

Programme Specification

HND Special and Visual Effects for Film and Television

Awarding Institution:	The University of Bolton		
Teaching Institution:	The University of Bolton		
Division and/or Faculty/Institute:	Arts and Media Technologies		
Professional accreditation	Professional body	Professional body URL	Status of graduates
	N/A	N/A	N/A
Final award(s):	HND		
Interim award(s)	N/A		
Exit or Fallback award(s)	Cert HE Special and Visual Effects for Film and Television		
Programme title(s)	Special and Visual Effects for Film and Television		
UCAS Code	64WG		
JACS Code	W614		
University Course Code(s)	Full time - CRT0023 Part time - CRT5015		
QAA Benchmark Statement(s)	Art and Design		
Other internal and external reference points	QAA Academic Infrastructure, including the Framework for Higher Education Qualifications and the Code of Practice UK Quality Code for Higher Education University of Bolton awards framework		
Language of study	English		
Mode of study and normal period of study	Full time – 2 years Part time – 3 years		

Admissions criteria

You should have a minimum of one, but preferably two, GCE A2-level pass (or equivalent); and five GCSEs at grade C or above (or equivalent), including English and Mathematics.

If English is not your first language you will need to complete a Secure English Language Test at IELTS 6.0 or equivalent.

Additional admissions matters

We may interview applicants to take any previous work and/or experience into account when making offers. Presentation of applicants' work/experience is usually in the form of a portfolio of recent effects-related (or project-based) work. The quality of the portfolio can be used alongside traditional entry qualifications to determine the success of an application; therefore special consideration will be given to applicants without the above qualifications who have a strong portfolio.

Fitness to practise declaration

Not applicable

Aims of the programme

The principal aims of the programmes are to:

1. provide a broad education in Special and Visual Effects for Film and Television.
2. enable students to acquire knowledge and understanding, develop personal attributes and master essential technical and transferable skills to enable them to work in the Special and/or Visual Effects Design/Development sections of the broadcast/film production industries.
3. challenge students to show innovation and creativity in the context of Special and Visual Effects.
4. establish an individual work-related plan for each graduate based on individual need and market opportunity within the specialism.
5. establish key values in the students' skill set including the areas of entrepreneurialism, internationalisation, sustainability and social, public and ethical responsibility.

Distinctive features of the programme

Special and Visual Effects at the University of Bolton have been designed for you as a pathway of visual self-discovery. Through key developments in knowledge, research, professional tutelage and self-development students are offered choice and diversity in a supportive, market-aware environment. The programmes provide a broad range of learning and teaching opportunities in special and visual effects practice including conceptual, technical, production and commercial areas.

The course, whilst specialising in the respective fields of physical effects (the further BDes route option) and Computer Generated effects (the further BSc route option), shares modules with its degree counterparts and has been designed to offer students an exposure to both areas of effects work. This combination and the experience developed through interdisciplinary projects provide an opportunity for you to design and implement the best overall effects solution. Industry feedback shows that there is crossover between the areas on large scale projects and the best method of delivering a shot will often combine aspects of CG and physical effects.

The culmination of the programmes is a body of work suited to individual portfolio/showreel development to a level required for potential employment, with the work being based on individually researched concepts and theories.

The specialist modules at later levels combined with individual projects enable you to develop your skills to the level where you are ready to contribute to major motion picture and television projects upon graduate employment. The Individual Professional project module provides you with the opportunity to work on more traditional media projects in both a team and individual capacity.

The programmes aim to develop knowledge and understanding of contemporary special and visual effects practice including physical effects, digital asset creation, pre and post

production work and the overall production workflow as part of a film and/or Television pipeline. It will facilitate creative and innovative practice in the creation of visual assets through various appropriate mediums enabling you to develop your own direction in the professional practice of visual asset production and delivery to the screen.

The learning outcomes for specific modules are shown in the module specifications. The aim and learning outcomes are appropriate for Undergraduate level awards and have parity in respect of other related programmes from the Faculty of Arts and Media Technologies approved through the University's validation process. The outcomes relate to you acquiring, applying and evaluating knowledge and skills.

Finally, it should equip you with a broad range of professional and educative knowledge and understanding, appropriate to the needs of industry, postgraduate study or self-initiated practice (commercial or conceptual). Students completing the HND have the opportunity to top up to either the BSc in Visual Effects for Film and Television or the BDes in Special Effects for Film and Television (depending on the option chosen in year 2)

Programme learning outcomes

K. Knowledge and understanding

On completion of the programme successful you will be able to demonstrate systematic knowledge and understanding of:

1. the impact of historical perspectives, conceptualization and their impact on the special and visual effects industries
2. the influence of business, environmental, legislative, ethical and social constraints upon the individual student's current and future practice
4. the application of appropriate processes to develop ideas and test concepts
5. the identification and application of a variety of individually selected appropriate special and visual effects techniques and approaches

C. Cognitive, intellectual or thinking skills

On completion of the programme successful you will be able to demonstrate the ability to:

1. apply creativity, imagination and flair in the use of appropriate special and visual effects techniques
2. take risks and deploy innovative approaches within their work
3. identify problems and visualize solutions through the application of design approaches

P. Practical, professional or subject-specific skills

On completion of the programme successful you will be able to demonstrate the ability to:

1. show an ability to explore materials, techniques and approaches in relevant mediums

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| 2. apply a range of special effects skills in the field, studio and in pre and post-production |
| 3. demonstrate a high level of photo/video practical knowledge, skill and creativity in the body of work produced |
| 4. demonstrate awareness of professional skills transferable into vocational, research and employer environments |
| 5. apply a range of visual effects skills on set, in studio and in pre and post-production |

T. Transferable, key or personal skills

On completion of the programme successful you will be able to demonstrate the ability to:

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| 1. demonstrate a clear ability to work independently in the planning, management, production of work and reflection in relation to complex projects |
| 2. demonstrate interpersonal skills and particularly the ability to interact effectively and collaborate with others |
| 3. communicate ideas orally, visually and in written form to others |
| 4. develop research skills linked to: source identification; information retrieval and manipulation; the development of appropriate investigative procedures and; analysis of the resulting outcomes |
| 5. identify personal strengths, weaknesses and development needs |

Programme structure

The HND programme is 2 years full-time and up to 3 years part-time. Students take 11 core (and 1 from a choice of 2 optional) modules as outlined in the table below. Overall, the number and level of credits for this qualification are 120 credits at Level HE4 and 120 credits at HE5 – making 240 credits.

HND Special and Visual Effects for Film and Television

Module Code	Module title	Core/ Option/ Elective (C/O/E)	Credits	Length (1, 2 or 3 periods)
SFX4000	Scholarship	C	20	1
SFX4001	3D Physical Processes	C	20	1
SFX4002	Introduction to Visual Effects	C	20	1
SFX4003	Introduction to FX Modelmaking	C	20	1
SFX4004	Introduction to 3D CG	C	20	1
SFX4005	Introduction to CGI for Film and TV	C	20	1
SFX5000	Employability and Entrepreneurial Skills	C	20	1
SFX5001	Advanced 3D Physical Processes	O	20	1
SFX5002	CG for Film and TV	O	20	1
SFX5003	Multi Year Group FX Project 1	C	20	1
SFX5004	Portfolio Project	C	20	1
SFX5005	Visual Effects and Colour Correction	C	20	1
SFX5009	Independent Production Project	C	20	1

In the second year if you wish to proceed to the top up BSc/BDes route you must choose the relevant option for their chosen exit route. If you wish to proceed to the BDes you must choose "Advanced 3D Physical Processes". If you wish to proceed to the BSc they must choose "CG for Film and TV".

Learning and teaching strategies

Learning and teaching methods apply a blended style. This may include lectures, seminars, tutorials and critiques, self-directed learning, e-learning and laboratory/workshop sessions, as well as online. Practical skills are acquired through technical introduction and support, workshop sessions, demonstrations and activity-based assignments. Active learning is promoted with a strong project theme. The programme does not include formal examinations but may include quizzes within module learning and teaching.

Learning activities (KIS entry)

	Course Year	
	HE4	HE5
Scheduled learning and teaching activities	39%	43%
Guided independent study	61%	57%
Placement/study abroad	0	0

Assessment strategy

Assessment is carried out at key points during teaching. Formative assessment with either verbal and/or written feedback is offered during each module. Written feedback is provided following summative assessment.

For each element of course work the summative assessment instrument will test the relevant learning outcome with a set marking criteria. Feedback will then be provided by the tutor in line with the structure outlined in the Faculty handbook.

Assessment methods (KIS entry)

	Course Year	
	1	2
Written exams	0%	0%
Coursework	95%	82%
Practical	5%	18%

Assessment regulations

Assessment Regulations for Undergraduate Modular Programmes

Grade Bands and Grading

Grade Description	Mark %	Module and Overall Grade
Work of exceptional quality	70+	Distinction
Work of very good quality	60-69	Merit
Work of good quality	50-59	Pass
Work of satisfactory quality	40-49	Pass
Borderline fail	35-39	
Fail	Below 35	

Grading

The award of HND with Distinction may be made where your overall average mark is at least 70%, normally calculated from modules at Level HE5.

The award of HND with Merit may be made where your overall average mark falls between 60 – 69.99 normally calculated from modules worth at Level HE5.

Role of external examiners

External examiners are appointed for all programmes of study. They oversee the assessment process and their duties include: approving assessment tasks, reviewing assessment marks, attending assessment boards and reporting to the University on the assessment process.

Support for student learning

- The programme is managed by a programme leader
- Induction programme introduces you to the University and their programme
- You will have a personal tutor, responsible for support and guidance
- External speakers will deliver talks and “Question and Answer” sessions. During visits they often see and provide feedback on student work.
- Project briefs provided by industry are available in some modules
- Submission of work for design competition/internship submissions is promoted within the course
- Visits to effects houses/agencies to provide insight into the world of work.
- Personal Development Planning (PDP) integrated into all programmes
- Feedback on formative and summative assessments
- A Student Centre providing a one-stop shop for information and advice
- University support services include housing, counselling, financial advice, careers and a disability
- A Chaplaincy
- Library and IT services
- Student Liaison Officers attached to each Faculty
- The Students’ Union advice services
- Faculty and Programme Handbooks which provide information about the programme and University regulations
- The opportunity to develop skills for employment
- English language support for International students
- Support for employability and preparation for employment

Methods for evaluating and enhancing the quality of learning opportunities

- Programme committees with student representation
- Module evaluations by students
- Students surveys, e.g. National Student Survey (NSS)
- Annual quality monitoring and action planning through Programme Quality Enhancement Plans (PQEPs), Data Analysis Report (DARs) Subject Annual Self Evaluation Report (SASERs), Faculty Quality Enhancement Plans (FQEPs),

University Quality Enhancement Plan (UQEP)

- Peer review/observation of teaching
- Professional development programme for staff
- External examiner reports

Other sources of information

Student portal <http://www.bolton.ac.uk/Students/Home.aspx>

Students Union <http://www.ubsu.org.uk/>

Faculty Handbook <http://www.bolton.ac.uk/students/>

Module database: <http://modules.bolton.ac.uk>

External examiners reports

<http://www.bolton.ac.uk/Quality/QAECContents/ExternalExaminersReports/Home.aspx>

The university careers service and web pages at

<http://www.bolton.ac.uk/Careers/Home.aspx>

Document control

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Document History:	

Learning outcomes map

HND Special and Visual Effects for Film and Television

Module title	Mod Code	Status C/O/E	K1	K2	K4	K5	C1	C2	C3	P1	P2	P3	P4	P5	T1	T2	T3	T4	T5
Scholarship	SFX4000	C	DTA		DT		DT	DT									DTA	DTA	DTA
3D Physical Processes	SFX4001	C		DTA	DT				DTA	DTA	DTA						DA		
Introduction to Visual Effects	SFX4002	C		TA	DT				DTA			DTA		DTA	DA	DTA	DA		
Introduction to FX Modelmaking	SFX4003	C		DTA	DT				DTA	DTA	DTA	DA					DA		
Introduction to 3D CG	SFX4004	C			DT				DTA					DTA	DA		DA		
Introduction to CGI for Film and TV	SFX4005	C			DT				DTA					DTA	DA		DA		
Employability and Entrepreneurial Skills	SFX5000	C		DTA				D					DTA				DA		DTA
Advanced 3D Physical Processes	SFX5001	O			DTA			DTA		DTA	DTA	DA			DA		DA		
CG for Film and TV	SFX5002	O			DTA			DTA		DTA		DA		DTA	DA		DA		
Multi Year Group FX Project	SFX5003	C		DTA	DTA	DTA	DTA	DTA		DTA	D			DA		DTA	DA		
Portfolio	SFX5004	C			DTA		DTA	DTA						DA	DTA		DTA		DTA
Visual Effects and Colour Correction	SFX5005	C			TA		DT			DA		DTA		DA		DTA	DA		
Independent Production Project	SFX5009	C																	

K. Knowledge and understanding P. Practical, professional and subject specific skills C. Cognitive, Intellectual and thinking skills T. Transferable, key or personal skills (Developed = D, Taught = T, Assessed = A)

Module listing

Module title	Mod Code	New ? ✓	Level	Credits	Type	Core/Option/EI ective Core	Pre-requisite module	Asses sm ent 1			Asses sm ent 2		
								Asses sm ent type	Asses sm ent %	Add Y if final item	Asses sm ent type	Asses sm ent %	Add Y if final item
Scholarship	SFX4000	New	4	20	Stan	C		CW	100	Y			
3D Physical Processes	SFX4001	New	4	20	Stan	C		CW	70	Y	CW	30	
Introduction to Visual Effects	SFX4002	New	4	20	Stan	C		PRA	30		CW	70	Y
Introduction to FX Modelmaking	SFX4003	New	4	20	Stan	C		CW	20		CW	80	Y
Introduction to 3D CG	SFX4004	New	4	20	Stan	C		CW	80		CW	20	Y
Introduction to CGI for Film and TV	SFX4005	New	4	20	Stan	C		CW	70	Y	CW	30	
Employability and Entrepreneurial Skills	SFX5000	New	5	20	Stan	C		PRA	50		CW	50	Y
Advanced 3D Physical Processes	SFX5001	New	5	20	Stan	O		CW	70	Y	CW	30	
CG for Film and TV	SFX5002	New	5	20	Stan	O		CW	70	Y	CW	30	
Multi Year Group FX Project 1	SFX5003	New	5	20	Stan	C		CW	65	Y	PRA	35	
Portfolio Project	SFX5004	New	5	20	Prac	C		CW	100	Y			
Visual Effects and Colour Correction	SFX5005	New	5	20	Stan	C		CW	80		PRA	20	Y
Independent Production Project	SFX5009	New	5	20	Stan	C		CW	80	Y	PRA	20	

Type = DISS (Dissertation); FLDW (Fieldwork), INDS (Independent study); OTHR (Other); PLAC (Placement); PRAC (Practical); PROJ (Project); STAN (Standard); WBL (work-based learning)

Assessment = EX (Written Exam); CW (Coursework); PRA (Practical)

On the HND route the student takes the team/individual module “Independent Production Project” from the Media Cluster.

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Date: 8-Mar-12

Bolton Key Core Curriculum requirements

Module Title	Module Code	C / O / E	Employability							Bolton Values						
			PDP	Communication	Team work	Organisation and Planning	Numeracy	Problem solving	Flexibility and adaptability	Action planning	Self awareness	Initiative	Personal impact and confidence	Inter-nationalisation	Environmental sustainability	Social, public and ethical responsibility
Scholarship	SFX4000	C	DTA	DTA		DTA	D	DT	DT			D		DT	DT	DT
Introduction to Visual Effects	SFX4001	C	D	D	DTA	DTA	D	DTA	DTA	DTA		DTA	DA	DT		DA
Introduction to FX Modelmaking	SFX4002	C		D		DTA	D	DTA	DTA	DTA	D	DA	D	D	D	DT
Introduction to 3D CG	SFX4003	C		D		DTA	DTA	DTA	DTA	DTA		DTA				
Introduction to CGI for Film and TV	SFX4004	C		D		DTA	DTA	DTA	DTA	DTA		DTA				
3D Physical Processes	SFX4005	C		D		DTA	DTA	DTA	DTA	DTA	D	DA	D	D	D	DTA
Employability and Entrepreneurial Skills	SFX5000	C	DTA	DTA	D	DTA		DT	DT	DT	DTA	DTA	DTA	DT	DT	DTA
Advanced 3D Physical Processes	SFX5001	O		D		DTA	D	DTA	DTA	DTA		DTA				
CG for Film and TV	SFX5002	O		D		DTA	D	DTA	DTA	DTA		DTA				
Multi Year Group FX Project	SFX5003	C	D	DA	DTA	DTA	DTA	DTA	DTA	DTA	DTA	D	D		DT	DT
Portfolio	SFX5004	C	DTA	DTA		DTA	DTA	DTA	DTA	DTA	DTA	DA	DA	D	D	DTA
Visual Effects and Colour Correction	SFX5005	C		D	DT	DTA	D	DTA	DTA	DTA	DT	DTA				
Independent Production Project	SFX5009	C														

Complete the grid using the following (Developed = D, Taught = T, Assessed = A)