

Programme Specification

1.	Programme title	MA Production Design MA Production Design 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 Production Design MA Production Design with Professional Placement PGDip Production Design PGDip Production Design 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 production design, 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, technical, and professional competencies** in Production Design, enabling graduates to confidently translate artistic vision into technically precise and visually compelling screen environments.
- **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 critical, ethical, and contextual perspectives** on design and production, for critically evaluating their and others' production design work.
- **Enable students to engage with innovation and emerging technologies**, including artificial intelligence and virtual production, developing adaptable skills and critical awareness to navigate the future of production design.
- **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. Demonstration of advanced understanding of production design as a creative and technical practice within screen industries.
2. Apply knowledge of a wide range of approaches to drawing, drafting, modelling, model making and 3D design to support the exploration, development and communication of design concepts.
3. Evaluation of the cultural, ethical and professional contexts that shape production design, including sustainability and inclusion.
4. Analysis of the influence of emerging technologies, such as AI and automation, on design practice and industry change.

B. Skills

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

1. Generate and realise original design concepts through research, experimentation and creative problem-solving.
2. Plan, budget, schedule and coordinate complex creative productions, collaborating and leading effectively with diverse stakeholders to professional standards.
3. Use specialist design software and tools effectively to produce accurate and professional production designs.
4. Communicate and justify design intentions clearly, and critically reflect on feedback to refine and synthesise practice in preparation for professional or major project delivery.

12. Teaching/learning methods

Students learn skills through a combination of interactive seminars, experiential activities, work in progress crits, and practical workshop activities. In term 3 project supervision and project stand ups are used as part of the teaching and learning practice.

- Work in progress crits (show and tell) – showing work from the previous weeks independent study.
- Weekly planning meetings – setting a plan for the rest of the weeks

independent study

The process of work in progress crits and regular planning meetings with individuals and groups are used to work with students to set priorities and work plans for each week that help structure and show case students independent study in 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 36	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

Working on group and industry relevant projects students should develop competencies such as: leadership and influence; communication, empathy and inclusion; curiosity and learning; collaborative innovation; resilience and adaptability; technological agility and problem solving and delivery.

13b Employability development

The majority of activities and projects embed skills specific training required within the industry alongside opportunities to advance essential competencies through collaborative projects. There is also a module, business skills for creative practice, engaging with essentials like employability and entrepreneurship.

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

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

13d Future careers / progression

The course is designed so that graduates with previous experience can direct their future career toward Production Design (Art Department) without repeating competencies. This also means we can offer foundational knowledge tailored to requirements. Most modules are electives, meaning they can focus on skills gaps and interests.

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 1	Semester 2	Semester 2	Semester 3
Storytelling and Worldbuilding 15 credits Optional	Business Skills for Creative Practice 15 credits Compulsory	Creative Practice and AI 15 credits Compulsory	Major Project Pre-Production 15 credits Compulsory Advanced 3D Modelling for Production Design 15 credits Compulsory	Major Project 60 credits Compulsory

Drafting for Production Design

15 credits
Optional

3D Modelling for Production Design

15 credits
Optional

Model-Making: Fabrication and Realisation

15 credits
Optional

Virtual Production Cinematography

15 credits
Optional

Work Experience 1

15 credits
Optional

Work Experience 2

30 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 Optional	Business Skills for Creative Practice 15 credits Compulsory	Creative Practice and AI 15 credits Compulsory	Major Project Pre-Production 15 credits Compulsory Advanced 3D Modelling for Production Design 15 credits Compulsory	Preparing for the Professional Placement 0 credits Compulsory
Drafting for Production Design 15 credits Optional 3D Modelling for Production Design 15 credits Optional Model-Making: Fabrication and Realisation 15 credits Optional Virtual Production Cinematography 15 credits Optional Work Experience 1 15 credits Optional Work Experience 2 30 credits Optional Work Experience 3 15 credits Optional				

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
Storytelling and Worldbuilding 15 credits Optional	15 credits total from: Drafting for Production Design 15 credits Optional 3D Modelling for Production Design 15 credits Optional Model-Making: Fabrication and Realisation 15 credits Optional Virtual Production Cinematography 15 credits Optional Work Experience 1 15 credits Optional Work Experience 3 15 credits Optional	Creative Practice and AI 15 credits Compulsory	Advanced 3D Modelling for Production Design 15 credits Compulsory	

Year 2

Semester 1	Semester 1	Semester 2	Semester 2	Semester 3
15 credits total from: Drafting for Production Design 15 credits Optional 3D Modelling for Production Design 15 credits Optional Model-Making: Fabrication and Realisation	Business Skills for Creative Practice 15 credits Compulsory	15 credits total from: Drafting for Production Design 15 credits Optional 3D Modelling for Production Design 15 credits Optional Model-Making: Fabrication and Realisation	Major Project Pre-Production 15 credits Compulsory	Major Project 60 credits Compulsory

15 credits Optional		15 credits Optional		
Virtual Production Cinematography 15 credits Optional		Virtual Production Cinematography 15 credits Optional		
Work Experience 1 15 credits Optional		Work Experience 1 15 credits Optional		
Work Experience 3 15 credits Optional		Work Experience 3 15 credits Optional		

Indicative Part-time Structure with Professional Placement:

Year 1

Semester 1	Semester 1	Semester 2	Semester 2	Semester 3
Storytelling and Worldbuilding 15 credits Optional	15 credits total from: Drafting for Production Design 15 credits Optional 3D Modelling for Production Design 15 credits Optional Model-Making: Fabrication and Realisation 15 credits Optional Virtual Production Cinematography 15 credits Optional Work Experience 1 15 credits Optional Work Experience 3 15 credits Optional	Creative Practice and AI 15 credits Compulsory	Advanced 3D Modelling for Production Design 15 credits Compulsory	

Year 2

Semester 1	Semester 1	Semester 2	Semester 2	Semester 3
<p>15 credits total from:</p> <p>Drafting for Production Design 15 credits Optional</p> <p>3D Modelling for Production Design 15 credits Optional</p> <p>Model-Making: Fabrication and Realisation 15 credits Optional</p> <p>Virtual Production Cinematography 15 credits Optional</p> <p>Work Experience 1 15 credits Optional</p> <p>Work Experience 3 15 credits Optional</p>	<p>Business Skills for Creative Practice 15 credits Compulsory</p>	<p>15 credits total from:</p> <p>Drafting for Production Design 15 credits Optional</p> <p>3D Modelling for Production Design 15 credits Optional</p> <p>Model-Making: Fabrication and Realisation 15 credits Optional</p> <p>Virtual Production Cinematography 15 credits Optional</p> <p>Work Experience 1 15 credits Optional</p> <p>Work Experience 3 15 credits Optional</p>	<p>Major Project Pre-Production 15 credits Compulsory</p>	<p>Preparing for the Professional Placement 0 credits Compulsory</p>

Year 3

Semester 1	Semester 1	Semester 2	Semester 2	Semester 3
<p>Work Experience 5 0 credits Optional</p> <p>Work Experience 4 0 credits Optional</p>		<p>Work Experience 4 0 Credits Optional</p>		<p>Major Project 60 credits Compulsory</p>

15b Levels and modules		
Compulsory (Core)	Optional (Elective)*	Progression requirements
Storytelling and Worldbuilding	Drafting for Production 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 Professional Placement module(s) (ACI4421 or ACI4422).
Creative Practice and AI	3D Modelling for Production Design	
Business Skills for Creative Practice	Advanced 3D Modelling for Production Design	
Major Project Pre-Production	Model-Making: Fabrication and Realisation	
Major Project	Virtual Production Cinematography	
Advanced 3D Modelling for Production Design	Work Experience 1 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
Major Project	

16. Programme-specific support for learning
<ul style="list-style-type: none"> • Academic advising • Induction/orientation programmes for facilities • Dedicated resources – such as software, technical drawing boards, props store, Costume store. • Specialist workshops – Computer labs, MoCap studio, TV-Studio, 3D workshops (inc. Wood, metals and plastics, laser cutting and 3D print, Ceramics and Print. • 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 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

17. HECos code(s)

100708

18. Relevant QAA subject benchmark(s)

QAA Benchmark for Communication, Media, Film and Cultural Studies

<https://www.qaa.ac.uk/the-quality-code/subject-benchmark-statements/subject-benchmark-statement-communication-media-film-and-cultural-studies>

QAA Benchmark for Art and Design

https://www.qaa.ac.uk/docs/qaa/subject-benchmark-statements/sbs-art-and-design-17.pdf?sfvrsn=71eef781_22

QAA Benchmark for History of Art, Architecture and Design

<https://www.qaa.ac.uk/docs/qaa/subject-benchmark-statements/subject-benchmark-statement-history-of-art-architecture-and-design.pdf>

19. University Regulations

This programme will run in line with general University Regulations: [Regulations for Taught programmes](#)

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 MA Production Design

22a Programme learning outcomes

Knowledge and understanding	
A1	Demonstration of advanced understanding of production design as a creative and technical practice within screen industries.
A2	Apply knowledge of a wide range of approaches to drawing, drafting, modelling, model-making and 3D design to support the exploration, development and communication of design concepts.
A3	Evaluation of the cultural, ethical and professional contexts that shape production design, including sustainability and inclusion.
A4	Analysis of the influence of emerging technologies, such as AI and automation, on design practice and industry change.
Skills	
B1	Generate and realise original design concepts through research, experimentation and creative problem-solving.
B2	Plan, budget, schedule and coordinate complex creative productions, collaborating and leading effectively with diverse stakeholders to professional standards.
B3	Use specialist design software and tools effectively to produce accurate and professional production designs.
B4	Communicate and justify design intentions clearly, and critically reflect on feedback to refine and synthesise practice in preparation for professional or major-project delivery.

Programme learning outcomes

A1	A2	A3	A4	B1	B2	B3	B4
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Highest level achieved by all graduates

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22b Mapping by level of study and module

Module Title	Module Code by Level of study	A 1	A 2	A 3	A 4	B 1	B 2	B 3	B 4
Storytelling and Worldbuilding	ACI4001	X		X		X			X
Creative Practice and AI	ACI4402			X	X				X
Business Skills for Creative Practice	ACI4403			X			X		
3D Modelling for Production Design	PRO400		X			X		X	X
Advanced 3D Modelling for Production Design	PRO4001	X	X		X	X		X	X
Drafting for Production Design	PRO4002					X	X	X	X
Model-Making: Fabrication and Realisation	PRO4003		X			X		X	X
Virtual Production Cinematography	VPR4001	X			X	X	X	X	X
Work Experience 1	ACI4410	X					X	X	X
Work Experience 2	ACI4411	X					X	X	X
Major Project: Pre-Production	SOF4020					X	X	X	X
Major Project	PRO4050	X	X	X		X	X	X	X