

Programme Title	BA (Hons) Editing and Post Production
Awarding Body	Ravensbourne University London
Teaching Institution	Ravensbourne University London
Final Award	Level 6 – BA (Hons) Editing and Post Production
Interim awards	Level 5 – Dip HE Editing and Post Production Level 4 – Cert HE Editing and Post Production
UCAS Code	PJ90
QAA Subject Benchmark	Communication, Media, Film and Cultural Studies (2016)
PRSB reference	N/A
Mode of study	Full-time
Date produced/amended	January 2018
Course Leader	Greg Loftin / Richard Hughes

Distinctiveness

Here are ten reasons why you might want to enrol on our course:

- 1 Our experience: we've been delivering undergraduate courses in Editing and Post Production longer than any other university in the UK.
- 2 Our industry contacts: over the years we have built strong and lasting links with top players including Avid, Adobe, Apple, Black Magic, Root6, as well as numerous Post houses and Production companies.
- 3 Our Creative Skillset kitemark is an assurance that our course "connects with industry and teaches professional skills that make sure you graduate work-ready".
- 4 Our team are all practitioners with up-to-date knowledge of industry developments.
- 5 Our roster of Visiting Lecturers includes Mick Audsley (*Murder on the Orient Express*), Paul Machliss (*Baby Driver*), and Lisa Gunning (*7 Psychopaths*).
- 6 Our projects: you will be post-producing high quality rushes across all genres from factual to drama, and from promos to news packages. You will take on live commissions, and collaborate with students from other craft areas at Ravensbourne.
- 7 Our post production facilities mirror what you'll find in industry. We are the only course equipped to deliver broadcast Quality Control processes (DPP).
- 8 Your career comes first: whether you want to work for a media company, become a freelance, or set up your own business, this course will help you realise your ambitions.
- 9 Our location on the Greenwich Peninsula is close to one of the biggest post production hubs in the world. This proximity gives you great opportunities for jobs and work-placements.
- 10 Underpinning all that we deliver is a 'mindsets and skillsets' vision that sees you graduating from Ravensbourne as a Citizen Practitioner with all the skills and agility you need to thrive in a rapidly changing world.

The Mindsets and Skillsets Manifesto: Five Principles

Ravensbourne developed its Mindsets and Skillsets Manifesto as part of an institution-wide Portfolio Review. This was the culmination of a significant process that included a broad literature review; various outputs from national and international conferences and institutional visits; a 'Futures in the Making Symposium' attended by academic faculty - featuring an industry panel and a second panel of high profile external academics; a '20 / 20 / 20 Visiting Lecture Programme'; and market analysis of existing courses and the university's academic framework. The final Manifesto also drew from the institution's Strategic Plan and the Director's post-2018 vision document.

The Mindsets and Skillsets Manifesto consists of Five Principles that creates the basis of a vision that informs a new academic framework, its new curriculum, and all course level learning outcomes. This Manifesto underpins the validation and revalidation documents presented here, and is briefly articulated in the following way:

1. Cultivate / where the individual thrives

- Holistic Education: beyond the discipline
- Life Skills: resilience, self-efficacy, multiple intelligence

Extending the norms of skills-acquisition and competency-based approaches Cultivate nurtures the creative individual beyond the academy, embracing the holistic notion of educating the whole person.

Critical life-skills are investigated and multiple intelligences explored through a model that supports professional and personal development to create and support resilient and inclusive individuals prepared for work in the ever-changing creative industries and for living with wider societal and cultural flux in the 21st century.

2. Collaborate / where disciplines evolve

- Blurring Disciplines: petri dish for new thinking and practice
- Shape-Shifters: new practice demands new practitioners

The Collaborate model enables students with discipline-specific knowledge to apply their own creative thinking, design and media practices and methodologies and production techniques to interdisciplinary and transdisciplinary projects.

Interdisciplinary project models integrate subject knowledge and working methods from a range of disciplines to create synthesis of practice, whilst the transdisciplinary model creates new and extended disciplinary modes through the unity of intellectual and practice-based frameworks to reach beyond single disciplinary perspectives.

3. Integrate / where education engages industry

- Professional Modes: education mirrors industry
- Depth and Breadth: specialists and generalists

A model that integrates academic delivery with industry practice; enabling subject-specific, interdisciplinary student teams to replicate modes of working found within relevant

professional models; the Production House in Film and TV, the Design Studio in communication and media design, the Fashion House in fashion and textiles, the Advertising Agency in advertising and promotion and the Architecture Practice in architecture and interiors.

Typically the Integrated Team, with each member assigned a specific role, works to a phased delivery that may include the Discover, Define, Develop and Deliver stages of the Design Double Diamond. Integrate challenges traditional constraints in the teaching of the solo practitioner and embraces the notion of disciplinary discovery and practice through team working.

4. Advocate / where purpose meets practice

- Citizen Practitioners: tackling real-world problems
- Self to Selves: from the individual to the collective

Putting purpose first, Advocate recognises the responsibility for creative education to address the unprecedented environmental, social and economic challenges facing humankind; tomorrow's designers and media practitioners are increasingly aware of their responsibilities as global citizens to engage with complex ethical issues related to climate change, social justice, interdependence, wellbeing and biodiversity.

Advocate puts studio projects and commercial and charitable industry commissions at the centre of the educational experience enabling students real-world opportunities to improve the communities in which they live and work and in turn begin to transform the wider world.

5. Originate / where creativity meets technology

- Mind-Sets + Skill-Sets: the dynamism of ideas + technology
- Applied Mastery: leveraging theory, practice and innovation

Sitting at the intersection of creativity and technology, Originate enables the merging of visionary mind-sets and skill-sets to provide provocative and challenging design and media approaches. The amalgamation of theory and practice, Originate embraces both integrated and agile design-thinking and design-doing practice and research methodologies to forge dynamic technologically-savvy and creativity-driven responses and solutions to given and self-directed industry-leading projects.

Programme aims

- Develop a range of creative, technical, vocational, practical, and critical skills and competencies that will inform your knowledge of the principles, contexts, and creative practices of post production sectors.
- Demonstrate a coherent and detailed knowledge and practical application of editorial storytelling, and the specificities of the related crafts of visual effects, grading, sound design, and shoot-and-edit.
- Demonstrate knowledge and operational expertise in post production technology in a variety of technical environments.

- Encourage independent and critical thinking and develop transferable skills and competencies in preparation for work. Develops experience and knowledge of individual, collaborative, and multidisciplinary working. Be adaptive, inventive, and questing in a rapidly changing and connected world.

- Be able to demonstrate professional skills, responsibility and disciplined decision making abilities, communication, research and problem solving skills, and other such transferable, life-long learning skills necessary for employment.

Programme Learning Outcomes

The course provides opportunities for students to develop and demonstrate knowledge and understanding, qualities, skills and other attributes in the following areas.

LO 1 Research/Inspiration

Select and evaluate information gathering techniques using a wide range of sources, providing visual, contextual and industry case-study research as appropriate.

Related Principle: ORIGINATE

LO 2 Concept/Ideation

Critically appraise and evaluate appropriate research materials to generate workable concepts or strategic project themes that inform and underpin project development.

Related Principle: ORIGINATE

LO 3 Development/Prototyping

Investigate potential pathways that result in appropriate solutions, informed by a systematic understanding of the principles of the creative process.

Related Principle: INTEGRATE

LO 4 (Pre) Production

Demonstrate systematic working knowledge, production skills, selection, application and understanding of a selection of processes, materials and methods that inform creative and academic practice.

Related Principle: COLLABORATE

LO 5 Presentation/Storytelling For Influence

Communicate projects creatively and professionally, whether in visual, oral or written form. Methods of presentation are appropriate to the audience/client and the purpose of the work.

Related Principle: ADVOCATE

LO 6 Critical and creative mindsets

Evaluate a range of critical approaches in order to form an independent position.

Related Principle: ORIGINATE

LO 7 Employability

Effectively employ professional transferrable and employability skills, including the ability to

manage time and work to clear briefs and deadlines, respond to set goals, and communicate effectively.

Related Principle: CULTIVATE

LO 8 Professional Identity

Align your professional identity as a practitioner with a viable career context.

Related Principle: CULTIVATE

Learning and Teaching methods	Assessment Strategy
<p>Students learn through a variety of methods including project briefings, lectures, (staff and student led) group seminars, technical or practical workshops, demonstrations, online content, and discussion critiques, individual or group tutorials, and self-directed study.</p> <p>The teaching and learning methods employed induct you into the disciplines required of a Citizen Practitioner and promote the development of transferable skills.</p> <p>The study time allocated to each unit contains a balance of formal teaching, tutorials support and independent learning.</p> <p>The course is structured to provide increased opportunities for independent learning as you reach the later stages of the course.</p> <p>Level 4</p> <p>EMPOWER (establish core skills)</p> <p>You'll learn about the history and diverse landscapes of the post production sector, the platforms, roles, business models and the audiences. You will develop skills in the effective use of post production tools, the 'grammar' of editing and post technology. This is buttressed by a critical analysis of your craft within wider social, cultural and aesthetic formations. You will work on a range of genres including documentary, drama and promos.</p> <p>Level 5</p> <p>EXPLORE (acquire specialist skills and a questing</p>	<p>Your units will be assessed at two stages: work-in-progress (Formative) and final delivery (Summative).</p> <p>You will provide evidence of the work and learning carried out for each unit. This may include edited videos, essays, background research, development materials and/or evidence of reflection on the process of development.</p> <p>You are also assessed through peer-to-peer, group and self-assessment. An individual or group presentation may also form part of the assessment requirements of some projects.</p>

sensibility)

In your first elective unit this year, you will develop advanced skills in another craft area: VFX, Colour Grading, or Shoot-and-edit. The second elective encourages you to work collaboratively with students from other disciplines in the design and delivery of a social product. In the spring term you will explore the Post House sector, develop your professional skills, and find a work placement. The Big Ideas and Philosophies unit will engage you with important issues and debates, and help you locate your profession in the bigger picture.

Level 6

ENGAGE (professionalise/personalise).

The focus here is on independent learning, professional and reflective practice in readiness for your career in post production.

Portfolio is a self-directed unit which allows you to engage with clients and students from other disciplines to develop a body of post production commissions that demonstrates your advanced craft and technical skills across a range of media products.

Cutting Edge examines new and emerging technologies, platforms, tools and formats. You will conduct primary research and produce a Dissertation that demonstrates your ability to think, process, and deliver a coherent argument.

Unit Code	Unit Title	Credits
Level 4		
C18101	THEMES IN CONTEMPORARY CULTURE	15
EPP18102	FIRST POST	30
EPP18103	POST INDUSTRY	15
EPP18104	CRAFT EDITING	30
EPP18105	POST TECHNOLOGY	30
Level 5		
C18201	BIG IDEAS AND PHILOSOPHIES	15
EPP181	Cross – Department Electives	15
EPP182		
EPP183		
EPP18202	STORY 1	15
EPP18203	DIGITAL INTERMEDIATE	15
EPP18204	PREP FOR INDUSTRY	15
CIE18200	CROSS-INSTITUTION ELECTIVE	15
EPP18205	STORY 2	30
Level 6		
C18301	DISSERTATION UNIT	30
EPP18301	PROFESSIONAL SKILLS	15
EPP18302	CUTTING EDGE	15
EPP18303	PORTFOLIO	45
EPP18304	WORKFLOW	15
		360

Entry Requirements

Students will normally be expected to possess five GCSEs (grade C or above) or equivalent (including English) and also to hold at least one of the following or equivalent UK or international qualification:

- 2 A Levels (grades A-C) or 4 AS Levels (grades A-C)
- 2 vocational A Level (grades A-C)
- Level 3 Foundation Diploma or National Diploma
- Advanced Diploma (grades A-C)
- International Baccalaureate (28 points or above)

Where an applicant's first language is not English, proof of competence in English will be required. For undergraduate and postgraduate programmes, this will normally take the form of an approved English language test at B2 level in the Common European Framework of Reference. Any test for proficiency in English must have been achieved within 18 months preceding the date of entry. Individual programmes may have higher language requirements.

Ravensbourne's international department will advise applicants on the language requirements for particular programmes.

Selection Criteria

Ravensbourne will use a number of methods to assess an applicant's suitability for their course of choice. Primarily applicants are selected on the basis of:

- an applicant's prior academic achievement/qualifications and/or previous employment/life experience;
- assessment of the applicant's ability and aptitude to succeed on the course for which s/he has applied.
- Students will be selected according to the generic criteria set out below:

Personal attributes

- shows commitment, enthusiasm and interest in the subject area
- initiative and problem solving
- ability to communicate

Creative process

- can generate ideas and use external sources to develop them
- ability to research an idea and follow it through to a finished product

Study skills

- can understand and organise information clearly
- can investigate and analyse information
- shows reasoning and intellectual curiosity

Professional skills

- has shown they can initiate and deliver projects
- can work in a team and with people with different skills
- has shown confidence with IT

Career aspirations

- understands the relevance of the course to her/his career ambitions
- understands current debates within industry

Accreditation of Prior Learning

Applications are welcome from those who may not possess formal entry qualifications, mature students, those with work experience or with qualifications other than those listed above. Such applicants should demonstrate sufficient aptitude and potential to complete the course successfully. Applicants will be assessed at interview in accordance with Ravensbourne's Accreditation of Prior Learning Policy and Procedure.

Student Support	http://intranet.rave.ac.uk/display/SS/Student+Support
Assessment Regulations	http://intranet.rave.ac.uk/display/RA/Assessment+-+UG+and+PG

PROGRAMME SPECIFICATION

Course LOs	Level 4				Level 5						Level 6			
	First Post	Post Industry	Craft Edit	Post Technology	Story 1	Elective 1	Elective 2	Prep for Industry	DI	Story 2	Professional skills	Portfolio	Cutting Edge	Workflow
LO1		X						X					X	X
LO2			X		X	X			X	X		X		
LO3				X					X				X	X
LO4	X		X	X	X	X			X	X		X	X	
LO5	X				X					X	X			X
LO6			X			X		X			X			
LO7	X	X		X				X			X	X		
LO8		X						X				X		

The Course description

There are three key events in the life of a film: the script, the shoot, and the edit. Editing is where it all comes together, where meaning is created through cutting sound and picture. This is the moment when the story is finally told.

While editing is at the heart of this course, you'll also specialise in at least one other craft: visual effects, colour grading, or shoot-and-edit

These are crafts of extraordinary power and nuance. Through them you can inform and enlighten, and you can change people's minds. You can arouse great emotion, and you can create immersive fantasy worlds.

You will develop these skills through workshops, through making, and through giving and taking feedback. At the same time, you will acquire skills in post technology and media management which form the backbone of your craft. And throughout your learning journey you will come to see your practice within the context of wider social, cultural and aesthetic formations.

You will engage in debates around the vital issues of our age, and develop advocacy skills that expand the definition of 'professional' towards the idea of 'Citizen Practitioner'.

Your job prospects are excellent. At one time post production was a fairly small industry serving only the film and TV industry. Today the map has been completely redrawn: editing is now practiced virtually everywhere across the commercial, public, and charity sectors. Telling stories in moving pictures and sounds has become our preferred way to talk to our audiences and customers.

As a result, we've seen enormous growth in the post production job market; around 90% of our students find employment within three months of graduating. Typically these will be junior roles in editing, colour grading, compositing, and sound design, as well as a range of hospitality and technical roles such as runner, edit producer, data wrangler and postproduction technician.

Some will blaze a trail in the rich and diverse worlds beyond the media sector, while others will make their mark in the postproduction heartlands: BBC, SKY, ITV, Disney, Vice, Envy, Halo, The Farm, Molinaire, Dneg, Framestore and The Mill. Our graduates have worked on many prestigious films including Amy, Thor, Star Wars, and Fantastic Beasts and Where to Find Them.

Academic Framework – Course diagram

	Term1	Term2	Term 3
Level 4 120 credits	Induction <i>(Inc. contribution from Theory)</i> 0 credits	C18101 – Themes in Contemporary Culture 15 credits	
	EPP18102 First Post 30 credits	EPP1804 Craft Editing 30 credits	EPP1805 Post Technology 30 credits
	EPP1803 Post Industry 15 credit		
Level 5 120 credits	C18201 – Part 1 <i>Big Ideas and Philosophies</i> <i>(7.5 out of 15 credits)</i>	CIE18200 <i>Cross – Institutional</i> 15 credits	C18201 – Part 2 Big Ideas and Philosophies <i>(Dissertation Proposal)</i> <i>(remaining 7.5 out of 15 credits)</i>
	Elective 1: EPP181 Grading EPP182 VFX EPP183 Shoot-and-edit <i>15 credits</i>	EPP18203 Digital Intermediaries 15 credits	EPP18205 Story 2 30 credits
	EPP18202 Story 1 15 credits	EPP18204 PREP FOR INDUSTRY 15 credits	
Level 6 120 credits	C18301 Dissertation 30 credits		
	EPP18301 Professional Skills 15 credits	EPP18303 Portfolio 45 credits	
		EPP18302 Cutting Edge 15 Credits	EPP18304 Workflow 15 Credits