

<b>Unit Title</b>	<b>MCE04 Fiction</b>
<b>FHEQ Level</b>	7
<b>Unit Code</b>	MCE04
<b>Credit Value</b>	30
<b>Unit Type</b>	Mandatory

Indicative Learning Hours			
Staff – Student Contact Hours		Independent Study Hours	
Live and Pre-recorded Classes	8	Independent Study and Practice	252
Group Tutorials	8	Preparation for Assessment	30
Individual Tutorials	2		
<b>Total</b>	<b>18</b>		<b>300</b>

### Unit Description

*Fiction* gives you the opportunity to work with scripted material featuring performances by actors. You will discover the specific criteria that determine decision-making during a fiction edit and consider the methods that an editor uses to construct time and space and suspend disbelief.

You will explore how edit decisions have the power to modulate actor's performances and define the genre of a fiction edit. You will begin to understand ways in which the edit can enhance comedy, pathos, tension.

As you shape the material to engender suspense, to elicit and confound audience expectation, you'll consider how these strategies engage and gratify the audience and make the work compelling.

Through the study of celebrated fiction editors past and present, and their editing practise, research into genre examples in film and TV, and critical discussion with peers, you will advance your skills in storytelling.

### Unit Indicative Content

- Dealing with changes to the story
- Editing fiction: understanding how genre is inflected in the cut
- Suspense, and audience gratification
- Effective use of feedback
- Surviving repetition; working and reworking your story and staying fresh
- Researching celebrated editors and their methods
- Critical analysis of film and TV examples

### Unit Aims

- Become accustomed to re-purposing the edit for different genres
- Understand the creation of suspense in editing practise
- Use critical analysis to develop articulation and discussion
- Develop research skills

### Unit Learning Outcomes

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

LO1 deploy research skills to gather and analyse information on editors and their methods standard

LO2 apply advanced storytelling and editing techniques to express multiple fiction genres.

LO3 analyse and rigorously critique film and TV fiction from an editing perspective, referencing structure, genre, and cutting techniques.

### 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
- 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

- Documentation of research and peer feedback and critique as defined by the briefs (LO1)
- Delivery of edits that demonstrate the use of advanced storytelling and editing techniques to establish multiple fiction genres. (LO2)
- Delivery of critical commentaries that analyse film and TV drama from an editing perspective, referencing structure, genre, and cutting techniques. (LO3)

### Essential Reading list

Murch, W. (2001) *In the Blink of an Eye: A Perspective on Film Editing*. Los Angeles: Silman-James Press, U.S.

Pepperman, R. (2004) *The Eye is Quicker: Film Editing: Making a Good Film Better*, Ca: Michael Wiese Productions.

Thompson, Roy, and Christopher J Bowen. *Grammar of the Edit*. Focal Press, 2013.

Truffaut, F. (2017) *Hitchcock Truffaut*, London: Faber and Faber

#### URL

Avid Community <http://community.avid.com/> Accessed 10.6.2019)

Jonny Elwyn editor's blog <https://jonnyelwyn.co.uk/> (Accessed 10.6.2019)

Moviola <https://www.moviola.org/films/> (Accessed 10.6.2019)

Screen Studies <https://www.screenstudies.com/> (Accessed 10.6.2019)

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