



Module Definition Form (MDF)

Module code: MOD010802	Version: 1 Date Amended: 20/Jan/2025
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1. Module Title
Screen Skills

2a. Module Leader
Josh Newman

2b. School
Cambridge School of the Creative Industries

2c. Faculty
Faculty of Arts, Humanities, Education and Social Sciences

3a. Level
4

3b. Module Type
Standard (fine graded)

4a. Credits
30

4b. Study Hours
300

5. Restrictions			
Type	Module Code	Module Name	Condition
Pre-requisites:	None		
Co-requisites:	None		
Exclusions:	None		
Courses to which this module is restricted:			

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

This module offers an introduction to core screen craft skills in Camera, Editing and Sound Recording. You will gain an understanding of good industry practice right from the start of your studies and we will introduce you to protocols and procedures that allow you to “up-scale” from these smaller productions at level 4 to the graduation films at level 6 and beyond. You will learn through workshops, lectures, seminars, inductions, screenings and of course hands-on exercises. As your confidence builds on the technical skills, you will explore the creative and aesthetic potential of cinematic storytelling (a combination of image, sound and editing).

You will complete a number of projects on industry cameras. You will provide peer to peer feedback throughout the module to further your skills in critically analysing and assessing these screen craft skills and in articulating visual storytelling principles. The module provides a basis for further study and practice in Cinematography, Editing and Sound. It also underpins the craft/technical skills and understanding of these practices needed by students who may then choose to focus on other disciplines such as Directing or Screenwriting or Producing.

6b. Outline Content

- Traditions and conventions of cinematography, editing and sound
- Cinematic storytelling and shooting for the edit: planning and shooting meaningful material
- Digital camera operation
- Camera skills: achieving optimum exposure, depth of field, colour temperature , movement and framing
- Crew roles and crew dynamics
- An introduction to the principles of editing and post production software
- Editing workflow practices, from preparation and ingesting and logging rushes to rough and fine cut
- Structuring content though editing in terms of rhythm, plot, exposition, clarity
- Basic sound recording skills including mic selection and positioning
- Introduction to sound design and mixing techniques
- Researching for factual content and interview techniques
- Critical evaluation and peer-to-peer feedback on the projects

6c. Key Texts/Literature

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

6d. Specialist Learning Resources

- Professional Video Cameras
- Tripods
- Zoom H6 or Tascam sound recorders
- Rifle Mic kits, boom poles and extension XLRs
- Edit suites with Post production software
- Screening room

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 an understanding of the appropriateness of various approaches to coverage, camera movement in response to a range of shooting situations.
2	Knowledge and Understanding	Demonstrate an understanding of approaches to editing and sound techniques and stylistic choices in response to story or scene requirements.
3	Knowledge and Understanding	Evidence an understanding of the creative potential of the core craft skills of editing, cinematography and sound.
4	Intellectual, practical, affective and transferrable skills	Demonstrate an ability to provide critical and constructive feedback on peers' work and to reflect on and self-assess their own work.
5	Intellectual, practical, affective and transferrable skills	Define and apply technical procedures in the skills of cinematography, editing and sound for film & television including workflow delivery.
6	Intellectual, practical, affective and transferrable skills	Manage workloads effectively and with discipline to meet deadlines.

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	60	1-6	5 hours per week over 2 days
Other teacher managed learning	24	1, 2, 5	Workshops/inductions with technical officers. Schedule Guided Learning in editing 3 hours per week over 8 weeks
Student managed learning	216	1-6	Use of open access studio, equipment and suites. Research in libraries. Off-site and location work. Work developed in response to taught and supervised classes
TOTAL:	300		

9. Assessment for the above Module Occurrence					
Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
010	Practical	1, 2, 3, 5, 6	90 (%)	Fine Grade	30 (%)
Assessment Film: 2-3 minute portrait documentary - equivalent of 3,500 words					
Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
011	Coursework	1, 2, 3, 4, 6	10 (%)	Fine Grade	30 (%)
Reflections Journal - equivalent of 500 words					

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]
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