

Note: Please read Guidance 3 (vi) in order to complete this form:

[BA (Hons) Television and Digital Production
BA (Hons) Television and Digital Production with Foundation Year]

Programme Specification



1. Programme title	BA (Hons) <i>Television and Digital Production</i> <i>Television and Digital Production with</i> <i>Foundation Year</i>
2. Awarding institution	Middlesex University
3. Teaching institution	<i>Middlesex University</i>
4. Details of accreditation by professional/statutory/regulatory body	
5. Final qualification	
6. Year of validation	2018-2019
Year of amendment	
7. Language of study	English
8. Mode of study	Full-Time & Part-Time

9. Criteria for admission to the programme

UK/EU and international students are eligible to apply for this course.

The normal UCAS requirement will be 112 points (equivalent of B,B,C) (or 280 points in the previous system, please see <https://www.ucas.com/ucas/undergraduate/getting-started/entry-requirements/tariff/calculator> to help you calculate your tariff point under the new system).

We welcome applicants who have passed appropriate access courses and mature students with a wide variety of backgrounds. There are no restrictions to admission to the programme based on disability – and students with disabilities will be supported.

Students whose first language is not English must have an overall IELTS score of at least 6.0, with minimum 5.5 in all components. Applicants who do not have this level of English language competence are strongly recommended to take the BA Television and Digital Production degree with the Foundation Year. This is an extra year of study to prepare you for the full degree.

Direct entry to Year 2 or Year 3 of the programme is considered on a case-by-case basis. Year 3 entry is very rarely appropriate but applications will be considered by the Programme Leader. All applications for entry with prior accreditation or advanced standing will require assessment through the University's standard procedures.

10. Aims of the programme

The programme aims to:

- Enhance television and digital production skills and industry knowledge to enable each student to progress to a career in the television industry and related sectors.
- Develop research, editorial, production and technical and craft skills that enable students to innovate in the production of content for both terrestrial television and multi-platform environments and reflect transformations in technology, editorial and production practices and the convergence of television and online platforms.
- Encourage critical engagement with and reflection on production across a range of genres, considering aesthetic, legal, ethical, political and social aspects of television, VoD and online to enable students to be responsible and confident in their creative output.
- Establish a deep understanding of the production roles, responsibilities, structures, operating environment, practices and outputs of the television industry and to integrate that with learning through a combination of research, content creation and continuous reflective practice.
- Underpin teaching and learning with the collaborative working production practices of terrestrial television, VoD and online platforms, developing transferable skills via group-based learning, project development and an understanding of professional hierarchies and appropriate behaviour.
- Partner with industry in offering students employability opportunities and experiences that will support them to transition into the television industry and production for new platforms.
- Provide students with a wide range of learning opportunities that utilise core editorial, technical, production and development skills to produce quality content for TV and a range of platforms.
- Enhance knowledge of television and multiplatform genres and formats in both national and international contexts.

11. Programme outcomes*

A. Knowledge and understanding

On completion of this programme the successful student will have knowledge and understanding of:

1. developments in the television industry and new and emerging platforms both nationally and globally
2. production roles, responsibilities, technologies and workflows within the industry
3. development, production and delivery of content across a variety of platforms and user experiences
4. regulatory compliance and ethical responsibilities in linear and non-linear content production
5. current developments in genres, formats and content type across existing and new platforms
6. appropriate behaviors and etiquettes within professional industry contexts

Teaching/learning methods

Students gain knowledge and understanding through discursive seminars and workshops which interrogate diverse programme genres and formats in relation to aesthetic and industry considerations.

Practical workshops enable students to use digital technologies to work in a variety of technical and craft roles.

Production workshops enable students to develop the editorial and storytelling skills necessary for planning, developing and overseeing productions.

Working to tight briefs as well as developing ideas independently and seeing them through the production process will embed industry practices within regulatory and ethical frameworks.

Assessment methods

Students' knowledge and understanding is assessed by

Practical project work, script, format and treatment writing, analytical and reflective writing, presentations and pitches, professional production files and portfolios of production work.

<p>B. Skills</p> <p>On completion of this programme the successful student will be able to:</p> <ol style="list-style-type: none"> 1. conceive, develop, plan and produce linear and multiplatform content in a professional manner 2. deliver clear and concise pitches, proposals and treatments to a professional standard 3. demonstrate advanced levels of competency in a range of different production and post-production technologies and craft skills to be able to operate in television and multiplatform environments. 4. apply research skills to critically analyse linear and multiplatform content 5. work collaboratively and reflexively to manage and deliver creative projects 6. evidence standards of professional engagement and conduct within an industry context. 	<p>Teaching/learning methods</p> <p>Students learn cognitive skills through</p> <p>Practical workshops, developing professional-level production and post-production skills both technically and editorially for both television and multiplatform environments</p> <p>Presenting their own work in a variety of ways including screenings, practical exercises, presentations, personal development planning, research documents, pitches, proposals, treatments, scripts and formats.</p> <p>Becoming conversant with creative and collaborative industry-appropriate professional practices through workshops and seminars and being offered opportunities to research, reflect and feedback on learning.</p> <p>Assessment methods</p> <p>Students' cognitive skills are assessed by</p> <p>Preproduction and post-production paperwork, practical exercises and full productions, written and oral analysis of practical work for both television and other platforms. Brief based and independent research.</p>
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12. Programme structure (levels, modules, credits and progression requirements)

12. 1 Overall structure of the programme

The normal duration of the programme is three years full time and six years part-time.

There are four compulsory Level 4 modules:

TDP1100 Shooting on Location
TDP1200 Exploring the Studio
TDP1300 Pitching and the Industry
TDP1400 Screens and Platforms

At Level 5 students take two compulsory modules and choose two modules from three options:

Compulsory
TDP2000 Producing and Directing for TV
TDP2100 Multiskilling for Studio and Digital Production

Choose two from:
TDP2200 Drama, Documentary and Reality TV
TDP2300 Promotional Video
TDP2400 Advanced Production Skills for Innovation

At level 6 students take a double-weighted module along with 30-credit compulsory modules.

TDP3000 Major Project (60 credits)
TDP3100 TV and Future Platforms
TPD3200 Entrepreneurship and Employability

1. Please include a diagram of the programme structure for *all* study modes

BA Television: Full Time Mode

Year 1 Compulsory Modules

30 credits	30 credits	30 credits	30 credits
• Exploring the Studio	• Shooting on Location	• Pitching and the Industry	• Screens and Platforms

Year 2 Compulsory Modules

30 credits	30 credits
• Multi-skilling for Studio and Digital Production	• Producing and Directing for TV

Year 2 Option Modules (Choose 2)

30 credits	30 credits	30 credits
• Drama, Documentary and Reality TV	• Promotional Video	• Advanced Production Skills for Innovation

Year 3 Compulsory Modules

60 credits	30 credits	30 credits
• Major Project	• Entrepreneurship and Employability	• TV and Future Platforms

BA Television: Part Time Mode

Part time mode is not routinely offered due to the level and intensity of group work, however PT study will be an option for students who need to interrupt studies or defer modules, and re-join the programme in PT mode.

Year of Study		
Year 1	Shooting on Location	Pitching and the Industry
Year 2	Exploring the Studio	Screens and Platforms
Year 3	Producing and Directing for TV	One from three: Promotional Video or Drama, Documentary and Reality TV or Advanced Production Skills for Innovation
Year 4	Multi-skilling for Studio and Digital Production	One from three: Promotional Video or Drama, Documentary and Reality TV or Advanced Production Skills for Innovation
Year 5	Entrepreneurship and Employability	TV and Future Platforms
Year 6	Major Project	
a) Total credits required for the programme		360
Total credits Level 4		120
Total credits Level 5		120
Total credits Level 6		120
Total credits Level 7		0

12.2 Levels and modules

Starting in academic year 2010/11 the University is changing the way it references modules to state the level of study in which these are delivered. This is to comply with the national Framework for Higher Education Qualifications. This implementation will be a gradual process whilst records are updated. Therefore the old coding is bracketed below.

Level 4 (1)

COMPULSORY

OPTIONAL

PROGRESSION
REQUIREMENTS

Students must take all of the following: TDP1100 Shooting on Location TDP1200 Exploring the Studio TDP1300 Pitching and the Industry TDP1400 Screens and Platforms	There are no option modules at level 4	120 credits
Level 5 (2)		
COMPULSORY	OPTIONAL	PROGRESSION REQUIREMENTS
Students must take all of the following: TDP2000 Producing and Directing for TV TDP2100 Multiskilling for Studio and Digital production	Students must also choose two from the following: TDP2200 Drama, Documentary and Reality TV TDP2300 Promotional Video TDP2400 Advanced Production Skills for Innovation	240 credits TDP2000 cannot be compensated – so this module must be passed for the award of BA Honours.
Level 6 (3)		
COMPULSORY	OPTIONAL	PROGRESSION REQUIREMENTS

Students must take all of the following: TDP3000 Major Project TDP3100 TV and Future Platforms TPD3200 Entrepreneurship and Employability	There are no option modules at level 6	360 credits TDP3000 cannot be compensated – so this module must be passed for the award of BA Honours.
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12.3 Non-compensatable modules (note statement in 12.2 regarding FHEQ levels)	
Module level	Module code
Level 5	TDP2000
Level 6	TDP3000

13. Curriculum map
See attached.

14. Information about assessment regulations
<p>The programme conforms to the Middlesex University Regulations for Taught Programmes. All modules are assessed through coursework. Students are directed to read module narratives carefully in relation to any compensation that may be possible for 'minor' assessment components.</p> <p>Students are not allowed to self-defer on any module. Students wishing to defer should consult with the module tutor and with the Assessment Officer.</p>

15. Placement opportunities, requirements and support
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The students have an opportunity to undertake work experience as part of TPD3200 Entrepreneurship and Employability assessment. Students are encouraged to arrange their own work experience in order to equip themselves for the task of job seeking at the end of their degree. Opportunities also emerge through the staff team who can assist students in linking up with placement partners, freelancing opportunities and/or in-house experience of productions outside of formal assessment.

A guest speaker programme that includes career advice that is particular to the challenges that face new entrants supports this.

Work placements are supported across the University by a network of School placement offices who work closely with your academic staff. There is a School Placement administrator, Maggie Walkowska – m.walkowska@mdx.ac.uk – who will introduce the work placement procedures and provide a drop in advice clinic.

Together with the Careers Service, they will offer workshops and one-to-one advice on writing CVs, cover letters and application forms; offer password protected access to the placement website; help arrange interviews and where possible create links with employers.

16. Future careers (if applicable)

BA Television and Digital Production has been designed in consultation with practitioners from the television industry with the intention of providing students with an education that equips them with the appropriate knowledge and skills required of new entrants to the television and related moving image industries.

Many of our graduates have gone on to establish a successful career in the television industries. The degree provides students with an extensive knowledge base and a large number of industry- recognised skills relating to the sector. The programme has been designed to comply with essential standards as laid down by recognised industry bodies including ScreenSkills. The qualification also facilitates reflection at all levels on personal development in relation to progression, as well as intensive career planning at level three.

The degree covers many forms and types of production that equips students to work in a wide variety of industry contexts. There is a strong emphasis on multi-skilling and contemporary developments in pre-production, production, post-production and distribution. The degree insists throughout on flexible skills including team working, adaptability, independent-working which will be required in further career development.

We also prepare students to move to postgraduate level as the next step in their career development where relevant.

17. Particular support for learning (if applicable)

All students are provided with a Personal Tutor to help them manage their journey through Higher education.

For Television and Digital Production students there is a technical induction programme for the safe use of all specialist equipment. Specialist technicians work in collaboration with academic staff in supporting students.

Specialist support will be made available by the University for students as required by the Equality Act (2010). A needs assessor will work with a student to establish the precise support required. Where Health and Safety concerns present during the full range of learning and teaching activities included in the programme, risk assessments will be used and all “reasonable adjustments” will be made to accommodate all of our students. For students needing learning support, diagnostic testing, additional support and guidance sessions are organised by the Learner Enhancement Team (LET).

18. JACS code (or other relevant coding system)

P311 75% & P310 25%

19. Relevant QAA subject benchmark group(s)

Communication, Media, Film and Cultural Studies (2016)

20. Reference points

This Programme Specification has been written with reference to the following:
ScreenSkills (formally Creative Skillset UK) <https://www.screenskills.com/>
QAA Communication, Media, Film and Cultural Studies (2016) benchmarks
Middlesex University Learning and Quality Enhancement Handbook
Middlesex University Learning and Teaching Strategy

21. Other information

N/A

Please note programme specifications provide a concise summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve if s/he takes full advantage of the learning opportunities that are provided. More detailed information about the programme can be found in the rest of your programme handbook and the university regulations.

Curriculum map for [BA Television and Digital Production]

This section shows the highest level at which programme outcomes are to be achieved by all graduates, and maps programme learning outcomes against the modules in which they are assessed.

Programme learning outcomes

Knowledge and understanding		Skills	
A1	developments in the television industry and new and emerging platforms both nationally and globally	B1	conceive, develop, plan and produce linear and multiplatform content in a professional manner
A2	production roles, responsibilities, technologies and workflows within the industry	B2	deliver clear and concise pitches, proposals and treatments to a professional standard
A3	development, production and delivery of content across a variety of platforms and user experiences	B3	demonstrate advanced levels of competency in a range of different production and post-production technologies and craft skills to be able to operate in multiplatform environments.

A4	regulatory compliance and ethical responsibilities in linear and non-linear content production	B4	apply research skills to develop and critically analyse linear and multiplatform content
A5	current developments in genres, formats and content type across existing and new platforms	B5	work collaboratively and reflexively to manage and deliver creative projects
A6	appropriate behaviors and etiquettes within professional industry contexts	B6	evidence standards of professional engagement and conduct within an industry context.

Programme outcomes															
A1	A2	A3	A4	A5	A6	A7	B1	B2	B3	B4	B5	B6	B7	B8	
Highest level achieved by all graduates															
X	X	X	X	X	X		X	X	X	X	X	X			

Module Title	Module Code by Level	A1	A2	A3	A4	A5	A6	B1	B2	B3	B4	B5	B6
		Level 4											
Exploring the Studio	TDP 1200		X		X		X			X		X	X
Shooting on Location	TDP 1100		X	X				X		X		X	
Pitching and the Industry	TDP 1300	X							X		X		
Screens and Platforms	TDP 1400	X				X					X		
Level 5													
Multi-skilling for Studio and Digital Production	TDP 2100		X	X	X		X	X		X			X
Producing & Directing for TV	TDP 2000	X	X			X	X		X		X	X	X
Drama, Documentary and Reality TV	TDP 2200					X		X	X		X		
Promotional Video	TDP 2300			X				X	X			X	
Advanced Production Skills for Innovation	TDP 2400		X		X		X			X			
Level 6													
Major Project	TDP 3000		X	X	X		X	X	X	X		X	

Entrepreneurship and Employability	TDP 3200				X		X						X
TV and Future Platforms	TDP 3100	X				X					X		

Students can begin their study of BA Television and Digital Production with Foundation Year if they do not reach the tariff required or feel that they would benefit from an additional Foundation Year to support them ahead of the degree programme. Where learning outcomes are repeated they need to be met at the appropriate level each year. For more information about the Foundation Year please contact the Programme Leader Baljit Binning B.Binning@mdx.ac.uk.