

Programme Specification

1.	Programme title	MA Film Production MA Film Production with Professional Placement
2.	Awarding institution	Middlesex University
3a	Teaching institution	Middlesex University: London
3b	Language of study	English
4a	Valid intake dates	September
4b	Mode and duration of study	FT – 1 Year FT with Professional Placement – 2 Years PT – 2 Years PT with Professional Placement – 3 Years
4c	Delivery method	On-campus
5.	Professional/Statutory/Regulatory body (if applicable)	N/A
6.	Apprenticeship Standard (if applicable)	N/A
7.	Final qualification(s) available	MA Film Production MA Film Production with Professional Placement PGDip Film Production PGDip Film Production with Professional Placement PGCert Creative Technologies
8.	Academic year effective from	2026-27

9. Criteria for admission to the programme

Appropriate qualifications or experience:

- We celebrate inclusivity and diversity and welcome applicants without the normal qualifications, but who have extensive and substantial work experience in appropriate fields.
- A good undergraduate degree (normally a 2:2 or better) in a subject-specific or related design subject, or a recognised, equivalent professional qualification.
- Applicants with a good undergraduate degree in an unrelated subject but with substantial professional experience within the field of filmmaking, and able to demonstrate an aptitude for working in the subject at postgraduate level.
- In all cases, admission to the programme is dependent on:
 - evidence of subject-related knowledge and skills, and of critical subject engagement, demonstrated through an annotated digital portfolio of relevant academic and professional work submitted in a suitable format.
 - sufficient command of the English language. Applicants for whom English is not their first language must provide evidence of attainment to an IELTS overall score of 6.5 (with 6.0 in each component), or equivalent qualification.
 - at least 1 supportive academic, and/or where relevant, professional reference.

The University aims to ensure that its admissions processes are fair, open and transparent and aims to admit students who, regardless of their background, demonstrate potential to successfully complete their chosen programme of study where a suitable place exists and where entry criteria are met. The University values diversity and is committed to equality in education and students are selected on the basis of their individual merits, abilities and aptitudes. The University ensures that the operation of admissions processes and application of entry criteria are undertaken in compliance with the Equality Act.

We take a personalised but fair approach to how we make offers. We feel it's important that our applicants continue to aspire to achieving great results and make offers which take into account pieces of information provided to us on the application form. This includes recognition of previous learning and experience. If you have been working, or you have other learning experience that is relevant to your course, then we can count this towards your entry requirements and even certain modules once you start studying.

10. Aims of the programme

The programme aims to:

- Develop high-level creative and technical competencies in filmmaking areas such as directing, producing, editing, sound design and cinematography, enabling students to make or contribute to technically advanced and contextually-aware film projects.
- Foster the ability to plan, manage and deliver complex, large-scale projects preparing students to work effectively with multidisciplinary teams, manage budgets and schedules, and contribute to the successful realisation of complex film and media productions.

- Equip students with advanced theoretical, ethical, and contextual frameworks for critically evaluating their own and others' film work.
- Enable students to critically explore the impact of artificial intelligence, automation, and emerging technologies on their own and others' filmmaking practice.

Prepare graduates for sustainable international careers across the screen industries, supporting their professional development, industry engagement, and capacity to contribute creatively and ethically within global production contexts.

11. Programme learning outcomes

A. Knowledge and understanding

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

1. Film workflows, content formats and distribution models relevant to their specialist practice.
2. Film theory and contextual studies, and theories of film production and postproduction, to inform their project development and production practice.
3. Complex ethical, accessibility and data-privacy principles across the film production life cycle.

The impact of AI-driven tools, data models, and algorithmic systems on design authorship, aesthetics, and professional practice.

B. Skills

On completion of this programme the successful student will be able to:

1. Employ advanced methodological and technical processes to create original, professional-standard film work that harnesses the diverse skills of the production team.
2. Strategically appraise global market trends to position film productions for commercial and social value.
3. Lead collaborative production processes in their chosen specialist role, employing agile creative practices and entrepreneurial approaches responsive to audience insight and industry trends.
4. Systematically apply inclusive, ethical, and sustainable practices in film production, informed by critical frameworks and industry codes of practice.
Reflect critically on personal practice to sustain lifelong professional growth.

12. Teaching/learning methods

Students gain skills and experience in their chosen specialism through seminars, lab classes, work-in-progress crits, and both individual and team-based practical workshop activities. Throughout this process they develop their own projects in preparation for their major project. In Term 3 Major Project supervision is used as part of the teaching and learning practice.

The process of development and work-in-progress crits and weekly planning meetings with individuals and groups are used to guide students through the process of setting priorities and work plans for each week that help students structure their independent study outside the classroom.

¹ Approx. number of timetabled hours per week (at each level of study, as appropriate), including on-campus and online hours	FT 12	PT 6
Approx. number of hours of independent study per week (at each level of study, as appropriate)	FT 38	PT 19
Approx. number of hours on placement (including placement, work-based learning or year abroad, as appropriate). <i>Where relevant, provide further details under 13c below.</i>	FT	PT

13. Employability

13a Development of graduate competencies

Leadership and Influence: When working on their Final Major Project in their chosen specialism as a head of department (Director, Producer, Cinematographer, Editor, Sound Designer) students take responsibility for their department and are encouraged to lead a team of collaborators including fellow crew as well as actors, composers and production designers. The shared core module on business skills provides students with the skills needed to run their own business.

Entrepreneurship: Students engage in pitching exercises, focussed on selling their ideas to particular audiences, including their peers, employers and external clients. In the shared core module on business skills, they are taught to take account of market dynamics, and consider the practicalities of operating as a freelancer and forming their own business. For their film projects they are encouraged to raise money through crowd funding and other fundraising initiatives.

Communication, Empathy, and Inclusion: Group presentations, pitches and crits foster empathic, inclusive, and assertive soft skills essential for effective communication and collaboration. Seminars place an emphasis on understanding the unique potentials of cinema to create and communicate meaning, as well as its representative properties as they pertain to categories of identity like gender, sexuality, race and ethnicity, fostering a sense of empathy and inclusion which extends beyond their interpersonal soft skills and directly impacts their approach to their practice.

Curiosity and Learning: Modules stimulate curiosity by exposing students to a wide array of forms, genres and traditions of cinematic practice from around the world and throughout the medium's history

Collaborative Innovation: Students are encouraged collaborate on their in-class workshops assignments, their assessments, and on their major projects. Many students will work with those on other programmes, and professionals from outside the programme, augmenting their practice via the participation of specialised practitioners and exposing them to the working practices of separate but complimentary disciplines.

¹ This information will be used as part of our submission to Discover Uni (previously Unistats).

Resilience and Adaptability: Resilience and adaptability are explicitly addressed in all of our specialist modules, each of which asks students to present pitches and works-in-progress in group crits, in which all students must participate in the assessment of one another's work. This emphasises the importance of constructive feedback and fostering trust in the learning environment. Students are encouraged to embrace challenges and iterate on their creative outputs, understanding that setbacks are part of the creative process.

Technological Agility: Students are supported throughout their studies to develop technological agility through a combination of practice and conceptualisation across various industry standard software tools like Movie Magic, Avid, Pro Tools, Adobe Premiere, and using high-end equipment such as film lights, grip and camera equipment, sound recording equipment, editing and sound mixing suites. This equips them to navigate different tools comfortably and adapt to new ones efficiently. Students will be asked to critically assess the suitability of different software, equipment and facilities for confronting different tasks, problems to achieve desired effects.

Problem Solving and Delivery: Right from the outset, students engage in problem-solving, learning to adapt and seek creative solutions to effectively communicate their ideas. Throughout their studies they learn and develop project management methodologies and tools to deconstruct tasks, prioritize, and schedule effectively, facilitating project delivery. Students are exposed to timekeeping and scheduling strategies used in industry, and through our robust feedback process and scheduled one-to-one tutorials with staff, they will be provided with the technological and intellectual toolkits necessary to solve practical and creative problems that arise throughout their creative projects.

13b Employability development

The students are able to take one of three work experience modules (either 15 or 30 credits) and will have the opportunity to be placed on active productions through the MDX Studios scheme. Modules on business skills and AI also teach the students about the realities of working in the industry. Production pipelines on the craft skills, pre-production and major project modules mimic real-world industry workflows.

13c Placement and work experience opportunities (if applicable)

Students must choose one of three credit-bearing work experience modules (either 15 or 30 credits). On the extended version of the programme, they also have the opportunity to take two additional non-credit-bearing work experience modules.

Throughout this course, students have access to various optional opportunities to enhance their professional experience and industry connections. These include:

- Taking on freelance projects
- Responding to competition briefs
- Building connections with alumni and research groups associated with the course

13d Future careers / progression

Graduates may pursue roles such as Producer, Production Manager, Script Supervisor, Locations Manager, Casting Director, Assistant Director, Production Designer, Art Director, Set Dresser, Props Master, Director, Director of Photography, Camera Assistant, Gaffer, Grip, Sound Designer, Sound Recordist, Sound Assistant. These opportunities exist in the film, television and advertising fields. Students may also choose to pursue careers as freelancers or to start up their own production companies.

14. Assessment methods

15. Programme structure (level of study, modules, credits and progression requirements)

15a Structure of the programme.

Full time structure

	Semester 1		Semester 2		Semester 3
Level 7 (Year 1)	Storytelling and Worldbuilding 15 credits Compulsory	Business Skills for Creative Practice 15 credits Compulsory	Creative Practice and AI 15 credits Compulsory	Major Project Pre-Production 15 credits Compulsory	Major Project 60 credits Compulsory

At least 1 module from:

Directing for Drama 15 credits Compulsory	Film Craft Skills 15 credits Compulsory	Producing and Production Management 15 credits Compulsory
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Remaining credits from:

Avid Fundamentals 15 credits Optional	Pro-tools Fundamentals 15 credits Optional
Representing Reality: Documentary Animation and Film 15 credits Optional	Podcasting and Audio Storytelling 15 credits Optional
Virtual Production Cinematography 15 credits Optional	Visual Effects with AI 15 credits Optional

Sound Recording for Media 15 credits Optional	Da Vinci Resolve 15 credits Optional
Post-Production Mixing & Sound Design 15 credits Optional	Work Experience 1 15 credits Optional Work Experience 3 15 credits Optional

Full time structure with Professional Placement

Year 1

Semester 1	Semester 1	Semester 2	Semester 2	Semester 3
Storytelling and Worldbuilding 15 credits Compulsory	Business Skills for Creative Practice 15 credits Compulsory	Creative Practice and AI 15 credits Compulsory	Major Project Pre-Production 15 credits Compulsory	Preparing for the Professional Placement 0 credits Compulsory

At least 1 module from:

Directing for Drama 15 credits Compulsory	Film Craft Skills 15 credits Compulsory	Producing and Production Management 15 credits Compulsory
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Remaining credits from:

Avid Fundamentals 15 credits Optional	Pro-tools Fundamentals 15 credits Optional
Representing Reality: Documentary Animation and Film 15 credits Optional	Podcasting and Audio Storytelling 15 credits Optional
Virtual Production Cinematography 15 credits Optional	Visual Effects with AI 15 credits Optional
Sound Recording for Media 15 credits Optional	Da Vinci Resolve 15 credits Optional
Post-Production Mixing & Sound Design 15 credits Optional	Work Experience 1 15 credits Optional
	Work Experience 3

	15 credits Optional
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Year 2

Semester 1	Semester 1	Semester 2	Semester 2	Semester 3
Work Experience 5 0 credits Optional			Major Project 60 credits Compulsory	
Work Experience 4 0 credits Optional		Work Experience 4 0 credits Optional		

Indicative Part time structure

Year 1

Semester 1	Semester 1	Semester 2	Semester 2	Semester 3
Directing for Drama 15 credits Compulsory Or Film Craft Skills 15 credits Compulsory	Business Skills for Creative Practice 15 credits Compulsory	Representing Reality: Documentary Animation and Film 15 credits Optional	Work Experience 1 15 credits Optional	

Year 2

Semester 1	Semester 1	Semester 2	Semester 2	Semester 3
Storytelling and Worldbuilding 15 credits Compulsory	Producing and Production Management 15 credits Compulsory	Creative Practice and AI 15 credits Compulsory	Major Project Pre-Production 15 credits Compulsory	Major Project 60 credits Compulsory

Indicative Part time structure with Professional Placement

Year 1

Semester 1	Semester 1	Semester 2	Semester 2	Semester 3
Directing for Drama 15 credits Compulsory Or Film Craft Skills 15 credits Compulsory	Business Skills for Creative Practice 15 credits Compulsory	Representing Reality: Documentary Animation and Film 15 credits Optional	Work Experience 1 15 credits Optional	

Year 2:

Semester 1	Semester 1	Semester 2	Semester 2	Semester 3
Storytelling and Worldbuilding 15 credits Compulsory	Producing and Production Management 15 credits Compulsory	Creative Practice and AI 15 credits Compulsory	Major Project Pre-Production 15 credits Compulsory	Preparing for the Professional Placement 0 credits Compulsory

Year 3:

Semester 1	Semester 1	Semester 2	Semester 2	Semester 3
Work Experience 5 0 credits Optional			Major Project 60 credits Compulsory	
Work Experience 4 0 credits Optional		Work Experience 4 0 credits Optional		

15b Levels and modules

Level 7

Compulsory (Core)	Optional (Elective)*	Progression requirements
ACI4401 Storytelling & Worldbuilding ACI4403 Business Skills for Creative Practice ACI4402 AI For Creative Practice	At least 1 from: FLM4010 Directing for Drama FLM4020 Film Craft Skills FLM4030 Producing and Production Management Remaining credits from: MUS4101 Post-Production Mixing & Sound Design	Students must pass at least 90 credits before progressing to the Major Project module. Students on the Professional Placement (2 year) version of the programme must pass at least 90 credits before progressing onto the

SOF4020 Major Project Pre-Production	MUS4104 Pro-tools Fundamentals	Professional Placement module(s) (ACI4421 or ACI4422).
ANI4050 Major Project	MUS4105 Sound Recording for Media	
	MUS4109 Podcasting and Audio Storytelling	
	SOF4010 Representing Reality: Documentary Animation and Film	
	VPR4001 Virtual Production Cinematography	
	VFX4000 Visual Effects with AI	
	ACI4410 Work Experience 1	
	ACI4411 Work Experience 2	

*Please refer to your programme page on the website re availability of option modules

15c Non-compensatory modules

Module level	Module code
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16. Programme-specific support for learning

- Academic advising
- Induction/orientation programmes for facilities
- Programme-dedicated resource rooms: 3 studios, 2 postproduction sound suites, 3 sound recording suites, multiple editing suites, 2 colour grading suites, equipment store, props store.
- Direct communication with tutors and technicians via e-mail
- Access to virtual learning environment & learning support platform (My Learning) to support tutor/learner interaction
- Technical staff
- Programmes of visiting external speakers from global animation industry
- MDX Studios initiative providing access to industry professionals and real-world productions

In addition to the academic and technical staff within the programme, students are supported in their learning by staff in Library Resources.

- Library Resources, e.g., specialist books, journals, videos, DVDs, slides, special collections (including electronic versions)
- Online reading lists for each module accessible via My Learning
- Subject-dedicated librarian

Special induction sessions provided by the Library Resources

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17. HECos code(s)	100441 (film production) – this is producing (20%) 100716 (cinematography) – for tech side (20%) 100887 (moving image techniques) (20%) 100888 (film directing) (20%) 100890 (film and sound recording) (20%)
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18. Relevant QAA subject benchmark(s)	https://www.qaa.ac.uk/docs/qaa/sbs/sbs-communication-media-film-and-cultural-studies-24.pdf
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19. University Regulations
This programme will run in line with general University Regulations: Policies Middlesex University

20. Reference points

21. Other information

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 they take 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.

22. Curriculum map for [Programme Title]

22a Programme learning outcomes

Knowledge and understanding	
A1	Film workflows, content formats and distribution models relevant to their specialist practice.
A2	Film theory and contextual studies, and theories of film production and postproduction, to inform their project development and production practice.
A3	Ethical, accessibility and data-privacy principles across the film production life cycle.
A4	The impact of AI-driven tools, data models, and algorithmic systems on design authorship, aesthetics, and professional practice.
Skills	
B1	Create original, professional-standard film work that harnesses the diverse skills of the production team.
B2	Appraise global market trends to position film productions for commercial and social value.
B3	Lead collaborative production processes in their chosen specialist role, employing agile creative practices and entrepreneurial approaches responsive to audience insight and industry trends.
B4	Apply inclusive, ethical, and sustainable practices in film production, informed by critical frameworks and industry codes of practice.
B5	Reflect critically on personal practice to sustain lifelong professional growth

Programme learning outcomes														
A1	A2	A3	A4				B1	B2	B3	B4	B5			
Highest level achieved by all graduates														
7	7	7	7				7	7	7	7	7			

22b Mapping by level of study and module

Module Title	Module Code by Level of study	A	A	A	A	B	B	B	B	B
		1	2	3	4	1	2	3	4	5
COMPULSORY MODULES										
Storytelling & Worldbuilding	ACI4401		X			X				
Creative Practice and AI	ACI4402		X	X	X	X			X	X

Business Skills for Creative Practice	ACI4403	X					X	X		X
Major Project Pre-Production	SOF4020	X	X	X	X	X	X	X	X	X
Major Project	ANI4050	X	X	X	X	X	X	X	X	X
Directing for Drama	FLM4010	X	X	X		X		X	X	
Film Craft Skills	FLM4020	X	X	X		X		X	X	
Producing and Production Management	FLM4030	X	X	X		X	X	X	X	
OPTIONAL MODULES										
Post-Production Mixing & Sound Design	MUS4101	X				X		X		
Pro-tools Fundamentals	MUS4104	X				X		X		
Sound Recording for Media	MUS4105	X				X		X		
Podcasting and Audio Storytelling	MUS4109	X				X		X		
Representing Reality: Documentary Animation & Film	SOF4010	X	X	X		X		X	X	
Virtual Production Cinematography	VPR4001	X	X		X	X		X		
Visual Effects with AI	VFX4000	X	X		X	X		X		
Work Experience 1	ACI4410	X							X	X
Work Experience 2	ACI4411	X							X	X