

BAPP601 : Collaborative Workflows

Status	Approved
Module Name	Collaborative Workflows
Module Code	BAPP601
Credit Value	30
Level	6
Pre-requisites	
Named Module Leader	Chandler, Katie

Module Aim

To provide students with the knowledge and skills to work effectively within post-production teams.

Summary Module Description

This module focuses on collaborative editing, asset management, version control, and both local and remote teamwork. Students will practice real-world post-production workflows, ensuring smooth communication and seamless project execution. The module offers students opportunities to work in teams to develop techniques and creative practices that expand and broaden their skills in building and designing media workflows within the context of an industry/professional brief. The module also offers the opportunity to attend to the workplace practices that enhance working with diverse and geographically dispersed teams.

Students will have opportunities to work collaboratively with other courses, modules and professional media services to expand and consolidate their practice and theoretical knowledge. These opportunities may include working with students from other courses (e.g. Filmmaking, Screenwriting, Acting for Screen) which has the potential for students to gain skills within a wider range of media disciplines. There are further opportunities for students to enhance and compliment their skills in other subject areas such as storyboard design, character development, production management and advanced camera practices.

Students will undertake a specific role and participate in a team-based project and submit a group authored report analysing workflow challenges (both technical and workforce related) and solutions.

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.

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

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.

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. 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.

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 creative arts. You will develop practical knowledge in important areas such as marketing and branding for the modern-day professional and gain knowledge on successful practices relevant to the industry today

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: Evaluate ideas, creative elements, processes and techniques appropriate to a project	Process
2	2. Collaboration: Evaluate constructive relationships and work effectively in the conception and delivery of a team project	Collaboration
3	3. Communication: Evaluate professional communication and presentation skills	Communication

Assessment Methods

Assessment Method	Description of Assessment Method	%	Learning Outcomes Assessed	Compulsory or Compensatable
GR	Students will identify a post production role, participate in a team-based project and work together to submit a group report analysing workflow challenges and solutions.	100	LO: 1,2,3	Compulsory

The following codes for assessment methods apply

GR	Group Report
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Modes of delivery

Learning Activities	
Type	Hours
Structured Learning Activity	75
Guided Independent Study	225
Total	300

Indicative list of resources

Beckman, S. L., E. Whalen and C. Sage Business (2018). Innovation, co-creation, and design thinking : how Salesforce's Ignite team accelerates enterprise digital transformation. London, The Berkeley-Haas Case Series. University of California, Berkeley. Haas School of Business.

Chen, J. (2012). 50 digital team-building games : fast, fun meeting openers, group activities and adventures using social media, smart phones, GPS, tablets, and more. Hoboken, N.J, Wiley.

Osgood, R. J. and M. J. Hinshaw (2014). Visual storytelling : videography and post production in the digital age. Boston, Massachusetts, Wadsworth, Cengage Learning.

Sinclair, D., (2019). The lead designer's handbook : managing design and the design team in the digital age. Newcastle upon Tyne, Taylor and Francis, RIBA Publishing.

Verbree, R. J. and M. Perdue (2022). Leadership in the digital age : how to inspire your team. New York, Morgan James Publishing.

Named Awards

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