

HE07C Person Specification

TO BE SENT TO THE STUDENT IN ADVANCE OF INTERVIEW

Course Title	BA (Hons) Digital Film Production
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1.	Course Details
	<p>To be a student of TEC Partnership based at University Centre Grimsby studying the course BA (Hons) Digital Film Production validated by TEC Partnership.</p> <p>The validation document which describes the programme is published on the TEC Partnership website and is version number V2</p> <p>You will be required to complete twelve 20-credit modules, and three 40-credit modules over three years.</p>

2.	Student Activities
	<p>Complete creative projects both individually and as part of a team with guidance, to answer questions and solve briefs.</p> <p>Work in diverse groups of students towards assessed work or otherwise.</p> <p>Work with media production equipment and computers to communicate with others and complete assignment work.</p> <p>Attend sessions normally between 09:00 and 17:00 hours for any of the 5 days per week as specified on your timetable.</p> <p>Be available to attend lectures and sessions and complete work throughout the TEC Partnership Term Dates specified on the TEC Partnership website.</p> <p>To attend lectures and sessions on the specified days and maintain attendance above TEC Partnership expectations of 90%.</p> <p>To attend a variety of professional practice sessions on specified days.</p> <p>Complete up to 39 hours a week work towards your qualification made up of a range of contact delivery, and work towards assessments.</p> <p>Have student finance or other means to pay for the course in place before enrolment.</p> <p>Take all reasonable steps to comply with the policies and procedures of TEC partnership.</p>

3.	<p>Following full engagement in the programme, and upon its successful completion, students will:</p>
<ul style="list-style-type: none"> • Exhibit the processes linking production, circulation and consumption with the economic forces that shape the media industry • Apply the production process and professional practices in the production of media artefacts within current legal, ethical, and regulatory frameworks • Illustrate effective employment of genre specific codes and conventions from technical, creative, and aesthetic aspects • Critically analyse theory and practice used in digital film and television production to understand how media projects are produced • Critically evaluate methodologies, employ research techniques, and conceptual frameworks in the production of media artefacts, practicing sustained collaborative and/or independent working relevant to the academic or creative text or product • Evaluate individual working practices and undertake self-reflective analysis of academic and creative processes • Exhibit the development and production of work which illustrates the effective manipulation of sound, image and/or the written word from technical, creative, and aesthetic considerations • Demonstrate production of a media artefact working specifically to a client brief and functioning under strict guidelines and constraints • Evidence the ability to work effectively as part of a production team undertaking a specific role during the production of a variety of media artefacts, as well as effectively negotiating with others • Evidence critical thinking, initiative, and self-motivation in the development of academic and creative texts • Demonstrate the ability to present media texts to a robust standard relevant to their medium • Evidence competence in the use of relevant equipment 	

Qualities	Specific Requirements	Where demonstrated	E	D
Qualifications and Training	80 UCAS points, with a minimum of grade C/4 in GCSE English and Maths. Meet the non-standard entry requirements as specified in the programme specification	Application	X X	
Specialist Knowledge	Students should have a basic understanding of the media industry as whole, and the production process when creating content.	Interview	X	
Experience	Work in the sector on a paid or voluntary basis	Application and Interview		X
Skills and Attributes	Experience in the creation of creative project work Illustrate ability to work creatively in the production of a video project Ability to persevere when faced with challenging circumstances Manage own time to work towards multiple tasks to meet multiple deadlines Ability to solve problems using a creative skillset, project management and critical thinking skills Ability to work with others at a range of tasks even where there is personal disagreement	Interview	X X X X	X
Other	Commitment to 39 hours a week studying Availability throughout the academic year and potentially the resit period Knowledge about the use of Information Communication Technology to allow completion of an academic programme	Interview	X X	X

	Student finance applied for or appropriate payment plan in place			X
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Qualities identified and determined by: E = Essential D = Desirable