Programme Specification Document

Approved, 2022.02

Overview

Programme Code	36672
Programme Title	Film and Digital Media
Awarding Institution	Liverpool John Moores University
Programme Type	Masters
Programme Leader	
Link Tutor(s)	Dror Dayan

Partner Name	Partnership Type
Münchner Filmwerkstatt e.V. - Munich Film Society	Validated

Awards

Award Type	Award Description	Award Learning Outcomes
Alternative Exit	Postgraduate Certificate - PC	1. Practice research methods in order to analyse the contemporary film and TV industries 2. Understand industry relevant digital communication and production procedures 3. Organise their personal lifelong learning journey within film and TV industries 4. Explore the creative, technical and business opportunities arising in the film & TV industries 5. Appraise these opportunities within the context of their project, business or career aims 6. Reflect on learning experience, personal strengths and evolving skills requirements within an uncertain media industry context
Target Award	Master of Arts - MA	See Learning Outcomes Below
Alternative Exit	Postgraduate Diploma - PD	1. Test research methods in order to analyse the contemporary film and TV industries and examine opportunities for their personal lifelong learning journey within it 2. Experiment with the creative, technical and business opportunities arising in the film & TV industries and relate these to their project aims 3. Explore the potential effect their work has on relevant communities and identify opportunities to make a positive impact on those communities including national and worldwide audiences 4. Plan film & TV projects that demonstrate an understanding of industry and audience requirements 5. Produce prototypes for the evaluation of project ideas and reflect on the experience 6. Arrange industry relevant digital communication, production and marketing procedures and develop so-lutions independently as issues arise

Alternate Award Names	

External Benchmarks

Subject Benchmark Statement	

Programme Offering(s)

Mode of Study, Mode of Delivery	Intake Month	Teaching Institution	Programme Length
Full-Time, Face to Face	February	Münchner Filmwerkstatt e.V. - Munich Film Society	1 Years
Full-Time, Face to Face	June	Münchner Filmwerkstatt e.V. - Munich Film Society	1 Years

Full-Time, Face to Face	October	Münchner Filmwerkstatt e.V. - Munich Film Society	1 Years

Aims and Outcomes

Educational Aims of the Programme

1. To develop student's awareness of their individual potential (distinctive voice and business skills),including self-assessment of skills needs through reflection. 2. To enable students to - Organise their own ambitions, a) based on articulation of feasible strategies relevant to their personal circumstances, b) and thorough analysis of films and TV programming they find of value (genres, communities, institutions, traditions),c) by recognising and steering physical resource as well as personnel requirements (business, management and leadership) d) in the context of an increasingly volatile balance of opportunities and limitations (critical assessment of film & TV industry and cultural context). 3. To enable students to Pitch, consult, negotiate with peer and advisor support as well as with external collaborators and, building on their research, to adjust their emerging vision towards film and TV productions of advanced quality. 4. To enable students to confidently deal with uncertainties, including those arising from professional practices in film and TV and from working in digital environments; and 5. To provide students with experiences to Oversee aspects of film and TV project development, testing, production, and distribution including an appreciation of the interconnectedness of these stages.

Learning Outcomes

Code	Description
PLO1	Understand and apply advanced research methods to analyse the contemporary film and TV industries and manage their personal lifelong learning journey within it
PLO2	Explore and evaluate the creative, technical, and business opportunities arising in the film & TV industries and integrate these to their project, business or career aims at the forefront of industry practice
PLO3	Critically appraise the potential effect their work has on relevant communities and work towards a positive impact on those communities including national and worldwide audiences
PLO4	Manage innovative or complex film & TV projects that demonstrate an advanced understanding of industry and audience requirements
PLO5	Reflect on production experience, personal strengths and evolving skills requirements within a global, unstructured and uncertain media industry context
PLO6	Apply industry relevant digital communication, production and marketing procedures sophistically and with a high level of confidence, develop and manage well-considered solutions independently as issues arise

Programme Structure

Programme Structure Description

The award MA Film & Digital Media requires 180 credits from all core modules. The award Post Graduate Diploma Film & Digital Media requires 120 credits from the following core modules. The award Post Graduate Certificate Film & Digital Media requires 60 credits from any of the following core modules.

Programme Structure - 180 credit points	
Level 7 - 180 credit points	
Level 7 Core - 180 credit points	CORE
[MODULE] 7500FDM Learning Agreement Approved 2022.01 - 20 credit points	
[MODULE] 7501FDM Research Methods Approved 2022.01 - 20 credit points	
[MODULE] 7502FDM Planning Approved 2022.01 - 20 credit points	
[MODULE] 7503FDM Prototype Approved 2022.01 - 30 credit points	
[MODULE] 7504FDM Pre-Production Approved 2022.01 - 30 credit points	
[MODULE] 7505FDM Masters Project Approved 2022.01 - 60 credit points	
Level 7 Optional - No credit points	OPTIONAL

Module specifications may be accessed at https://proformas.ljmu.ac.uk/Default.aspx

Teaching, Learning and Assessment

Our learning design approach enables student 'self-direction', 'originality', and 'independent learning ability required for continuing professional development' that the Framework for Higher Education Qualifications in England, Wales and Northern Ireland require. It builds on well tested Experiential Learning as well as Problem Based Learning principles and coherent Work Based Learning structures whilst re-imagining these for a holistic delivery in a 21st century, digitally enabled and predominantly freelance environment. The programme offers an innovative combination of personalised and group-based delivery, which besides professional practice and self-directed learning includes lectures, workshops, seminars, presentations, tutorials, and optional field trips to industry events. Students have access 1. to a) an academic and b) an industry mentor, both support students in the self-directed planning and producing their personalised course work projects towards achieving respective learning outcomes. 2. These are also discussed with peers in regular study group seminars facilitated by a Module Leader. The study group seminars guide learners in applying reflective and experiential learning within their personal context, clarify learning outcomes, academic standards and assignments whilst providing a forum to discuss peer approaches and introduce opportunities for collaboration. These study group seminars are accessible only to MA students. 3. In addition, in each semester students have managed access to public, commercially available seminars as published regularly on our website, forming a contingent that participates jointly with other industry professionals. Students are advised to check availability and book early by contacting the industry seminars administrator. This programme is delivered full time by face to face learning.

Opportunities for work related learning

The programme is designed to meet the needs of media practitioners in advancing their knowledge, understanding and practice in industry and cultural settings. There is an expectation that study will be related to the professional workplace and some assignments may be linked to professional practice in the workplace.

Entry Requirements

Type	Description
Alternative qualifications considered	For non-standard entry, applicants would normally be required to have a minimum of 12 months experience in a media production context, or a related area. If an applicant does not have this direct production experience, they will be required to demonstrate how their professional role(s) through a 1,000 word report, have enabled them to understand the creative, management and business aspects of production. It will also be necessary to explain in their application, how this programme will benefit their career progression. The application form will allow students to propose their area of post graduate study and this alongside the report and an interview process will establish applicant's academic ability and English proficiency. All candidates will be interviewed.