

BA (Hons) Television and Live Events Production

Programme Specification 2018/19

Course AOS Code	10222
FHEQ Level	Level 6 Degree

No. of Terms	9
QAA Subject Benchmark	Communication, Media, Film and Cultural Studies

Course Credits	360
-----------------------	-----

Term Duration	10 Week(s)
Valid From	September 1st 2018
Programme	Film and Television
JACS Code	P311 - Television production
PSRB	

No PSRB Assigned

UCAS Code	P311
Work placement offered	Yes

Collaboration

No collaboration

Course Entry Requirements	<p>The standard minimum entry requirements for this course are:</p> <p>80 new UCAS tariff points from one of the following or a combination of the following full level 3 qualifications (see accepted qualifications link here):-</p> <ul style="list-style-type: none"> • A Level: subjects studied may include: English; History; Media; Business; Art and Design, or other subjects within Social Sciences). Ideally your A levels will be achieved at Grade C or above. • One subject at A Level achieved at grade C or above PLUS Foundation Diploma in Art & Design (Level 3/4). • BTEC Extended Diploma • UAL Extended Diploma in Art and Design • Access to HE Diploma • International Baccalaureate Diploma • Equivalent EU or Non-EU qualifications <p>Additionally you will have achieved passes at grade C or above in at least three GCSE subjects.</p> <p>If English is not your first language you will also need an up to date English qualification. IELTS 6.0 (or equivalent) is required overall with a minimum of 5.5 in each of the four skills.</p>
----------------------------------	---

	<p>Deferring an offer:</p> <p>Applicants holding an offer for the coming academic year are permitted to defer their place to the following academic year, e.g. 2019/20 place deferred to 2020/21. International applicants should first meet any offer conditions and pay the deposit in order to defer. In all cases, deferred places will be held for one year.</p> <p>Making a deferred application:</p> <p>Home/EU applicants are permitted to make a deferred application, for example to the following academic year instead of the next, e.g. to 2020/21 instead of to 2019/20. Immigration regulations prevent International applicants from making a deferred application.</p>
Selection Criteria	<p>Your application will be considered by the admissions tutors and your suitability will be assessed against the following criteria:</p> <ul style="list-style-type: none"> • A demonstrable interest in the disciplines that contribute to the production of Live Events and Television • An appreciation of visual imagery and an awareness of the role communication technology plays within this area of study • An understanding of the need for a critical and analytical approach (through research and practice) to this area of study • Evidence of collaborative and/or organisational skills

Introduction to Course

The BA (Hons) Television and Live Events Production Course, designed from industry experience and consultation, offers you the opportunity to explore and gain relevant knowledge and versatile skills that will enable you to conduct your future work with confidence. It uniquely integrates live and recorded technical, managerial, logistical production skills with creative direction, production design, art department implementation skills across a broad range of platforms (including: corporate, festivals, promotional, charitable, educational, theatrical, entertainment events, television and digital broadcast).

The course guides you through a balanced and informative journey of practical and theoretical research opportunities. It encourages holistic understanding, embraces collaborative practice and work placements to enhance employability. Embedded experimentation opportunities allow you to interpret, form and command in specialisms within the live events and television industry, and to develop entrepreneurship.

The course incorporates a range of project briefs that reflect developing industry challenges in a variety of production aspects. It draws attention to existing and developing sustainable methodology within the industry. It encourages a sustainable approach through integrated relevant practice and theory requirements placed within the course assignment tasks.

Personal and professional development is encouraged and developed to increase acceptance of responsibility for own learning and production of work. Experience is gained from broad and specific skill based practical exercises with linked theory applied. Exercises integrate collaborative practice and progressively increase responsibility, experimental, technical and conceptual development (developing skills in group work, interpretation, communication and reliability). You will be guided to integrate with others and to make full use of the resources offered to enhance your learning experience.

A common industry demand is for individuals that have developed and exercised multiple practical production skills alongside conceptual development. This pioneering course will facilitate that demand because of a commitment to the interplay of multiple production skills in work practice combined with contextual research and critical evaluation, which in addition facilitates requirements for post-graduate study after graduation.

We are committed to teaching, learning and assessment designed to enhance, nurture and recognise your employability, individuality and entrepreneurship.

Enterprise and employability within a creative education in arts, design and media is about the integration of practice, behaviours and qualities that enable you to develop and sustain a rewarding professional life.

The curriculum is designed to communicate and open up the possibilities of your own creativity by developing your career aspirations and professional awareness for enterprise and employability, whether for the creative and cultural sector or beyond.

Enterprise and employability is about more than getting a job, it is about enabling you to find, make and take opportunities and to meet your aspirations in a changing world, whether as a

successful creative professional, innovator, practitioner, employee and/or entrepreneur in the UK and globally.

Outline of Curriculum

Year One Units

The first year is introductory and multifaceted. The broad subject of production for live events and television is explored through practical and experimental exercises in communication, creative and technical crafts, production processes, collaboration and logistics. Contextual theory is embedded by linked exercises, analysis and debate. The delivery method eases you into understanding how theory supports practice and concept development.

You will gain knowledge through mixed methods (such as; observation, interviews, group work, experimental practice, technical development, variety in speed, size and depth of focus exercises, use of digital and manual and traditional resources, integration of industry practitioners). You will learn about preparation and production aspects of live events and television, the relevance of teamwork and the cultural market place. This will guide you to select your professional direction and make a personal development plan for year two; allied to the generation and application of knowledge and skills required to make an informed decision for the direction of your major project in Year 3.

The units of study will require you to examine and evaluate examples of professional work, establish knowledge and understanding of sustainable practice and to acquire a range of skills (2D/3D dimensional, audio-visual, technical, research, digital and collaborative communication). Experimentation will underpin development of skills in several fields (such as: camera, lighting, sound recording, editing, brief /script analysis and interpretation, research, budget control, production management, site assessment, team work, costume, scenic art, technical drawing, model making, storyboarding, set dressing and prop making, recycling and sourcing materials).

Activities will engage you in guided collaborative production of time based media products and in a live work situation. Essential teamwork and organisational skills will be developed through practice and reference. Group work tasks challenge with increasing levels of responsibility as you with progress through the year (and the course). Observation of practice and progress, discussion, peer and self-evaluation opportunities will allow formative assessment and feedback within units. Presentation of mixed media portfolios evidencing of your collaboration, practice and theory learning will allow critical review and summative assessment of each unit.

The Introduction to Study in Live Events and Television programme will underpin the course's study needs and support development of research, evaluation and analytical skills, which will be drawn upon throughout the year and the course.

The emphasis at **Year One** will be to:

- Understand the skills necessary for effective learning in Higher Education, evaluate your own achievement of those skills, and identify the strategies necessary to improve them

- Develop practical communication and technical skills using audio, visual and digital media aligned with written and verbal presentation (including group work)
- Demonstrate an ability to plan and pursue and participate in relevant independent and collaborative activity
- Develop practice-based projects that demonstrate some understanding of logistics and research needs
- Reflect on your learning and develop a personal development plan
- Practice and experiment, solve problems, meet health and safety requirements and show consideration to environmental sustainability.
- Evaluate and interpret qualitative and quantitative data, in order to develop lines of argument and make sound judgements in accordance with basic theories and concepts within the field of live events and television

Year Two Units

Year Two offers the opportunity to experiment to develop and to practice specific skills in context. A higher level of technical gain & command and commitment is demanded and demonstrated in realised production work. You will combine business knowledge and production skills (be these in the field of marketing an event/ design /art department or direction/production management or technical arts roles). This will exercise transferable skills and focus on learning in relation to industry relevant practice and theory that will impact in your future practice (such as; new technologies, market forces and project development and management).

You will use a range of established techniques to initiate practice and undertake critical analysis of information. You will propose solutions to problems arising from that analysis and undertake further training, develop existing skills and acquire new competences that will enable you to assume significant responsibility within tasks and organisations. These are exercised and reinforced by work related learning and student lead collaborative practice.

All units offer a creative and organisational practice task requiring relevant research. Throughout experimentation, theory and practice are embedded and you will seek to contextualise influential concerns and a variety of theoretical perspectives in relation to practice. You will collaborate to put on events and make television pieces aimed for a target audience. The products will be tested, shared for audience feedback, digitally and/or live as appropriate for experiential experience.

This integrated scheme of work will allow you some choices and is designed to engage and motivate you to take increasing responsibility for your learning and actions. You will be encouraged to select areas of study (within the course subject area), in preparation for your major project in year three, and to step out into the working world for work based learning experience. Work experience is encouraged to develop the qualities and transferable skills (such as personal responsibility and decision-making) necessary for employment.

Knowledge and critical understanding of the well-established principles of live events and television and new developments is gained throughout the year. You record your work practice in any media of your choice and use reflective diaries (audio, visual, digital and/or documented) to demonstrate and evaluate your learning. You are required to share work in peer group critiques and conclude each unit with critical evaluation and analysis.

Personal and Professional Development is embedded throughout the units. These will support your study skills, monitoring and evaluating performance and setting your learning and career goals. It also aims to support Work Based learning and develop your independent learning skills.

The emphasis at **Year Two** will be to:

- Experiment to develop and to practice specific skills in context of subject.
 - Effectively communicate information, arguments and analysis in a variety of forms to specialist and non-specialist audiences.
 - Link and adapt skills for practice and identify areas for further development.
 - Demonstrate audio/visual explanations of design ideas
 - Demonstrate appropriate collaborative practice, study and research skills to support practice.
 - Analyse personal and colleagues' contributions to the production project.
 - Critically evaluate work-based learning, deriving insights from that experience, which facilitate an appreciation of the complexities of the contemporary live events and television professions.
 - Analyse and assess factors that affect employment and develop a personal career plan, informed by effective research into the relevant field.

Year Three Units

Year three aims to ignite pioneering practice and drive you towards expertise. It will consolidate learning and builds on the skills and knowledge acquired to develop your personal professional direction and specialism/s in live events and/or television. It uses research to support conceptual development and allows furtherance of skills for specialist practice work. It utilises a variety of resources and venues and encourages internal and external collaboration. It demands that you learn to learn as an independent and manage decision-making in complex and unpredictable contexts; this being comparable with the professional production world, it will support your professional and personal development.

The major project and contextual studies units give you the opportunity to link entrepreneurship, craft, audio and/or visual reference, practice based research and critical analysis. You will share your work digitally and/or in a live situation. It is expected that the contextual studies dissertation topic will underpin your major project, and that both can be supported by professional practice; they run alongside each other for that purpose. Industry or related audience responses to your work will be shared to allow reflection, and critical evaluation and analysis skills will be refined in group critiques and debates. This aims to suit all pedagogical needs and to encourage both non-traditional and traditional cohorts to interlink collaborative practice, research type skills, self-management and communication skills; all being developed in parallel through practice and theory.

The year culminates with a collaborative student-curated final showcase that allows all students exit profiles to be exuded (e.g. staging an event as a team, an exhibition, digital presentation package socially and professionally distributed). We will guide you to competently demonstrate your achievements using mixed media portfolios to a coherent and persuasive standard of presentation. Ultimately you will demonstrate you have the skills for employment and for further study.

The emphasis at **Year Three** will be to:

- Function independently and collaboratively in the production of major works, integrating both practical and theoretical aspects.
- Develop personal creative approach and style within a specialist skill on a major group project.
- Judge the appropriate strategies required to research, plan and present effectively.
- Apply an appropriate level of technical resolution to the completion of a production
- Demonstrate effective time-management, budgeting, logistics, inventorying and documentation coordination
- Critically evaluate the relationship between theory and practice.
- Demonstrate ability to use accurate techniques for enquiry and analysis
- Evidence systematic understanding of key aspects and acquisition of detailed knowledge.
- Establish and focus on career and postgraduate opportunities.

Distinctive Features

	Distinctive Features
1	Pioneering provision that capitalises on the strengths of LCC resources, on synergy of cross fertilisation of disciplines and skills and collaborative influences to allow its specialist pathways to flourish and meet the broad demands of today's industry and that of student interest.
2	Participation and collaboration with industry practitioners and partners. For example; LOGOG 2012, Clarion Productions, Blackout Ltd, Delta Sound, Set Square Scenery, National Theatre Costume & Props Store, Lesley Goring Fashion Productions, MTV, Endemol, Conran Design Museum, CSN Television and Secret Cinema Events participated / supported the affiliated FdA/BA Top Up course. Similar industry linked opportunities continue to be embedded within the BA (Hons) course.
3	Worldwide platform for dissemination in a growth area .The live events and television employment sector has increased and a maintained demand for product impacts on employability and the graduates of the BA LETV will help meet the skillset need.
4	Cultural inclusivity and diversity in the curriculum; collaborative exercises underpin and encourage shared culture and skills, strong grounding for realistic application once in the real world.
5	Teamwork and collaborative practice (fundamental principles of the learning experience) are set and assessed (using self-assessment, peer and external feedback, tutor observations, presentations, question & answers and multimedia evidence of practice portfolios) to encourage major transferable skill development for life and work needs.
6	The nature of the student suited to this subject tends to be eager to join the market place, having a mind set to be practically active whilst learning, this course embraces that approach; real and experimental practices are integrated as key learning methods.
7	Exchange knowledge is systemic within the course delivery and inspires both specialism and networking skills, for example; cross-platform production design, technical arts and production management, entrepreneurial event producing.
8	Emphasis on the combination of management and artistry skills to increase employability. There is a strong focus of designing content for specific audiences and/or client and gaining relevant feedback for experiential learning and portfolio development.
9	Versatility because of the multiple topics within the programme of study (such as; theatre, TV, digital, live, entertainment, music, corporate, fashion, festival, themed, celebratory and corporate events, including technology, sustainability, and business matters) and opportunities that allow focus and specialism for personal and professional development towards expertise and new ways of working.

Years			
Year 1			
Credits	120	Percentage of Scheduled Learning	33%
Exit Awards	Certificate in Higher Education (Exit Only)		
Year 2			
Credits	240	Percentage of Scheduled Learning	26%
Exit Awards	Diploma in Higher Education (Exit Only)		
Year 3			
Credits	360	Percentage of Scheduled Learning	13%
Exit Awards	BA (Hons) Television and Live Events Production		

Aims and Outcomes

The Aims and Outcomes of this Course are as follows:

Aim/Outcome	Description
Aim	Offer an enterprising programme of study that is industry relevant and facilitates development of creative, theoretical and technical skill with knowledge and understanding to support a career in live events and television.
Aim	Develop understanding of live events and television as a force for communication (examining relationships that exist between the audience and creative concepts development; appreciating the role of the designed environment & artefacts and the key strategic issues such as the audience as a market force, social, ethical and sustainable attributes).
Aim	Offer intellectual and practical engagement through the integration of theory and practice, drawing on a wide range of genres: Drama and Entertainment TV, Theatre, Music, Dance, Celebratory, Fashion, Exhibition, Festival, Community, Corporate, Promotional, Charitable live events and digital platforms.
Aim	Develop expression and communication of ideas and personal professional development underpinned by contextual technical and creative practice, theory and research, conceptual thinking, collaborative and independent practice, interpersonal and transferable skills.
Aim	Embrace collaborative practice, teamwork to integrate and share knowledge with students from diverse backgrounds with varied interests and engage with cross-cultural understanding of ideas, approaches and methods.
Outcome	Apply a range of specialist creative technical and key skills, producing informed and considered solutions to specific problems in work within your chosen area of live events and television (Technical Competence); (Subject Knowledge)
Outcome	Outcome: Demonstrate a systematic understanding of key aspects in your chosen field and ability to work to a standard necessary for entry into the industries or for level 7 study (Communication and Presentation); (Personal and Professional Development)
Outcome	Demonstrate an extensive understanding of the contemporary and professional contexts of live events and television and evidence of an awareness of the key strategic issues such as the audience as a market force, social, ethical and sustainable attributes (Research and Analysis); (Subject Knowledge)
Outcome	Demonstrate coherent arguments based in research and analysis, and engage in constructive and informed debate about both practice and genre (Research); (Analysis); (Communication and Presentation)

Outcome	Demonstrate critically informed knowledge of established and contemporary principles, methodologies and technologies used in production for live events and television (Subject Knowledge); (Communication and Presentation)
Outcome	Demonstrate ability and innovation through concept development, practical craft skills application, and/or strategies that respond effectively to unpredictability, uncertainty and problem solving (Technical Competence); (Experimentation)
Outcome	Demonstrate an informed and reflective understanding of professionalism in practice; work collaboratively; and use a variety of key communication, interpersonal and enterprise skills (Collaborative and/or Independent Professional Working)
Outcome	Demonstrate qualities and transferable skills; exercise of initiative and personal responsibility (Collaborative and/or Independent Professional Working); (Personal and Professional Development)
Outcome	Evaluate on own strengths and weaknesses: set realistic goals, priorities and action plans, identify career opportunities laying the groundwork for a career plan (Personal and Professional Development)
Outcome	Apply key leadership, communication, interpersonal and enterprise skills and maintain a critically evaluative and experimental approach when using a variety of techniques and equipment in your work for live events and television (Experimentation); (Collaborative and/or Independent Professional Working)

