Approved
<b>Qualification (course type)</b>	Undergraduate Course
<b>Course Title</b>	BA(Hons) Acting for Screen
<b>Intermediate Qualification(s)</b>	Dip HE, Cert HE
<b>Awarding Institution</b>	
<b>Location of Delivery</b>	Validated Partners
<b>Duration of course</b>	2 years
<b>Professional, Statutory and Regulatory Body Accreditation</b>	
<b>Accreditation Renewal Date</b>	
<b>UCAS Code</b>	
<b>Relevant External Benchmarking</b>	<ul style="list-style-type: none"> <li>• Dance, Drama and Performance (2019) - QAA</li> </ul>

## Course Aims

BA (Hons) Acting for Screen at Central Film School is an intense, accelerated two-year course taught by working industry professionals with extensive knowledge and experience. Our unique provision draws upon our experience delivering learning within the creative, multi-disciplinary ecosystem of the School, where actors work alongside screenwriters and filmmakers, all working with the latest technologies. Our offer prepares our graduates for work in a rapidly changing multi-skilled working environment. A central feature of the development of the programme has been to provide learners with multiple opportunities to collaborate and interact with the other two undergraduate degrees - BA (Hons) Practical Filmmaking (BAPF) and BA (Hons) Screenwriting (BASW). This opportunity enables the cohort to develop additional skills and knowledge about the working practices of the film industry and to supplement their knowledge of their specialist field with relevant experience working in close collaboration with their peers. This implementation of a 'no boundaries' approach to pedagogy marks a significant development in our overall course provision.

Our practical projects mirror the film industry's workflow and creative environments. You will develop your creative and performance skills together with your contextual knowledge. You will engage with the latest digital technologies to develop your technical and craft skills and further inspire your creativity and ambition. You will collaborate extensively in a fast-paced environment with an emphasis on practical and on-set assessments that will build your skills and confidence to enter the industry after graduation. During your studies you will have opportunities to interact with high-profile film industry performers and practitioners through our Professional Perspective panels and visiting lecturer programme.

## Course specific employability skills

As you progress through the BA Screen Acting at Central Film School you will develop an understanding of the art and craft of performance. Both transferable and employability skills will be embedded into your learning through structured collaborative practice and reflective thinking, and the progressive execution of your technical expertise.

The course will offer you an opportunity to practice the following skills that can be used in professional settings in film and creative industries, as well as in academia and beyond:

**Industry & Business Knowledge:** You will develop an ability to recognise and apply relevant terminologies, technologies and processes to your creative practice or evaluation of others' work.

**Critical Thinking & Analysis:** You will develop an ability to look below the surface of screen-based performance, make connections and reflect on different social and creative perspectives. Through this process, you will build a more profound understanding not only of screen acting but also of values and attitudes in contemporary global societies that influence what you see on the screen.

**Expanded Worldview:** You will appreciate a range of diverse creative practices and modes of expression. You will also develop social and political sensitivity, especially regarding representation.

**Ethical and Legal Responsibilities:** You will progress your understanding of how to work professionally within industry-standard ethical and legal frameworks.

**Health and Safety:** You will enhance your awareness of health and safety guidelines and apply them in professional settings.

**Problem Solving and Innovation:** You will grow your capability to logically and critically evaluate the currently available screen performance practices and progress your creativity towards innovation by applying conceptual models to practical challenges.

**Imagination and Creativity:** You will gain confidence to determine your potential contribution to the creative industries, finding the courage to use artistic solutions and produce unique and original work.

**Collaboration and Team Working:** You will develop a positive attitude when working with others in a respectful, organised and collaborative manner. Your ability to forge productive relationships with others and to understand the essential elements of how creativity is fostered in team environments.

**Organisation:** You will advance your project and time management skills.

**Entrepreneurial skills:** You will learn to identify and take advantage of professional and personal opportunities. You will develop your business awareness and understand what is required working within the performing arts.

**Communication skills:** You will practice an ability to articulate your ideas in writing, speech and performance in a coherent and clear manner that can be understood by non-specialist audiences.

**Personal Development:** You will define your priorities, manage your time effectively, develop an understanding of personal strengths and weaknesses and find ways of responding to constructive criticism and feedback.

In addition to its subject focus on Screen Acting, the course will prepare you for other types of creative industry careers. All the above skills are transferable, which means that they can be adapted and deployed in a variety of fields and careers.

## Career/future study opportunities

The course will help you become an adaptive thinker, a creator and a supportive contributing team player joining the next generation of writers, performers, producers, directors, analysts, academics and project developers who shape the zeitgeist of contemporary film. Alongside the established career pathways for performers on screen, there are also a multitude of new opportunities for creative writer/performers in new media formats (eg Tik Tok) and the games industry.

Typical career destinations of our graduates include:

- Film, television and radio performance
- Branded and Web Content
- Music Video
- Advertising
- Marketing
- Teaching
- Talent Scouting and Development
- Film Exhibition and Distribution
- Sales Agency
- Sales Acquisition & Strategy
- Live Event Broadcast Production
- Research and Development
- Journalism

Further academic study:

- Postgraduate Practice & Research (MA, PhD, ProfDoc)
- PGCE (Teaching Programme)

## Structure of Course Delivery

In the first two study blocks you will be immersed in the production environment, alongside the other Filmmaking and Screenwriting cohorts, but maintaining a distinct focus on the actor's role in the creative ensemble. The purpose of the combined learning is to embed a collaborative spirit amongst the three cohorts, engendering a sense of belonging, and develop an understanding of the inter- and multidisciplinary nature of the screen industries. Following this, you will undergo a thorough grounding in the core skills of performance. This will include voice and movement work, an

introduction to processes and practices that underpin the creation and development of performance, and a focused exploration of (your)self, as a performer and as a collaborator.

In the second two study blocks you can expect to expand and continue to develop your core skills, but also to acquire a more advanced expressive range and technical capacity in relation to the latest digital performance capture systems and to apply these skills across different media formats. The Virtual Actor module (BAAS501) offers an informal opportunity for you to collaborate with both the Screenwriters (Interactive Storytelling module) and Filmmakers in creating animated stories utilising both mo-cap and voice-over.

In the final two study blocks you can expect to shape and present yourself and your skills in a variety of public and professional contexts. The Self Scripting module equips learners with a vital transferable skill as well as gives our actors the opportunity to develop a script to pitch for the BA graduation film project (along with the Filmmakers and Screenwriters). Your final major project is purposefully designed to allow for flexibility and provide scope for you to develop autonomy in your learning, bringing together content from the previous learning as well as affording further inter-cohort collaboration.

## **Pedagogy**

The BA programme is delivered within a suite of courses that provide training in filmmaking and screenwriting practice and introduces you to the fundamentals of screen-based performance.

The BA (Hons) Acting for Screen delivers the curriculum using strategies that encourage independence, self-reliance and group co-operation. You are expected to take responsibility for your learning and encouraged to explore the uses of blended learning techniques when working with your peers.

Group work is a vital aspect of the degree as it reflects the collaborative nature of filmmaking and the creative environment in which performance takes place. Creative practice teaching delivered during the programme elucidates the nature of and interrelationship between core roles relating to performance and how they change in different environments. Modules are structured around regular group work which may take place solely between you and your peers on the course or students from different courses. This experience will allow you to become familiar with real-world practices during which you will share knowledge and develop understanding of cooperation, negotiation, compromise, leadership and management and team hierarchies in preparation for your entry into industry.

## **Course Design**

At Level 4, modules are designed to introduce you to the fundamental principles, practices and collaborative relationships governing the art of screen performance. At Level 5 you will gain a deeper understanding of the creative process, its wider contexts and develop your technical skills and specialisms. At level 6 you will develop your performance skills in the context of a longer production. The role that you will workshop, develop, rehearse and perform is the consolidation of your creative practice and culmination of your study.

## **Teaching Sessions**

Module teaching, learning and assessment take a variety of forms to offer an inclusive, safe and supportive learning environment for all students and enable multiple possibilities for constructive feedback so that you can fulfil your potential. These modules are led by practising performers, academics and filmmakers who share their real-world film experience and are supported by a team of experienced technicians. Your learning experience is enriched by regular opportunities to listen and talk to visiting speakers through our Professional Perspectives Programme.

You will be taught by staff in a variety of ways:

**Lectures:** Some teaching will be delivered as 'traditional' lectures, for the conveying of complex ideas or for the clarifying of assessment and other course requirements.

**Seminars:** These are a chance for you to spend time with your tutor and peers investigating ideas and processes. It is a chance to work on your assessments and receive support from a variety of people and a chance to engage with ideas and develop your understanding in a safe and supportive environment.

**Technical Inductions:** Our technicians will enhance your skills in handling our camera, sound and lighting equipment.

**Workshops:** Workshops involve you developing specific craft skills and applying your learning to productions and assessment. They also facilitate your own personal, creative and professional development.

**Professional Masterclasses:** Your core learning is supplemented by a programme of guest speakers who deliver talks and masterclasses across a range of specialisms and professions.

**Crits/Peer Learning:** We have a wide variety of approaches to peer learning, including pitching/feedback sessions and crits, where you share work-in-progress and support each other in honing work for assessment and beyond. This activity helps you learn how to critique constructively and how to improve your work from reading others' approaches and acting on their feedback.

**Individual Tutorials:** Tutorials with tutors and course leaders allow you to really get to grips with your understanding of a module and/or an assignment as well as to discuss your progress and seek support in terms of time, project and personal management.

**Virtual Learning Environment (VLE) and Online Learning:** Modules may employ different forms of online learning to enhance your experience and add to the diverse ways of learning that you will experience on the course. Online spaces are used to provide a safe and supportive environment to help you stay engaged with work and peers across modules and between periods of teaching and assessment.

#### **Module Structure:**

##### **Level 4**

Visual Storytelling

Screen Studies

Acting 1: Acting for Camera

##### **Level 5**

The Virtual Actor - Voice, Action & Motion

Character Development

Acting 2: Episodic Storytelling

##### **Level 6**

Self Scripting

The Professional Screen Actor

Acting 3: Final Major Project

## **Course Assessment Strategy**

The purpose of assessment is to measure your progress and achievement throughout the course and to confirm that the Learning Outcomes for each module have been met. It is the method by which you receive summative feedback in order to help you develop your practice and performance.

Assessment is governed by the Assessment Regulations as detailed in Central Film School's Academic Framework. Information about it is available on the Central Film School website; details of links are provided in your Course Handbook.

Throughout the modules on all levels, at Central Film School a major assessment method is the on-set assessment of your role. This type of assessment focuses on process rather than outcome. It develops and assesses your core 'hard' skills (e.g. technical) and your 'soft' skills (e.g. professionalism), both vital for your entry into the industry.

Studying film performance requires you to understand the collaborative nature of filmmaking as well as the interrelationship of a variety of skills and knowledge. We therefore use formative and summative feedback throughout the course. Learning Outcomes and Assessment Criteria, as outlined at the end of this document, relate to specific periods of growth and development during your course of study.

Formative assessment is concerned with progress, development and growth, and summative assessment measures achievement and accomplishment demonstrated at the end of each module.

Each module of study is assessed using the common assessment criteria of Central Film School. Feedback is delivered formatively both in advance of and following summative assessment.

The purpose of assessment is to provide you with:

- An active process that recognises and supports learning and achievement
- As an experience itself it contributes to the integration of learning and practice
- Feedback on progress which identifies strengths and recommendations for improvement
- Opportunities to present work, and articulate ideas and attitudes in a progressively professional manner

Evaluation and assessment provide the course team with:

- A means of offering you guidance in the evaluation of your progress
- A means of offering you advice and guidance on your work
- A means of monitoring and evaluating the course
- A basis for accreditation of modules
- A basis for progression from one level to the next

Each module will have specific requirements and these will be clearly briefed at the appropriate stages of the course. At these points, you will be issued with a Module Guide containing a summary of the briefs, elements of assessment, learning outcomes, assessment methods, marking scheme and the work required for assessment. Please thoroughly read the Module Guide so that you have an understanding of how the learning outcomes relate more specifically to the project work you will be completing. Ask questions if you are unsure of anything.

Regular seminars, scheduled tutorials and peer review opportunities, as well as bookable tutorials, provide formative feedback on work-in-progress against the learning outcomes and project deliverables. These staff and peer interactions offer you opportunities to ask questions, seek clarification and discuss and share significant findings, areas of research, methods employed and discoveries made.

Summative assessment provides you with marks that contribute to your academic grade and details the successful parts of the work, as well as advice on how to improve your work going forward. At strategic points in your learning you will be assessed on collaborative group productions which may take place solely between you and your peers on the course and at other times alongside students from different courses. When a collaborative production is assessed, issues of fairness and equity of grades are addressed utilising the Group Work Assessment Strategy. Summative feedback is given at the end of each module.

## Course Learning Outcomes

LO name	Level 4	Level 5	Level 6
1. Technical	Identify & apply ideas, creative elements, processes and techniques appropriate to a project	Demonstrate ideas, creative elements, processes and techniques appropriate to a project	Evaluate ideas, creative elements, processes and techniques appropriate to a project
2. Collaboration	Identify & apply constructive relationships and work effectively on a project	Demonstrate constructive relationships and work effectively in the conception and delivery of a team project	Evaluate constructive relationships and work effectively in the conception and delivery of a team project
3. Communication	Identify & apply professional communication and presentation skills	Demonstrate professional communication and presentation skills	Evaluate professional communication and presentation skills
4. Professionalism	Identify & apply self-management skills and set priorities for personal and professional progression	Demonstrate self-management skills and set priorities for personal and professional progression	Evaluate self-management skills and set priorities for personal and professional progression
5. Research	Identify & apply research, resources and methodologies that inform a project	Demonstrate the use of research, resources and methodologies that inform a project	Evaluate research, resources and methodologies that inform a project
6. Analysis	Identify & apply specialist information and practices	Demonstrate the ability to analyse specialist information and practices	Evaluate and analyse specialist information and practices and formulate reasoned arguments
7. Innovation	Identify and apply problem solving techniques and test ideas in the realisation of a project	Demonstrate problem solving techniques, independent enquiry, practice and experimentation in the realisation of a project	Evaluate problem solving techniques, independent enquiry, practice and experimentation in the realisation of a project
8. Industry	Identify and apply industry vocabulary and knowledge to enable you to support your engagement with the commercial marketplace	Demonstrate industry vocabulary and knowledge to support your engagement with the commercial marketplace	Evaluate industry vocabulary and knowledge to enable you to present your work and support your engagement with the commercial marketplace

## TPA Table

Module Code	Level	Module Name	Credits	Study Block	Compulsory (C) or Option (O)	Assessment Methods*	Contributing towards the Learning Outcomes* (Taught (T), Practised (P) and/or Assessed (A))							
							1	2	3	4	5	6	7	8
PFR401	4	Visual Storytelling (Joint) (CFS)	30	1	C	SP	TP	TPA	TP	TPA	TP	TP	TP	TP
BAAS403	4	Acting 1 - Acting for Camera	60	1	C	CE SP	TPA	TP	TPA	TP	TP	TPA	TPA	TP
SCR402	4	Screen Studies (Joint) (CFS)	30	2	C	OT	TP		TP	TP	TPA	TP	T	TA
BAAS502	5	Character Development	30	3	C	CE	TP	TP	TP	TP	TPA	TPA	TP	TP
BAAS501	5	The Virtual Actor - Voice, Action & Motion	30	3	C	AR	TPA	TP	TP	TP	TP	TP	TPA	TP
BAAS503	5	Acting 2 - Episodic Storytelling	60	1	C	GR SP	TP	TPA	TPA	TPA	TP	TP	TP	TPA
BAAS601	6	Self-Scripting	30	2	C	AR	TP	TP	TP	TP	TPA	TPA	TP	TP
BAAS602	6	The Professional Screen Actor	30	2	C	PO	TP	TP	TP	TPA	TP	TP	TP	TPA
BAAS603	6	Acting 3 - Final Major Project	60	3	C	DI PW	TPA	TPA	TPA	TP	TP	TP	TPA	TP

Learning Outcomes*
1. Technical
2. Collaboration
3. Communication
4. Professionalism
5. Research
6. Analysis
7. Innovation
8. Industry

