

MA Virtual Production (CFS)

Award Document 2025/26

Course Map - MA Virtual Production (CFS)

Stage 1

Study Block 1	Study Block 2	Study Block 3
MAVP01 Virtual Environment Design & Asset Development Compulsory (30 credits)	MAVP03 Real Time Interactive For Virtual Production Compulsory (30 credits)	MAVP05 Final Major Project Compulsory (60 credits)
MAVP02 Virtual Production Pipelines Compulsory (30 credits)	MAVP04 Virtual Studio Production Compulsory (30 credits)	

General Course Information

Status	Approved
Qualification (course type)	Postgraduate Course
Course Title	MA Virtual Production (CFS)
Intermediate Qualification(s)	PG Cert, PG Dip
Awarding Institution	
Location of Delivery	CFS London
Duration of course	2 years
Professional, Statutory and Regulatory Body Accreditation	
Accreditation Renewal Date	
UCAS Code	
Relevant External Benchmarking	<ul style="list-style-type: none">• Master's Degree Characteristics Statement (2020) - QAA

Course Aims

MA Virtual Production at Central Film School develops our successful programmes that combine academic and practical pathways to equip independent filmmakers to enter into the professional film and television industries. Virtual Production is in its infancy as a set of creative tools for film and television, and the CFS MA aims to provide the craft basis to support creative innovation in the use of these new assets.

We aim to foster future independent filmmakers and develop your creative and craft skills together with your contextual knowledge and analytical competence. Further, we aim to prepare individuals to engage confidently with, and challenge, the fast-changing media landscape.

You will form part of an inclusive and collaborative community at the School where the latest industry-standard resources are integrated with technical and craft teaching which mirror real-world workflows. A balanced mix of academic criticality coupled with scholarly research is designed to nurture and inspire our students' creativity and ambition.

In small teams of diverse, dedicated and talented students, you will participate in the exchange of ideas, skills and experiences. You will have various opportunities to interact with high-profile film, television and games industry practitioners through our Professional Perspective panels and visiting lecturer programmes.

Potential industry placement, collaborative projects and research will help you meet the latest screen industry professional standards and understand the cultural and industrial needs of your chosen sector.

Our practical projects mirror the screen industry's workflow and creative environments. You will be taught by industry professionals and learn through doing with an emphasis on on-set assessments in order to build your skills and confidence to enter the contemporary media job market.

Course specific employability skills

MA Virtual Production at Central Film School will offer you an opportunity to develop and refine advanced skills that can be applied in professional settings across the film and creative industries, as well as in academia and beyond. Through critical research, industry engagement, and professional practice, you will develop expertise that positions you as a skilled practitioner in your field.

Industry & Business Knowledge You will build an advanced understanding of industry structures, business strategies, and evolving creative economies. You will critically engage with emerging business models, funding structures, and entrepreneurial opportunities to position yourself within the industry.

Critical Thinking & Analysis You will refine your ability to critically evaluate screen-based production through advanced theoretical and practice frameworks and research methodologies. You will challenge conventions, synthesize interdisciplinary perspectives, and develop original insights that contribute to contemporary discourse in film, media, and creative industries.

Technical Skills You will advance your expertise in applying and critically assessing emerging and established technologies, ensuring their effective and ethical use. You will master complex digital workflows, industry-standard software, and experimental technologies, allowing you to push creative and technical boundaries in your work.

Expanded Worldview You will critically engage with diverse global creative practices, exploring how cultural, social, and political contexts shape media production and consumption. Your work will reflect an informed, inclusive, and forward-thinking approach to representation and storytelling.

Ethical and Legal Responsibilities You will deepen your understanding of professional ethics, legal frameworks, and intellectual property rights. Through critical analysis, you will navigate the ethical challenges of contemporary media-making, ensuring responsible and sustainable creative practice.

Health and Safety You will take a proactive approach to health and safety, embedding best practices into your professional and academic work. Your awareness will extend beyond compliance, incorporating emerging concerns around mental well-being, sustainability, and safe working environments.

Problem Solving and Innovation You will refine your ability to apply complex theoretical models to creative challenges, developing original solutions that drive industry and academic innovation. Your work will reflect a deep engagement with research-led creative problem-solving.

Imagination and Creativity You will enhance your creative practice by exploring experimental, research-driven approaches to storytelling and production. You will engage with both traditional and emerging methodologies to develop a distinct creative voice and produce work that challenges artistic and industry conventions.

Collaboration and Team Working You will cultivate high-level collaboration and leadership skills, working across disciplines to develop ambitious, industry-relevant projects. You will refine your ability to foster creativity in team environments, navigating complex professional dynamics with confidence and adaptability.

Organisation You will master strategic project and time management, balancing creative, technical, and research-driven workflows. You will develop the ability to plan and execute large-scale projects, integrating critical thinking with professional efficiency.

Entrepreneurial Skills You will refine your ability to identify and capitalize on professional opportunities, applying advanced business strategies to your creative career. You will develop expertise in branding, marketing, funding, and self-promotion, ensuring professional sustainability in the creative industries.

Communication Skills You will enhance your ability to articulate complex ideas with clarity and impact, whether in written, verbal, or visual forms. Your communication will be tailored for diverse audiences, ensuring effective engagement with industry professionals, academic communities, and the public.

Personal Development You will take ownership of your professional and academic growth, critically reflecting on your strengths, challenges, and aspirations. You will cultivate resilience, adaptability, and a lifelong learning mindset, equipping you for sustained success in an evolving creative landscape.

Despite its immediate subject focus on the screen industries, the course will also 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, researchers, producers, directors, analysts, academics and project developers who shape the zeitgeist of contemporary film and television.

Typical career destinations of our graduates include:

- Technical director in post-production
- Production roles in VFX
- Virtual production supervisor
- Digital matte painter
- VFX Production Assistant
- Virtual Studio Production
- Post-Production, editor and assistant editor
- Visual Effects
- Film and Television Production Management
- Camera Departments, camera operator, camera assistant
- Sound Design
- Sound Recording
- Location Management and Logistics
- Talent Scouting and Development
- Film Exhibition and Distribution
- Sales Agency
- Advertising
- Branded and Web Content
- Music Video
- Live Event Broadcast Production
- Events Management
- Research and Development
- Journalism
- Arts Administration
- Influencer
- Social Media Manager

Further academic study: Postgraduate Practice & Research (PhD, ProfDoc) & PGCHE (Teaching Programme)

Structure of Course Delivery

As a student, your journey on the MA Virtual Production course begins in Term 1 with 'Virtual Environment Design & Asset Development', a general introduction to the workflow behind the development of virtual assets and resources. This process will also

develop your practical skills, as well as introducing you to the teamwork and problem-solving skills that are essential in all aspects of the production process.

This module is runs in parallel with 'Virtual Production Pipelines' where the production processes and technical requirements are elaborated in more detail. These skills will then lead you into the grounding needed for your graduating 'Final Major Project'. You will also engage in research for your choice of specialist roles that you will undertake in Term Two.

In Term Two's 'Real Time Interactive For Virtual Production' module, an in-depth consideration of one of the key technology platforms, each student becomes more creatively independent and technically focussed on specific key skills-sets. To enable this, students are encouraged to choose specific technical production roles from within the field.

In this term, you will also take the 'Virtual Studio Production' module and be expected to secure an internship placement which compliments your chosen specialist role. You will critically reflect upon this experience of your specialism and may either choose to explore future implications for the position (eg as the result of future technological changes) or by conducting an applied research methodology that critically examines your learning within your own chosen production role.

Term three is the 'Final Major Project' module which is the culmination of each student's journey through the Masters programme. In this, students have ample opportunity for extended collaboration across the range of the School's other creative communities and with the productions of the graduation films. You will work within your own specialist role, as part of a collaborative crew, under the supervision of an industry practitioner throughout the productions. The projects can be a collaboration or stand-alone effort and the final term signifies the bridge between studentship and professional practice with the fruition of your academic and creative skills acquired over the course of the year. As part of the School's ethos, you will have opportunities to collaborate with other courses and cohorts in the creative development of your project productions.

Pedagogy

The course delivers the curriculum using strategies that encourage independence, self-reliance and group co-operation. You are expected to take responsibility for your learning much more directly than at undergraduate level.

Group work is a vital aspect of the degree as it reflects the collaborative nature of screen-based production practices. Creative practice teaching centres around the interrelationship between core roles that are used in film, television and the games industry. The course will outline the nature of these roles and how they might change in different situations. Module Leaders will specify how their modules are structured around regular group work and how such group work will be assessed.

You are also encouraged to explore the uses of blended learning techniques when working with your peers or pursuing work placements.

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 experienced academics with both technical specialisms and the skills of practicing filmmakers, supported by a team of technicians, who share their real-world production experience. This is enhanced 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:

Research Seminars: At MA level, seminars are the primary mechanism for learning. Students are required to take a proactive approach to contributing to these sessions. Through formalised, student-led group discussion, predicated on in-depth reading and preparation, a space is provided in which ideas, analytical approaches and your work in progress can be tested through discussion and application with peers and tutors. Seminars are the central fora for expression of your ideas and concepts. They are where goals to help you manage your learning and assessment preparation will be set.

Professional Masterclasses: This core learning is supplemented by a programme of guest speakers who deliver talks and masterclasses across a range of specialisms and career paths.

Workshops: Workshops are where you will develop specific craft skills and apply the content you are learning to productions and for assessment as well as to further your own personal, creative and professional development.

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: These are there for you to really get to grips with your understanding of a module and/or an assignment, and also to discuss your progress and seek support in terms of time, project and personal management.

Virtual Learning Environment (VLE) and Online Learning: A variety of 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 the modules and between periods of teaching and assessment.

Module Specific Sessions:

Module 1 - MAVP01 Virtual Environment Design & Asset Development

Module 2 - MAVP02 Virtual Production Pipelines

Module 3 - MAVP03 Real Time Interactive For Virtual Production

Module 4 - MAVP04 Virtual Studio Production

Module 5 - MAVP05 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.

Studying the production environment of the screen industries 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 specified at the end of this document, relate to specific periods of growth and development.

Throughout the modules 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.

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 the University. Feedback is delivered formatively 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 term to the next
- A basis for the conferring of a Masters degree

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 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, 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 with opportunities to ask questions, seek clarification, 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. Summative feedback is given at the end of each module

Course Learning Outcomes

LO name	Level 7
1. Technical	Demonstrate the technical requirements of the production process that lead to a successful delivery of a filmed project
2. Collaboration	Analyse interpersonal skills and self-discipline to support working within diverse teams to deliver a successful project
3. Communication	Demonstrate a command of diverse professional, effective communication and presentation skills
4. Professionalism	Demonstrate a professional and personal progression of learning throughout all processes
5. Research	Analyse resources and research methodologies that inform critical contextual debates in film and television studies
6. Analysis	Analyse critical texts and discourse to formulate a reasoned argument and offer evidence for your claims
7. Innovation	Analyse the creative elements required for development and effectively resolve challenges throughout the production process of a narrative or factual project
8. Industry	Demonstrate a command of your chosen specialism in response to creative, ethical, economic and social contexts of real-world film and television cultures and industries

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
MAVP01	7	Virtual Environment Design & Asset Development	30	1	C	AR								
MAVP02	7	Virtual Production Pipelines	30	1	C	PW								
MAVP03	7	Real Time Interactive For Virtual Production	30	2	C	AR								
MAVP04	7	Virtual Studio Production	30	2	C	SP								
MAVP05	7	Final Major Project	60	3	C	AR PW								

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

TPA table

LEVEL 7							Contributing towards the Learning Outcomes (Taught (T), Practised (P) and/or Assessed (A))							
							1	2	3	4	5	6	7	8
Module Code	Level	Module Name	Credits	Study Block 1, 2 or 3	Compulsory (C) or Option (O)	Assessment methods*	Technical	Collaboration	Communication	Professionalism	Research	Analysis	Innovation	Industry
MAVP01	7	Virtual Environment Design & Asset Development	30	1	C	AR	TPA	TPA	TP	TP	TP	TPA	TP	TP
MAVP02	7	Virtual Production Pipelines	30	1	C	PW	TPA	TP	TPA	TP	TP	TP	TPA	T
MAVP03	7	Real Time Interactive for Virtual Production	30	2	C	AR	TPA	TP	TPA	TP	TP	TP	TPA	TP
MAVP04	7	Virtual Studio Production	30	2	C	SP	TP	TPA	TP	TPA	TP	TP	T	TPA
MAVP05	7	Final Major Project	60	3	C	PW, AR	TP	TPA	TPA	TPA	TPA	TP	TPA	TP

