

BAPP603 : Final Major Project

Status	Approved
Module Name	Final Major Project
Module Code	BAPP603
Credit Value	60
Level	6
Pre-requisites	
Named Module Leader	Chandler, Katie

Module Aim

To provide students with the opportunity to apply their post-production skills to a major self-directed project.

Summary Module Description

This dissertation-level project allows students to build on the technical process skills and subject knowledge developed at Level Four and Five. Students will conceptualize, plan, and execute a major project that demonstrates their proficiency in post-production and VFX. This will include any aspect of the skills developed over the course of their studies, including editing, sound design, colour grading, 2D/3D animation and VFX, culminating in a polished final piece for public presentation.

The research and practice will be supported by regular feedback and critique sessions from supervisors with specialist knowledge in the relevant domains of practice and research that the students have chosen.

In this module, you assume full responsibility for your own process and production work to meet professional standards. You will work to produce a digital production of your own creation, providing contrasting material for your developing creative profile and portfolio. Your independent methodology is further tested through self-governed responsibility and engagement with external professionals. You reflect on your process, professionalism and production through a final evaluation.

Students will submit a final film or media project along with a reflective essay documenting their creative and technical process.

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.

Problem Solving and Innovation: You will grow your capability to logically and critically evaluate the currently available screen performance practices and progress your creativity towards innovation by applying conceptual models to practical challenges.

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.

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	5. Research: Evaluate research, resources and methodologies that inform a project	Research
3	6. Analysis: Evaluate and analyse specialist information and practices and formulate reasoned arguments.	Analysis
4	7. Innovation: Evaluate problem solving techniques, independent enquiry, practice and experimentation in the realisation of a project	Innovation

Assessment Methods

Assessment Method	Description of Assessment Method	%	Learning Outcomes Assessed	Compulsory or Compensatable
AR	Final film project	75	LO: 1,2,4	Compulsory
CE	Evaluate problem solving techniques, independent enquiry, practice and experimentation in the realisation of a project	25	LO: 3	Compulsory

The following codes for assessment methods apply

AR	Artefact (a made object)
CE	Critical Evaluation

Modes of delivery

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

Indicative list of resources

Dannenbaum, J., C. Hodge and D. Mayer (2003). Creative filmmaking from the inside out : five keys to the art of making inspired movies and television. New York, Simon & Schuster.

Sherman, E. (1987). Frame by frame : a handbook for creative filmmaking. Los Angeles, Acrobat Books.

Named Awards

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

Year (CFS)