Module Definition Form (MDF)

Module code: MOD008649	**Version:** 2 **Date Amended:** 20/Jan/2025

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) Film and Media; 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 screens and relevant media 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 a variety of contexts (which might include installation, live streaming, or site-specific working) and you'll design, manage, and produce screen media. You'll focus on how contemporary screen devices can be singular or multiple as well as consider how these build on previous practices of expanded cinema and early digital media platforms. You'll be encouraged to experiment and use equipment and technology creatively. This might be hands-on in the use of projectors and camera feeds, with mobile devices or publication on online platforms.

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**
2026/7	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

The assessment for some modules includes a presentation (see below for details on how this particular module is assessed). We recognise that presenting, especially to a large group, can cause significant anxiety or distress for some students. If this may affect you, please contact your Module Leader or the Disability and Neurodiversity Service as early as possible. We will work with you to consider appropriate reasonable adjustments. Depending on your individual needs, these might include, for example, presenting to a smaller group or presenting only to a member of academic staff.

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]