

BAPP503 : Finishing for Film and Broadcast

Status	Approved
Module Name	Finishing for Film and Broadcast
Module Code	BAPP503
Credit Value	60
Level	5
Pre-requisites	
Named Module Leader	Chandler, Katie

Module Aim

To equip students with all of the skills required to finalize and deliver high-quality media for film and broadcast.

Summary Module Description

This module covers colour grading, shot matching, advanced correction techniques, and audio post-production. Students will learn to prepare deliverables for cinema, streaming platforms, and broadcast, working across the various Heads of Departments, roles and teams to ensure industry-standard quality. Students will be provided with footage to enable this work, but will also be encouraged and supported to collaborate with fellow cohorts and to source materials from Actors and Filmmakers (in Episodic Storytelling & Practical Filmmaking 16mm) which will be running alongside the module in the timetable.

Students will submit a finished video project with graded visuals and mastered audio and provide a report outlining the process of deliverable creation and means by which it meets industry standards for broadcast or exhibition, as appropriate.

Module-Specific Employability Skills

The module will offer you an opportunity to practise 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.

Technical Skills: You will develop the ability to apply established and emerging technologies in an effective and ethical manner, ensuring responsible and informed creative decision-making. You will gain practical experience with industry-standard tools, refining your ability to utilise digital platforms and software. You will understand and apply structured workflows to support creative decision-making. You will develop the capacity to troubleshoot and resolve technical challenges.

Health and Safety: You will enhance your awareness of health and safety guidelines and apply them in professional settings. Your awareness will include matters relating to mental well-being, sustainability, and safe working environments.

Imagination and Creativity: You will gain the opportunity to experience exploration of individual and ensemble creativity, practically. You will develop understanding of processes in order to stimulate creativity to develop your craft.

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 diverse team environments.

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

Communication skills: You will practice an ability to articulate your ideas in writing, speech and practice 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.

Assessment Strategy

Learning Outcomes

LO #	Learning Outcome Name	Assessment Criteria Category
1	1. Technical: Demonstrate ideas, creative elements, processes and techniques appropriate to a project	Process
2	2. Collaboration: Demonstrate constructive relationships and work effectively in the conception and delivery of a team project	Collaboration

3	5. Research: Demonstrate the use of research, resources and methodologies that inform a project	Research
4	8. Industry: Demonstrate industry vocabulary and knowledge to support your engagement with the commercial marketplace	Industry

Assessment Methods

Assessment Method	Description of Assessment Method	%	Learning Outcomes Assessed	Compulsory or Compensatable
AR	Students will submit a finished video project with graded visuals and mastered audio suitable for broadcast or cinema exhibition	75	LO: 1,2,4	Compulsory
RE	Students will also provide documentation on deliverable creation and how it meets industry standards (for exhibition/broadcast) as appropriate.	25	LO: 3	Compulsory

The following codes for assessment methods apply

AR	Artefact (a made object)
RE	Individual Report

Modes of delivery

Learning Activities	
Type	Hours
Structured Learning Activity	150
Guided Independent Study	450
Total	600

Indicative list of resources

Avarese, J. (2017). Post sound design : the art and craft of audio post production for the moving image. London, England, Zed Books Bloomsbury Publishing.

BBC Studios (2024). Content Delivery Book.

Cianci, P. J. (2007). HDTV and the transition to digital broadcasting : understanding new television technologies. Amsterdam ; Boston, Focal Press.

International Forum on Digital, T. V., C. Wireless Multimedia, G. Zhai, J. Zhou, X. Yang and (2018). Digital TV and Wireless Multimedia Communication : 14th International Forum, IFTC 2017, Shanghai, China, November 8-9, 2017, Revised Selected Papers. Singapore, Springer Singapore : Imprint: Springer.

Spohr, S. J., B. Clark, D. Higginbotham and K. Bakhru (2019). The guide to managing postproduction for film, TV, and digital distribution. New York, Routledge.

Named Awards

Course
BAPVFXSFU01 BA(Hons) Post-Production & VFX (CFS)
BAPVFXSIU01 BA(Hons) Post-Production & VFX with Integrated Foundation Year (CFS)