

B.A. (Hons) Film Production (Part Time) – GI357

1. CONTEXT AND OBJECTIVES

The B.A. (Hons) Film Production programme is designed to provide students with the knowledge and understanding of film theory and craft needed to qualify for entry to mid-level, industry positions such as independent filmmakers, production assistants, editors, sound designers, assistant directors, unit production managers, art directors, video editors, lighting technicians, director's assistants, dialogue editors, and a variety of other positions in the film and video industry.

This programme will also help develop team building skills necessary for the film industry. In addition to technical proficiency and creative development, the curriculum helps students develop critical thinking, problem solving, and analytical skills that contribute to life learning and provide tools that will help sustain a long and productive professional career in the entertainment and media industry.

Competencies and Career Opportunities

The Film Production Industry is a notoriously competitive industry to get into. Typically, one needs to hyperspecialize in one field and be the best in that field. The course will provide students the introduction platform to all the various jobs in the industry so that they may choose to which field they want to specialise in.

After having completed the course, students can branch out into the film industry as Film directors, Director of photography, Film producer, Film editor, Lighting technicians, Runners, Location managers, Sound technicians or Programme researchers.

2. LEARNING OUTCOMES

On completion of the programme, students will be able to:

- a) Synthesize ideas and arguments meaningfully in writing, visually and orally;
- b) Identify, interpret and analyse the cultural contexts of film and television and Critically evaluate arguments and apply them to their own practice, and the practice of others;
- c) Use production and post-production technology and techniques through their ability to produce competent project work and Produce project work to high technical and aesthetic standards and synthesise the underlying theoretical principles of film and television and apply through practical production work;
- d) Critically evaluate the social, political, and cultural conditions of film and television production;
- e) Apply broadcast compliance requirements in television production work in regards to audio recording and mastering; and
- f) Argue using informed judgments in the context of rapidly developing and converging media industries and storytelling.

3. TEACHING AND LEARNING METHODS

A blended approach will be used in teaching students:

- Formal Lectures;
- Group Discussions/work;
- Presentations;
- Online Tutorials and student engagement; and
- Online course delivery.

4. ENTRY REQUIREMENTS

- **General Requirements**
In accordance with University of Mauritius General Entry Requirements for admission for undergraduate degrees.
- **Programme (Specific) Requirements**
There are no specific programme requirements for entry onto the course.

5. PROGRAMME DURATION

	Minimum	Maximum
Degree	4 Years	6 Years

6. MINIMUM LCCS CREDITS REQUIRED FOR DEGREE AWARD

- **For each Academic Year:** As per University Regulations.
- **For Degree Award: 192 LCCS credits**
 - Year 1: 48 LCCS Credits
 - Year 2: 48 LCCS Credits
 - Year 3: 48 LCCS Credits
 - Year 4: 48 LLCS Credits

	Core Modules	Final year Project	Electives	Total LCCS credits
Degree	156	18	18	192
Diploma	114	0	6	120
Certificate	60	0	0	60

- **Exit Points:**
Student can exit the programme with a Diploma or certificate, as follows:
 - Students may exit with a Diploma in Film Production after having earned 120 LCCS credits
 - Students may exit with a Certificate in Film Production after having earned 60 LCCS credits

7. ASSESSMENT AND DEADLINES

7.1 Examinations:

Practical Modules -

The examination counts towards 50% of the module marks. Practical Modules will be examined through portfolio/project work through a 1-Month practical exam paper.

Theoretical Modules -

The examination counts towards 60% of the module marks. Theoretical modules will be assessed through a 2-hour exam paper and years 3 and 4 will be assessed through 2-hour open book exams.

7.2 Continuous Assessment:

Practical Modules -

Continuous Assessment counts towards 50% of the module marks. Students will be given at least 3 assignments in the form of practical work assessing the learning outcomes of the modules taught thus far and they will also be given a class test worth 20% of the module marks.

Theoretical Modules -

Continuous Assessment counts towards 40% of the module marks. Students will be given at least 3 assignments in the form of written academic work assessing the learning outcomes of the modules taught thus far and they will also be given a class test worth 20% of the module marks. As far as possible, given the limitations of Turnitin, all written assignments by students will be checked in Turnitin for plagiarism.

7.3 Submission Deadline for Final Year Practical Project:

Students will submit a short film of minimum length of 25 minutes online through Google Classroom during the last week of exam period, Year 4 Semester 2 as described in the UoM calendar of activities.

The short film will be undertaken as a group project with the members (between 2 and 3) of each group being decided by the module coordinator. Each student will undertake a specific production role within the group and will also produce a production document detailing the various choices and decisions made during the production of the short film.

7.4 Dissertations, Placement / Residential Seminars / Internships / Practitioners Workshops:

Not applicable.

8. LIST OF MODULES

Module Code	Module Name	¹ L/T/P# (Contact Hours)	Self Study Hours	Other Learning Hours	LCCS Credits
CORE MODULES (YEARLY AND SEMESTERLY)					
FTPRO1001Y(1)	Creativity and Imagination	6 (L/P)	12	18	12
FTPRO1102(1)	Moving Image Production	3 (L/P)	6	9	6
FTPRO1003Y(1)	Editing	6 (L/P)	12	18	12
FTPRO1004Y(1)	Reading the Screen	3 (L/P)	6	9	12
FTPRO1205(1)	Lighting	3 (L/P)	6	9	6
FTPRO1006Y(1)	Film - Narrative and Genre	6 (L/T)	12	18	12
FTPRO1207(1)	Institutions and Audiences	3 (L/T)	6	9	6

FTPRO2108(3)	Health & Safety	3 (L/T)	6	9	6
FTPRO2109(3)	Scriptwriting	3 (L/P)	6	9	6
FTPRO2010Y(3)	Popular Culture	6 (L/T)	12	18	12
FTPRO2011Y(3)	Soundscapes	3 (L/P)	6	9	12
FTPRO2212(3)	Practices of Representation	3 (L/T)	6	9	6
FTPRO2013Y(3)	Factual Production	3 (L/P)	6	9	12
FTPRO2014Y(3)	Special Effects for Film	3 (L/P)	6	9	12
FTPRO3116(5)	Pre-Production Skills	3 (L/P)	6	9	6
FTPRO3017Y(5)	Experimental Filmmaking	3 (L/P)	6	9	12
FTPRO3001Y(5)	Major Project Production				18
FTPRO3220(5)	Set Design	3 (L/P)	6	9	6
	TO CHOOSE ONE ELECTIVE IN YEAR 2 SEMESTER 2 AS OFFERED BY THE DEPARTMENT				
FTPRO2215(3)	Storytelling for Multiple Platforms	3 (L/P)	6	9	6
MST2122(3)	Mauritian Studies – Literature & Society	3 (L/T)	6	9	6
BDRA1240(1)	Theorizing everyday life Human Interaction	3 (L/T)	6	9	6
	TO CHOOSE ONE ELECTIVE IN YEAR 4 SEMESTER 1 AS OFFERED BY THE DEPARTMENT				
FTPRO3018Y(5)	Intercultural Studies in Filmmaking	6 (L/T)	12	18	12
FTPRO3019Y(5)	Alternative Film and Media	6 (L/P)	12	18	12
FTPRO3020Y(5)	Make Up for Film	6 (L/T)	12	18	12

Note:

1. Contact hours: L= Lectures, T=Tutorials, P#=Practicals
2. Offering of electives would be subject to availability of resources and critical mass. The department reserves the right to offer additional electives.

9. PROGRAMME PLAN

Year 1

Module Code	Module Name	Hrs/week L/T/P#	Total Self-Study/ Hrs	Other Learning Activities/Hrs	LCCS Credits
FTPRO1001Y(1)	Creativity and Imagination	6	12	18	12
FTPRO1003Y(1)	Editing	6	12	18	12
FTPRO1004Y(1)	Reading the Screen	3	6	9	12
FTPRO1102(1)	Moving Image Production ¹	3	6	9	6
FTPRO1205(1)	Lighting ²	3	6	9	6
Sub Total					48

Year 2

Module Code	Module Name	Hrs/week L/T/P#	Total Self-Study/ Hrs	Other Learning Activities/Hrs	LCCS Credits
FTPRO1006Y(1)	Film - Narrative and Genre	6	12	18	12
FTPRO2108(3)	Health and Safety ¹	3	6	9	6
FTPRO2109(3)	Scriptwriting ¹	3	6	9	6
FTPRO1207(1)	Institutions and Audiences ²	3	6	9	6
FTPRO2010Y(3)	Popular Culture	6	12	18	12

	CHOOSE ONE ELECTIVE FROM BELOW IN SEMESTER 2 AS OFFERED BY THE DEPARTMENT				
<i>FTPRO2215(3)</i>	<i>Storytelling for Multiple Platforms⁴</i>	3	6	9	6
<i>MST2122(3)</i>	<i>Mauritian Studies – Literature & Society⁴</i>	3	6	9	6
<i>BDRA1240(1)</i>	<i>Theorizing everyday life Human Interaction⁴</i>	3	6	9	6
Sub Total					48

Year 3

Module Code	Module Name	Hrs/week L/T/P [#]	Total Self- Study/ Hrs	Other Learning Activities/Hrs	LCCS Credits
FTPRO2212(3)	Practices of Representation ¹	3	6	9	6
FTPRO2011Y(3)	Soundscapes	3	6	9	12
FTPRO2014Y(3)	Special Effects for Film	3	6	9	12
FTPRO3017Y(5)	Experimental Filmmaking	3	12	18	12
FTPRO3220(5)	Set Design ²	3	6	9	6
Sub Total					48

Year 4

Module Code	Module Name	Hrs/week L/T/P [#]	Total Self- Study/ Hrs	Other Learning Activities/Hrs	LCCS Credits
FTPRO3116(5)	Pre-Production Skills ¹	3	6	9	6
FTPRO2013Y(3)	Factual Production	6	12	18	12
FTPRO3001Y(5)	Major Project Production				18
	CHOOSE ONE ELECTIVE FROM BELOW IN SEMESTER 1 AS OFFERED BY THE DEPARTMENT				
<i>FTPRO3018Y(5)</i>	<i>Intercultural Studies in Filmmaking</i>	6	12	18	12
<i>FTPRO3019Y(5)</i>	<i>Alternative Film and Media</i>	6	12	18	12
<i>FTPRO3020Y(5)</i>	<i>Make Up for Film</i>	6	12	18	12
Sub Total					48
TOTAL = 192					

Note:

¹Modules taught and examined in Semester 1;

²Modules taught and examined in Semester 2;

³Module normally run in Year 2 Semester 1, subject to availability of resources;

⁴Module normally run in Year 2 Semester 2, subject to availability of resources. Modules carrying 6 LCCS credits will be examined at the end of respective semesters they are run.

10. MODULE OUTLINE

YEAR 1

FTPRO1001Y(1) - Creativity and Imagination

The module is intended to foster and develop students' ability to create new ideas and to develop appropriate creative strategies for making artefacts, media production, other forms of digital media production, or for self-expression. We aim to enable students to gain a good understanding of creative practices, work-flows, etc. within their chosen discipline.

To deploy personal experience, reflection and visual languages, for the purposes of, creative expression, ideas generation, research and development, and to use key technologies to support making the student's home disciplines.

FTPRO1102(1) - Moving Image Production

To gain the skills required for basic video production in both single camera and multicamera situations. Students will learn the required pipelines in order to quickly and effectively produce common video recordings. Students will also learn about current Computer-Generated Imagery (CGI) in order to enhance their storytelling. Students will also study the changes that special effects have brought to the visual and aural context in film making. Emphasis will be placed on 2D motion graphics and the use of the software Adobe After Effects and the combination of graphics with footage that they will shoot. They will learn how to integrate works from After Effects and their non-linear editing software.

FTPRO1003Y(1) - Editing

To gain an advanced understanding of non-linear editing techniques. Students will be exposed to both Final Cut Pro and Adobe Premiere as editing platforms. Editing is the process of sequencing shots to create a coherent story and as such is the most important task in post-production. Film Production students will be taken into the process from the ground up and exposed up to advanced editing techniques on both the MAC and PC platforms. They will learn the two market leaders, Adobe Premiere Pro and Final Cut Pro, in the editing arena.

FTPRO1004Y(1) - Reading the Screen

The aims of the module are to introduce students to a variety of approaches applicable to reading various screens and explore how meanings are generated via an understanding of visual literacy through the application colours and framing to imbue meaning into the frame.

FTPRO1205(1) - Lighting

Students work with industry standard lighting and grip equipment and are trained in the safe use of electricity and power distribution. The play of light in a visual composition is a critical component of any visual narrative. The module will introduce students to the various storytelling techniques that have been accomplished by world cinema directors. They will experiment with information encoding in video through various lighting techniques.

YEAR 2

FTPRO1006Y(1) - Film - Narrative and Genre

The aims of the module are to investigate the variety of ways in which filmmakers have constructed narratives, both fiction and non-fiction, and to explore the principles of narrative construction in cinema; to explore genre as a critical tool within Film Studies, suggesting why the concept became important in developing the subject area and exploring its application in contemporary work. (Two contrasting genres - in terms of themes, formal characteristics, ideologies etc - will be compared across Hollywood, European or World cinemas). To explore film and television drama as a genre, in order to develop an understanding of its social, cultural and political importance.

FTPRO2108(3) - Health and Safety

The Health & Safety module makes students aware of all the dangers awaiting them on their workplace, the Health & Safety rules and regulations as per law and the consequences for not respecting them, precautionary measures to be taken while working, identifying, understanding and respecting the warning and danger signs, Ethics on a workplace.

FTPRO2109(3) - Scriptwriting

The Scriptwriting course will train students to write for film and television production, and foster students to begin to think and work as a “film author” and to enhance scripts through the use of specific storytelling techniques.

FTPRO1207(1) - Institutions and Audiences

The module aims to introduce students to the analysis of key theoretical approaches to film and media audiences and institutions. They will produce content that will conform to broadcast regulations both in terms of content and technical specifications. To explore the ways in which film and television documentary texts have utilised established modes of practice, and how these have impacted on historical, social and political representations.

FTPRO2010Y(3) - Popular Culture

The main objective of the module is to trace the development of the concepts and theories associated with Popular Culture and assess the critiques from various standpoints. Popular Culture is looked at from the vantage point of power and the multiple sites of contestation as these are very much related to the visual.

FTPRO2215(3) - Storytelling for Multiple Platforms

The module aims to introduce students to the concept of creating content intended for a variety of media platforms. Student will become aware of the opportunities available associated with the development of narrative and storytelling devices over multiple platforms - e.g., publishing (traditional and online), film, TV, mobile platforms, real-world events and public space, games and interactive media.

BDRA1240(1) - Theorizing everyday life Human Interaction

The aim of this module is to trace the everyday life experiences and human actions and reactions. It also attempts to identify the Theoretical approaches in identifying the nature and kind of human interaction in daily life and society.

YEAR 3**FTPRO2212(3) - Practices of Representation**

This module explores the ways in which the key threshold concepts of representation, culture and identity are expressed through media. In considering these concepts, notions of whether media practices reflect or construct narratives of the self and culture will be analysed through the production of a media project, combining a theoretical approach with a practice-based assessment.

FTPRO2011Y(3) - Soundscapes

An understanding of the properties and uses of sound production and related theoretical perspectives. Use of theoretical models to analyse a subject related to sound. Understanding of working with sound and its importance in film production.

FTPRO2014Y(3) - Special Effects for Film

This module is a continuation of the module Moving Image Production with more emphasis on the creation of 3D Graphics. While still creating motion graphics, students will also be introduced to the world of 3D graphics for commercials and the combination of both real-life footage with 3D graphics with a special emphasis on the creation of photoreal and non-photoreal imagery through the software Cinema4D.

FTPRO3017Y(5) - Experimental Filmmaking

Explore the creative possibilities of digital film making encouraged by the introduction of new forms of media production. To contextualise contemporary media practice theoretically. To combine theory and practice creatively.

FTPRO3220(5) - Set Design

In this module, students will learn about the principles of design mainly production design, its impact on the audience, and how they are applied in the performing arts such as film, television, animation,

theatre, and dance. Students are expected to critically analyse some films too and work on an individual project.

YEAR 4

FTPRO3116(5) - Pre-Production Skills

To integrate material from other modules into the pre-production activity of a major digital media project; to give students the opportunity to propose a highly ambitious piece of work (preferably for an external client); to provide students with a platform to take on a specialist role within a production team; to develop a self-critical, editorial awareness of their skills and understanding.

FTPRO2013Y(3) - Factual Production

To develop an appreciation of audio and video theory within television production. Ability to analyse and understand different television genres. Awareness of importance of time allocation and limitations within broadcasting.

FTPRO3001Y(5) - Major Project Production

To integrate material from other modules into the production activity of a major digital media project; to provide students with a platform for work as part of a team while developing their own chosen area of specialism; to develop a self-critical, editorial awareness of their own skills and understanding.

FTPRO3018Y(5) - Intercultural Studies in Filmmaking

Film is a form of visual communication. This module is useful for students and will help them to understand the basis of human communication, cultural integration, the characteristics, differences and diversity of culture, and the double nature of intercultural communication.

FTPRO3019Y(5) - Alternative Film and Media

The bulk of the course is geared towards the training of students for entry into traditional film markets. However mass communication and entertainment is not solely limited to production for the silver screen. Nowadays people consume video and stories through a variety of means. This module aims to target storytelling through other types of screens. The module will explore storytelling through YouTube channels and on devices with varied and non-standard aspect ratios. The module will also explore storytelling while linking mobile devices, print and Augmented Reality.

FTPRO3020Y(5) – Make Up for Film

This module introduces the diverse ways in which students will learn and experience the art of makeup for film and television. They will learn to define the look of characters according to the story requirements. Students will also be exposed to various makeup techniques including corrective makeup, beauty makeup, age makeup and cinematographic makeup.

<i>*This Programme has been amended as follows:</i> Years of Previous Revisions: 2021 (<i>Programme was launched in 2017</i>)
