

SCR402: Screen Studies (Joint) (CFS)

Status	Approved
Module Name	Screen Studies (Joint) (CFS)
Module Code	SCR402
Credit Value	30
Level	4
Pre-requisites	
Named Module Leader	Chandler, Katie

Module Aim

The module aims to provide an overview of formal, aesthetic and ideological shifts in the creation and reception of international cinema, from the silent era to the present, through the analysis of key titles, which are illustrative of technological and creative development.

Summary Module Description

Students will analyse case study films from multiple critical perspectives, including thematic, narrative structure, genre, ideology, and the relationship between style and technology, but will also attend to the strands of screenwriting, performance and production and the seminar workshops will be convened to match the student cohorts' interests.

The roles of the content-creators will be explored, especially the roles behind and in front of the camera and for the significance of these for the meanings that have been attributed to the works. A number of critical responses to cinema – including genre and star studies, auteur theory, and feminist critiques, will also be applied to featured titles both fiction and documentary across multiple-distribution channels including cinema, television and streaming services.

The short film format will also be analysed as an introduction to the module and discussed for comparative storytelling techniques and their value and influence for feature-length independent and mainstream cinema.

Module-Specific Employability Skills

The module will offer you an opportunity to practice the following skills that can be used in professional settings in film, television 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 film and television, make connections and reflect on different social and creative perspectives. Through this process, you will build a more profound understanding not only of film and television 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.

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

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

Learning Outcomes

LO #	Learning Outcome Name	Learning Outcome Description	Assessment Criteria Category
BAACFSIFU01 BA(Hons) Acting for Screen with Integrated Foundation Year v1.0			
1	Technical	Identify & apply ideas, creative elements, processes and techniques appropriate to a project	None
2	Collaboration	Identify & apply constructive relationships and work effectively on a project	None
3	Communication	Identify & apply professional communication and presentation skills	None
4	Professionalism	Identify & apply self-management skills and set priorities for personal and professional progression	None
5	Research	Identify & apply research, resources and methodologies that inform a project	RESEARCH
6	Analysis	Identify & apply specialist information and practices	None

7	Innovation	Identify and apply problem solving techniques and test ideas in the realisation of a project	None
8	Industry	Identify and apply industry vocabulary and knowledge to enable you to support your engagement with the commercial marketplace	INDUSTRY

BAACFSSFU01 BA(Hons) Acting for Screen v1.0

1	Technical	Identify & apply ideas, creative elements, processes and techniques appropriate to a project	None
2	Collaboration	Identify & apply constructive relationships and work effectively on a project	None
3	Communication	Identify & apply professional communication and presentation skills	None
4	Professionalism	Identify & apply self-management skills and set priorities for personal and professional progression	None
5	Research	Identify & apply research, resources and methodologies that inform a project	RESEARCH
6	Analysis	Identify & apply specialist information and practices	None
7	Innovation	Identify and apply problem solving techniques and test ideas in the realisation of a project	None
8	Industry	Identify and apply industry vocabulary and knowledge to enable you to support your engagement with the commercial marketplace	INDUSTRY

BAPFMASFU01 BA(Hons) Practical Filmmaking (2 year) - CFS v1.2

1	Technical	Identify & apply ideas, creative elements, processes and techniques appropriate to a project	None
2	Collaboration	Identify & apply constructive relationships and work effectively on a project	None
3	Communication	Identify & apply professional communication and presentation skills	None
4	Professionalism	Identify & apply self-management skills and set priorities for personal and professional progression	None
5	Research	Identify & apply research, resources and methodologies that inform a project	RESEARCH
6	Analysis	Identify & apply specialist information and practices	None

7	Innovation	Identify and apply problem solving techniques and test ideas in the realisation of a project	None
8	Industry	Identify and apply industry vocabulary and knowledge to enable you to support your engagement with the commercial marketplace	INDUSTRY
BAPFMISFU01 BA(Hons) Practical Filmmaking with Integrated Foundation Year (3 years) - CFS v1.2			
1	Technical	Identify & apply ideas, creative elements, processes and techniques appropriate to a project	None
2	Collaboration	Identify & apply constructive relationships and work effectively on a project	None
3	Communication	Identify & apply professional communication and presentation skills	None
4	Professionalism	Identify & apply self-management skills and set priorities for personal and professional progression	None
5	Research	Identify & apply research, resources and methodologies that inform a project	RESEARCH
6	Analysis	Identify & apply specialist information and practices	None
7	Innovation	Identify and apply problem solving techniques and test ideas in the realisation of a project	None
8	Industry	Identify and apply industry vocabulary and knowledge to enable you to support your engagement with the commercial marketplace	INDUSTRY
BAPVFXSFU01 BA(Hons) Post-Production & VFX (CFS) v1.0			
1	Technical	Identify & apply ideas, creative elements, processes and techniques appropriate to a project	None
2	Collaboration	Identify & apply constructive relationships and work effectively on a project	None
3	Communication	Identify & apply professional communication and presentation skills	None
4	Professionalism	Identify & apply self-management skills and set priorities for personal and professional progression	None
5	Research	Identify & apply research, resources and methodologies that inform a project	RESEARCH

6	Analysis	Identify & apply specialist information and practices	None
7	Innovation	Identify and apply problem solving techniques and test ideas in the realisation of a project	None
8	Industry	Identify and apply industry vocabulary and knowledge to enable you to support your engagement with the commercial marketplace	INDUSTRY

BAPVFXSIU01 BA(Hons) Post-Production & VFX with Integrated Foundation Year (CFS) v1.0

1	Technical	Identify & apply ideas, creative elements, processes and techniques appropriate to a project	None
2	Collaboration	Identify & apply constructive relationships and work effectively on a project	None
3	Communication	Identify & apply professional communication and presentation skills	None
4	Professionalism	Identify & apply self-management skills and set priorities for personal and professional progression	None
5	Research	Identify & apply research, resources and methodologies that inform a project	RESEARCH
6	Analysis	Identify & apply specialist information and practices	None
7	Innovation	Identify and apply problem solving techniques and test ideas in the realisation of a project	None
8	Industry	Identify and apply industry vocabulary and knowledge to enable you to support your engagement with the commercial marketplace	INDUSTRY

BASCWASFU01 BA(Hons) Screenwriting (2 year) - CFS v1.1

1	Technical	Identify & apply ideas, creative elements, processes and techniques appropriate to a project	None
2	Collaboration	Identify & apply constructive relationships and work effectively on a project	None
3	Communication	Identify & apply professional communication and presentation skills	None
4	Professionalism	Identify & apply self-management skills and set priorities for personal and professional progression	None

5	Research	Identify & apply research, resources and methodologies that inform a project	RESEARCH
6	Analysis	Identify & apply specialist information and practices	None
7	Innovation	Identify and apply problem solving techniques and test ideas in the realisation of a project	None
8	Industry	Identify and apply industry vocabulary and knowledge to enable you to support your engagement with the commercial marketplace	INDUSTRY

BASCWISFU01 BA(Hons) Screenwriting with Integrated Foundation Year (3 years) - CFS v1.1

1	Technical	Identify & apply ideas, creative elements, processes and techniques appropriate to a project	None
2	Collaboration	Identify & apply constructive relationships and work effectively on a project	None
3	Communication	Identify & apply professional communication and presentation skills	None
4	Professionalism	Identify & apply self-management skills and set priorities for personal and professional progression	None
5	Research	Identify & apply research, resources and methodologies that inform a project	RESEARCH
6	Analysis	Identify & apply specialist information and practices	None
7	Innovation	Identify and apply problem solving techniques and test ideas in the realisation of a project	None
8	Industry	Identify and apply industry vocabulary and knowledge to enable you to support your engagement with the commercial marketplace	INDUSTRY

Assessment Methods

Assessment Method	Description of Assessment Method	%	Learning Outcomes Assessed	Compulsory or Compensatable
OT	Written or video research report on screen industries	100	CLO: 5 , 8 , 5 , 8 , 5 , 8 , 5 , 8 , 5 , 8 , 5 , 8 , 5 , 8 , 5 , 8	Compulsory

The following codes for assessment methods apply

OT	Other method
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Modes of delivery

Module Target Learner Hours: 300	
Activity	Hours
Lecture	50
Seminar	25
Guided independent study	225

Indicative list of resources

Reading List:

ADAIR, G. 1995. *Flickers: An Illustrated Celebration of 100 Years of Cinema*. London: Faber and

Faber.

BRODWELL, D. & THOMPSON, K. 9th ed. 2010. *Film Art: An Introduction*. McGraw-Hill Higher Education.

MONACO, J. 2009. *How to Read A Film*. Oxford University Press, U.S.A.

SCHATZ, T. Main ed. 1998. *The Genius of the System: Hollywood Film-making in the Studio Era*. Thomas Schatz.

WOLLEN, P. 5th ed. 2013. *Signs and Meaning in the Cinema*. London: British Film Institute.

Refer to the Module Guide for a range of up-to-date resources e.g. films, scripts, journal articles, websites and podcasts.

Named Awards

Course
BAACFSSFU01 BA(Hons) Acting for Screen
BAACFSIFU01 BA(Hons) Acting for Screen with Integrated Foundation Year
BAPVFXSFU01 BA(Hons) Post-Production & VFX (CFS)
BAPVFXSIU01 BA(Hons) Post-Production & VFX with Integrated Foundation Year (CFS)
BAPFMASFU01 BA(Hons) Practical Filmmaking (2 year) - CFS
BAPFMISFU01 BA(Hons) Practical Filmmaking with Integrated Foundation Year (3 years) - CFS
BASCWASFU01 BA(Hons) Screenwriting (2 year) - CFS
BASCWISFU01 BA(Hons) Screenwriting with Integrated Foundation Year (3 years) - CFS