#### **BAIF402: Screen Industries Research**

Status	Approved		
Module Name	Screen Industries Research		
Module Code	BAIF402		
Credit Value	15		
Level	4		
Pre-requisites			
Named Module Leader	Chandler, Katie		

#### **Module Aim**

To introduce you to research techniques and equip you with the study skills for academic success.

### **Summary Module Description**

To familiarise those, without any prior experience, to study skills and research methodologies and develop your ability to search for, locate, extract, organise, evaluate, use, present and retain relevant information appropriate to your study.

## **Module-Specific Employability Skills**

**Problem Solving and Innovation** – logical reasoning, critical evaluation, innovation and creativity, including the ability to identify theoretical models and relate them to practical challenges.

**Personal Development -** defining priorities, managing your time effectively, developing an understanding of personal strengths and weaknesses, and how to respond to and give constructive criticism and feedback.

**Imagination and Creativity** – developing the ability and confidence to use creative solutions, create unique and original artistic responses, and add valuable texts and processes to film, television and the creative industries.

**Organisational** – time management, effective processes and good communication.

**Research -** Managing, evaluating and filtering information from a variety of sources. Fully understanding a brief and delivering a presentation

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## **Assessment Strategy**

# **Learning Outcomes**

LO #	Learning Outcome Name	Assessment Criteria Category
1	Research. Recognise research and resources that inform the cinematic arts	RESEARCH

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### **Assessment Methods**

Assessment Method	Description of Assessment Method	%	Learning Outcomes Assessed	Compulsory or Compensatable
CS	Case Study on Screen Industries	100	LO: 1	Compulsory

The following codes for assessment methods apply				
cs	Case Study			

## **Modes of delivery**

Module Target Learner Hours: 150			
Activity	Hours		
Lecture	4		
Seminar	20		
Tutorial	6		
External Visits	8		
Guided independent study	112		

## **Indicative list of resources**

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

HAYWARD, S. 2018. *Cinema Studies: The Key Concepts.* 5th Edition. Routledge.

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

VAN SIJLL, J. 2005. *Cinematic Storytelling* 2ndEd. Studio City: Michael Wiese Productions.

VILLAREJO, A. 2006. *Film Studies: The Basics.* Routledge.

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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

BAACFSIFU01 BA(Hons) Acting for Screen with Integrated Foundation Year

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

BAPFMISFU01 BA(Hons) Practical Filmmaking with Integrated Foundation Year (3 years) - CFS

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

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