Module code: MOD008649	Version: 1 Date Amended: 10/Nov/2021

1. Module Title

Exploded Screen

2a. Module Leader

Jennifer Nightingale

2b. School

Cambridge School of the Creative Industries

2c. Faculty

Faculty of Arts, Humanities, Education and Social Sciences

3a. Level

5

3b. Module Type

Standard (fine graded)

4a. Credits

15

4b. Study Hours

150

5. Restrictions

Type	Module Code	Module Name	Condition
Pre-requisites:	None		
Co-requisites:	None		
Exclusions:	None		
Courses to which this module is restricted:	BA (Hons) Media Production; BA (Hons) Television Production		

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

In this module you'll explore the contemporary development of screen-based practice into mobile and expanded terrains. You'll investigate the evolution of screen-based media from film, TV and early computers/internet and how technology has increased the potential for networking, mobility and interactivity with audience, and environment. We'll look at how screens can be used in installation, live streaming, and site-specific working and you'll design, manage and produce screen-based events. You'll focus on how contemporary screen devices facilitate communication networking, interactivity and mobility with/for a viewer, as well as consider how these build on previous practices of expanded cinema and early cultural, social, digital media platforms such as webcams. You'll be encourage to experiment and innovate and the use of equipment and technology accordingly. Example might be a hands-on use of projectors and camera feeds, use of basic and inbuilt software such as QR codes, VR, AR, in mobile devices and publication on democratic online platforms such as YouTube and Zoom.

6b. Outline Content

- Key history, applications and contexts of screen-based practices
- Seminal practitioners, practices, and texts
- Live streaming workshops
- Installation and projection activities
- Design, management, and production of screen based events
- Technical induction into basic user interactivity software (AR, VR, QR)
- Individual journal

6c. Key Texts/Literature

The reading list to support this module is available at: https://readinglists.aru.ac.uk/

6d. Specialist Learning Resources

Edit suites
Specialist computer software
Video cameras
Ruskin 141
Projectors

7. Learning Outcomes (threshold standards)

No.	Type	On successful completion of this module the student will be expected to be able to:
1	Knowledge and Understanding	Demonstrate creative and critical understanding of the modes, applications, contexts, and mobility of screen-based production practices. Evidencing awareness of their impact on audience and environment.
2	Knowledge and Understanding	Address critically the intentions and objectives of screen-based practice in the broader communicative and cultural domains.
3	Intellectual, practical, affective and transferrable skills	Demonstrate creative and technical skills in the operation of appropriate computer software, video cameras, internet technology, and mobile devices in the design management and production of screen-based events.
4	Intellectual, practical, affective and transferrable skills	Display awareness of the practices and approaches to screen-based production and evidence competence in the key areas of streaming, installation, and interactive design.

8a. Module Occurrence to which this MDF Refers

Year	Occurrence	Period	Location	Mode of Delivery
2024/5	ZZF	Template For Face To Face Learning Delivery		Face to Face

8b. Learning Activities for the above Module Occurrence

Learning Activities	Hours	Learning Outcomes	Details of Duration, frequency and other comments
Lectures	0	None	None
Other teacher managed learning	24	1-4	2-hour weekly workshop
Student managed learning	126	1-4	Independent learning. Research, preproduction work, production of work and production of journal
TOTAL:	150		

9. Assessment for the above Module Occurrence

Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
010	Practical	1-4	80 (%)	Fine Grade	30 (%)

Creative showreel of 3-5 mins duration

Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
011	Practical	1-4	20 (%)	Fine Grade	30 (%)

Journal. Comprising of text, visual research and pre-production materials (equivalent to a 1000 word essay)

In order to pass this module, students are required to achieve an overall mark of 40% (for modules at levels 3, 4, 5 and 6) or 50% (for modules at level 7*).

In addition, students are required to:

(a) achieve the qualifying mark for each element of fine graded assessment as specified above

(b) pass any pass/fail elements

[* the pass mark of 50% applies for all module occurrences from the academic year 2024/25 – see Section 3a of this MDF to check the level of the module and Section 8a of this MDF to check the academic year]