Unit Title	Major Project 1: Planning and Development
FHEQ Level	6
Unit Code	DFP18302
Credit Value	15
Unit Type	Mandatory Subject

Learning Hours

Staff – Student Contact Hours		Independent Study Hours	
Classes	30	Independent Study	75
Supervised access to resources	0	Preparation for Assessment	20
		Unsupervised Access to Resources	25
Total			150

Unit Description

This unit builds on study at Levels 4 and 5 with the opportunity to draw all of the diverse threads of learning from preceding units together to undertake a significant practical project with selective platform potential (cinema, multimedia, online, mobile, etc.).

Bringing together the Pathway and inter-Pathway skills developed across all units undertaken up to this point, you will research, develop, and create a plan for a substantial portfolio of digital film productions. You should negotiate a specific primary role that you will be assessed on, and may negotiate additional subsidiary roles undertaken as part of collaborative projects led by other students.   Both target audience and platform destination should be researched and considered thoroughly.

It is likely that you will focus your primary role on your chosen Pathway role, but may use the additional subsidiary roles to widen your experience and engage with other disciplines.

The Five Principles underpin the Mindsets and Skillsets Manifesto and are the foundation upon which all course curriculum frameworks and unit specifications are based. The relevant Principles as stated below have been mapped against the Learning Outcomes relevant to each course unit and at each level (see Programme Specifications for full description of the Five Principles):

1. Cultivate / Where the individual thrives.
2. Collaborate / Where disciplines evolve.
3. Integrate / Where education engages industry.
4. Advocate / Where purpose meets practice.
5. Originate / creativity meets technology.

Unit Indicative Content

This unit is comprised of three areas:

- Research into Primary and Additional Subsidiary roles and task.
  You will agree a suitable self-led major project with the unit tutor through a series of exploratory seminars and tutorials. The agreed project must have selective platform potential. You will also identify other potential projects you may like to become involved with in a key role.

  You will research your own key role(s) and responsibilities and will undertake research into the constructional and professional aspects of their self-selected specialism

- Development of teams, and of content
  You will be responsible for booking studio time, managing your project budget, organising the project's personnel, equipment bookings, clearing rights for materials used and the full administration and organisation of the project.

- Project Planning
  To aid this process a learning contract will be negotiated between your tutor and you detailing your proposed activities, skills to be developed, resources and teaching requirements, and an agreed set of deadlines. Tutors will mentor projects, providing additional support and resources where appropriate in order to fulfil the learning contract's remit.

Unit Aims

- Facilitate personal and professional development by encouraging students to engage with their chosen specialisms and directions.

- Expose students to both leading edge practice and to practitioners who are leaders in their field, and thereby inspire students with a sense of experimentation and freedom in the use of digital constructional tools

- Encourage ambition and the stretching of the medium

- Empower students by allowing individuals to project-manage a significant production from inception through to completion.

Unit Learning Outcomes

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 8 Professional Identity

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

Related Principle: CULTIVATE

Learning and Teaching Methods

Lectures
Needs-Led Workshops
Industry Masterclasses
Self-directed research
Design experiment
Group work
Individual work
Presentation of work in progress
Production group Supervision

Assessment methods and tasks

Formative Assessment with be offered on a cross-disciplinary project group basis, and will focus on individual role development.
Summative Assessment will be through the submission of a Lead Project Plan and a Learning Contract

Assessment tasks	Weighting (%) *(one grade or multi-grade unit)*
Project Plan	60%
Learning Contract	40%

Indicative Assessment Criteria

Assessment criteria are the basis on which the judgment of the adequacy of the work is made. A more detailed assessment criteria will be specified in the brief.

Through the Project Plan you will be assessed individually on:
- Level of ability to generate research and utilise it in planning and development (LO2)
- Range of approaches to and iterations in developing a Project Plan (LO3)

Through the Learning Contract you will be assessed on:
- Degree of engagement in negotiating roles, responding to advice, and developing the Learning Contract
(LO7)

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Essential Reading list

1. Ascher, S, & Pincus, E. (2013) *The Filmmaker's Handbook: A Comprehensive Guide for the Digital Age*, 4th ed., PLUME, New York, USA

2. Latham Brown, R. (2013) *Planning the Low Budget Film*, 2nd ed., Chalk Hill Books, Woodland Hills, USA

3. Newton, R. (2016) *Project Management Step by Step: How to Plan and Manage a Highly Successful Project*, 2nd ed., Pearson, Cambridge

4. Rees-Mogg, M. (2013) *Crowd Funding: How to Raise Money and Make Money in the Crowd*, Crimson, London

5. Thurlow, C. (2013) *Making Short Films: The Complete Guide from Script to Screen*, 3rd ed., Bloomsbury Academic, London