



Unit Title	PORTFOLIO
FHEQ Level	Level 6
Unit Code	EPP18303
Credit Value	45 Credits
Unit Type	Subject

Learning Hours			
Staff – Student Contact Hours		Independent Study Hours	
Classes	30	Independent Study	160
Supervised access to resources	60	Preparation for Assessment	40
		Unsupervised Access to Resources	160
Total			450

Unit Description

This unit provides an opportunity to deliver a professional body of post production work. This is the culmination of your three-year journey, and your calling card for industry.

This unit has an open framework where different self-initiated projects will contribute to a final grade.

Projects should be of a professional quality, and show a diverse range of genres, content, creative and technical skills. The combination of projects is negotiated with the course team and is likely to be a mix of internal and external commissions. Students will also write critical reports that reflect on the creative, technical, research dimensions of the work, as well as the client relationship. The report will include supporting evidence relating to each project.

Upon completion, it is mandatory that you attend a viva where you will have an opportunity to present and discuss your work.

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

- Set briefs which students may, at their discretion, include in their portfolio
- Approaches to winning commissions from internal and external clients.
- Master Classes in key craft areas
- Undertake technical and broadcast QC processes
- Advanced software tuition in VFX, Grading, and Sound design
- Recording the creative process, synthesis, and report writing
- Presentation skills
- Seminal films for editors

Unit Aims

To work creatively, independently, with drive and passion.

To gain advanced high-end skills in either VFX, Grading, or Sound Design

To critically reflect on the creative, technical, and professional dimensions of your work and deliver reports of a high standard

To perform industry standard QC operations

To evaluate your work in relation to professional practice and the contemporary broadcast/media markets

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 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 7 Employability

Effectively employ professional transferable 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

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 (videos)	70% Tasks are likely to include: <ul style="list-style-type: none">• A portfolio of video projects• A personal VIVA (presentation)
Reports and supporting evidence	30% Tasks are likely to include: <ul style="list-style-type: none">• Paperwork supporting your edited projects such as screengrabs. Correspondence with the Producer / Director.• Project reports responding to a given set of questions / criteria.

Indicative Assessment Criteria

Evidence of appropriate research that informs and underpins project development (LO 2)

Evidence of critical application of advanced post production skills, processes, and methods in the production of media products (LO 4)

Demonstrate application of professional transferable and employability skills, including the ability to manage time and work to clear briefs and deadlines, respond to set goals, and communicate effectively (LO 7)

Evidence of an alignment between your professional identity as a practitioner with a viable career context (LO 8)

Essential Reading list

1. Bowden, J. (2009). *Writing a Report: 8th Edition: How to Prepare, Write and Present Really Effective Reports*. Rev Ed edition. How To Books
2. Cottrell, Stella. (2013) *The Study Skills Handbook*. 4th edition edition. London: Palgrave Macmillan
3. Elijah, B. (2015). *The Productivity Habits: A Simple Approach to Become More Productive*. LID Publishing.
4. Hegarty, J. (2014). *Hegarty on Creativity: There Are No Rules*. 01 edition. London: Thames and Hudson Ltd.
5. Siddons, S. (2008) *Presentation Skills handbook*. London, Kogan Page