



Unit Title	CUTTING EDGE
FHEQ Level	Level 6
Unit Code	EPP18302
Credit Value	15 Credits
Unit Type	Subject

Learning Hours			
Staff – Student Contact Hours		Independent Study Hours	
Classes	25	Independent Study	30
Supervised access to resources	5	Preparation for Assessment	40
		Unsupervised Access to Resources	50
Total			150

Unit Description

The unit takes you to the furthest reaches of Post Production and promotes research, analysis and debate around new and innovative trends within the sector. For example, how does immersive technology such as VR or 360 video shape the way we tell and experience stories?

We will discuss the evolving role of the editor/storyteller in a world of digital plenty.

The unit presents an opportunity to critically engage with new and evolving technologies in some of the following fields; VR, 360, HDR, Drone, 6k / 8k film, and 4D.

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

- Debates around the role of the storyteller in the creation of immersive environments and journeys
- Research into the future of post, and the possibilities for new experiential and narrative forms.
- Practical work with technologies such as 360, VR, and haptic devices
- Technology troubleshooting and workflows
- Theory around form and structure within new platforms.
- Alternative post production careers.

Unit Aims

To Analyse specialist practices within the post production industry.

To conduct thorough independent technical investigations and use a range of technical tools to an advanced level.

To demonstrate an advanced understanding of post production technologies.

To work independently in formulating strategies for acquiring specialist skills, and in setting own objectives and briefs.

Unit Learning Outcomes

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.

LO 3 Development/Prototyping

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

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.

Learning and Teaching Methods

This unit will be delivered using a combination of:

- Briefings
- Lectures
- Project work
- Workshops
- Debate
- Online activity
- Group and individual presentations and critiques
- Self-directed independent study

Assessment methods and tasks

Assessment tasks	Weighting (%) <i>(one grade or multi-grade unit)</i>
Project Work	100% Tasks are likely to include: <ul style="list-style-type: none">• A collection of media artefacts• Workflow / technical documentation• Technical individual presentation

Indicative Assessment Criteria

Evidence of critical information gathering from a wide range of sources to provide visual, contextual and industry case-study work (LO 1)

Evidence of technical investigations that result in appropriate solutions, informed by a systematic understanding of the principles of the technical process (LO 3)

Evidence of systematic working knowledge of a selection of technical processes, materials and methods that inform technical and academic practice. (LO 4)

Essential Reading list

1. Augaitis, D., Grenville, B. and Rebick, S. (2016). Mashup: The Birth of Modern Culture. London, UK: Black Dog Publishing Ltd.
2. Doherty, S. (2017) Journalism Design: Interactive Technologies and the Future of Storytelling (Disruptions), Routledge
3. Fictum, C. (2017) VR UX: Learn VR UX, Storytelling & Design, CreateSpace Independent Publishing Platform
4. Lessig, L. (2008). Remix: Making Art and Commerce Thrive in the Hybrid Economy. London: Bloomsbury Academic.