

BAPP602 : The Professional Post-Producer

Status	Approved
Module Name	The Professional Post-Producer
Module Code	BAPP602
Credit Value	30
Level	6
Pre-requisites	
Named Module Leader	Chandler, Katie

Module Aim

To prepare students for the professional post-production environment by developing industry-relevant skills.

Summary Module Description

This is a module that helps you get ready for entering the industry, from applying for jobs, CV writing, showreel editing, creating an on-line presence for yourself, and going through the process of a mock interview. Students will learn about budgeting, scheduling, client relations, ethical considerations, and career development. The module includes strategies for building a portfolio, networking, and pitching post-production services. In addition, this module provides an opportunity for students to develop an awareness of professional working practices, including a basic understanding of the various forms of legal arrangements (intellectual property rights, copyright, patent, and trademark) as they apply across the fields of Post production and VFX.

Students will create a complete post-production plan for a hypothetical project and compile a professional portfolio, including a showreel and career development strategies.

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.

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.

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 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

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	4. Professionalism: Evaluate self-management skills and set priorities for personal and professional progression	Organisation
2	8. Industry: Evaluate industry vocabulary and knowledge to enable you to present your work and support your engagement with the commercial marketplace	Industry

Assessment Methods

Assessment Method	Description of Assessment Method	%	Learning Outcomes Assessed	Compulsory or Compensatable
PO	Students will create a complete post-production plan for a hypothetical project and compile a professional portfolio, including a showreel and career development strategies.	100	LO: 1,2	Compulsory

The following codes for assessment methods apply

PO	Portfolio
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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

Ascher, S. and E. Pincus (2000). The filmmaker's handbook : a comprehensive guide for the digital age. London, PLEXUS.

Cleve, B. and Dawsonera (2006). Film production management. Amsterdam; Boston, Elsevier.

De Valk, M., S. Arnold (2013). The film handbook. Media Practice. London ; New York, Routledge.

Drate, S. and J. Salavetz (2013). VFX Artistry, Focal Press.

Taylor, F., F. I. G. Taylor (2010). How to create a portfolio & get hired : a guide for graphic designers and illustrators. London, Laurence King Pub.

Yager, F., J. Yager and S. Browns Books for (2009). Career opportunities in the film industry. New York, Ferguson.

Named Awards

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