



Module Definition Form (MDF)

Module code: MOD010848	Version: 1 Date Amended: 20/Jan/2025
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1. Module Title
Advanced Screen Skills 2

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
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:	Courses within Film / Media Discipline		

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

In this module you will develop post-production specialist skills in technical/creative areas of filmmaking. You will select from a choice of specialist units in Editing, Immersive Storytelling, Digital Effects and Sound Design /Sound Mixing, although availability of these options may vary from year to year. You will also work on a Live Brief where you will use all your skills to share your creative ideas with a client. These intensive units will be delivered by workshops, lectures, seminars and screenings. You will test your skills and learn through a series of short exercises and projects. You will build on the skills gained at Level 4 and explore specific craft areas you can take forward into your final year and career. The module embeds professional practice in key areas of the film and television production process whilst continuing to encourage your creativity, imagination and idea generation.

6b. Outline Content

Workshops, exercises and screenings will allow students to develop their knowledge and understanding, skill and creative control in specific craft areas. Briefing with a client will allow students to develop their understanding and interrogation of a brief as well as their pitching skills.

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
- VR cameras and other Immersive technologies
- High quality sound recorders
- Rifle Mic kits, boom poles and extension XLRs
- Specialist (video/audio/VR) editing software and computers
- Specialist (audio) editing software and computers
- Specialist projection software and hardware
- Screening facilities

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	Apply technical procedures and craft skills over a range of specialist areas of film, TV and immersive post production
2	Knowledge and Understanding	Demonstrate an understanding of current industry practices in specific specialist areas
3	Intellectual, practical, affective and transferrable skills	Show an ability to use specific film and craft skills in servicing a creative idea
4	Intellectual, practical, affective and transferrable skills	Demonstrate an ability to communicate complicated creative ideas effectively to a client

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	30	1-4	Various: Some units will be delivered in “intensives” for example 7 weeks at 3hrs, others 5wk x 2hrs
Other teacher managed learning	0	N/A	N/A
Student managed learning	120	1-4	Work developed in response to taught and supervised classes. Use of open studio, editing suites, camera and sound equipment
TOTAL:	150		

9. Assessment for the above Module Occurrence					
Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
010	Coursework	1-3	60 (%)	Fine Grade	30 (%)
Portfolio and reflection, equivalent to 1,800 words					
Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
011	Practical	3, 4	40 (%)	Fine Grade	30 (%)
Group Presentation (Pitch) to client, to include budget, equivalent to 1,200 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]