

Unit Title	Portfolio
FHEQ Level	7
Unit Code	MCE2006
Credit Value	30
Unit Type	Mandatory

Indicative Learning Hours			
Staff – Student Contact Hours		Independent Study Hours	
Live and Pre-recorded Classes	8	Independent Study and Practice	250
Group Tutorials	8	Preparation for Assessment	30
Individual Tutorials (including mentor)	4		
Total			300

Unit Description

Portfolio is driven by you, and provides an opportunity to deliver a professional body of editing work. This is the culmination of your craft editing journey and your calling card for industry. This unit has an open framework where your various projects will contribute to a final grade. Projects could include freelance commissions, your own shoot-and-edit projects, or packages chosen by you from Ravensbourne’s extensive rushes library. The combination of projects is negotiated with the course team.

You will be supported to specialise in your favourite genre and be assigned an industry mentor-editor related to that genre.

All projects should be of a professional quality, finished to picture lock, and show a range of content and genres.

You will also write critical reports that reflect on the creative and research dimensions of the work, as well as the client relationship. The reports will include supporting evidence relating to each project.

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

Unit Indicative Content

- Approaches to finding commissions
- Building an online presence
- Making best use of your professional mentor
- Project management skills
- Documenting your work and ways to present evidence
- Preparing for your viva

Unit Aims

- work creatively, resourcefully, independently, with integrity, drive and passion
- develop strategies for finding commissions
- support for self-initiated projects
- align your specialist interests with viable career destinations
- self-promotion including online presence, and showreels
- methods for documenting your work and providing supporting evidence
- develop project management skills
- reflect on your own progress as a learner
- how to prepare for the viva, presentation skills

Unit Learning Outcomes

On successful completion of this unit, you will be able to

LO1 produce a portfolio of video work that demonstrates advanced editing skills applied in the execution of a range of stories to a professional level of finish

LO2 produce written reports and supporting materials that evidence genre research and storytelling reflection appropriate to Level 7

LO3 demonstrate resourcefulness in garnering commissions, including evidence of project management, self-promotion, self-reflection, meeting deadlines, and client dialogue

Learning and Teaching Methods

This Unit will be delivered using a combination of:

- Briefings
- Live and Pre-recorded Lectures
- One-to-one tuition
- Tutor and peer-to-peer feedback
- Demonstrations
- Master classes
- Self-directed research
- Active learning/doing
- Problem-solving
- Real world case studies

Assessment methods and tasks

Assessment for this unit will conform to LOs and marking criteria and will typically be based on the delivery of:

- Edited work
- Critical reports and logs
- Evidence (ie project screenshots, client correspondence, engagement in developing a community of practice)

- Presentations
- Peer-to-peer feedback

Assessment tasks	Weighting (%) (<i>one grade or multi-grade unit</i>)
Project Work	100% (all work marked holistically)

Indicative Assessment Criteria

- Quality of the delivered portfolio of video work and the degree to which it demonstrates advanced editing skills applied to a range of stories to a professional level of finish (LO1)
- Critical rigour of written reports and supporting materials that evidence genre research and storytelling reflection (LO2)
- Evidence of students' resourcefulness in garnering commissions, including project management, self-promotion, self-reflection, meeting deadlines, and client dialogue (LO3)

Essential Reading list

No reading list for this unit

*Other reading matter and reference points will be specified within the project briefs that make up this Unit