

# MODULE DESCRIPTOR

<b>Module Title</b>	<b>Editing and Post Production</b>
<b>Course Title</b>	BA (Hons) Media Production
<b>School</b>	<input type="checkbox"/> ASC <input checked="" type="checkbox"/> ACI <input type="checkbox"/> BEA <input type="checkbox"/> BUS <input type="checkbox"/> ENG <input type="checkbox"/> HSC <input type="checkbox"/> LSS
<b>Division</b>	Creative Technologies
<b>Parent Course (if applicable)</b>	BA (Hons) Media Production
<b>Level</b>	4
<b>Semester</b>	2
<b>Module Code (showing level)</b>	CRT_4_EAP
<b>JACS Code (completed by the AQE)</b>	
<b>Credit Value</b>	20 credit points
<b>Student Study Hours</b>	Contact hours: 36 Student managed learning hours: 164 Placement hours: N/A
<b>Pre-requisite Learning</b>	None
<b>Co-requisites</b>	None
<b>Excluded combinations</b>	None
<b>Module co-ordinator</b>	Name: Email:
<b>Short Description (max. 100 words)</b>	In this module students will cover the basic principles of editing in order to understand how to tell better stories using industry-standard audio and video editing tools. Students will also learn key aspects of how to assemble and deliver a film sequence or a short film. Alongside the technical skills developed in this module, through observation and discussion, students will be able to analyse and critique their own editing choices and sound design, as well as those of others.
<b>Aims</b>	<ul style="list-style-type: none"> <li>• To teach students to understand the artistic principles behind editing decisions</li> <li>• To teach students to use editing software effectively and to create compelling audio-visual sequences</li> <li>• To allow students to combine motion graphics with live-action footage</li> <li>• To explore the use of music and sound effects as a storytelling device</li> </ul>
<b>Learning Outcomes</b>	<b>Knowledge and Understanding:</b>

<b>(4 to 6 outcomes)</b>	<p>A4.5: Demonstrate an understanding of the conventional techniques necessary for successful storytelling through editing</p> <p><b>Intellectual Skills:</b> B4.5: Ability to conceptualise ways to enhance storytelling through the conventions of picture editing and sound design</p> <p><b>Practical Skills:</b> C4.5: Demonstrate basic skills in post-production software and techniques</p> <p><b>Transferable Skills:</b> D4.5: A demonstrably professional attitude to incorporating feedback into the creative process</p>
<b>Employability</b>	<p>Students will develop core practical skills using industry-standard software applications. Additionally, students will gain confidence to critically discuss work with their peers, likewise, critical, reflective thinking in connection with their practice. Students also improve their ability to self-organise and to undertake self-directed study will encourage life-long learning. By the end of this module students will also have a basic understanding of the organisational culture as found in post-production facilities</p>
<b>Teaching and learning pattern</b>	<p>Contact hours includes the following: (please click on the checkboxes as appropriate)</p> <p><input checked="" type="checkbox"/> Lectures                      <input type="checkbox"/> Group Work  <input type="checkbox"/> Seminars                      <input type="checkbox"/> Tutorial  <input type="checkbox"/> Laboratory                      <input checked="" type="checkbox"/> Workshops  <input checked="" type="checkbox"/> Practical                      <input type="checkbox"/> VLE Activities</p>
<b>Indicative content</b>	<ul style="list-style-type: none"> <li>• Editing skills development</li> <li>• Audio editing skills development</li> <li>• Image manipulation software skills development</li> <li>• Media formats and media management</li> <li>• Transcoding and encoding</li> <li>• Seminar-style critiques, discussions and oral feedback of work-in-progress</li> </ul>
<b>Assessment method (Please give details – of components, weightings, sequence of components, final component)</b>	<p>Formative assessment: Formal and informal feedback on work-in-progress throughout the module</p> <p>Summative assessment: CW1: Practical Portfolio: 100%</p>
<b>Mode of re-sit assessment (if applicable)</b>	<p>Formative assessment: Same as original where feasible</p> <p>Summative assessment: Same as original - unless otherwise agreed at Subject Area Board</p>
<b>Indicative Sources (Reading lists)</b>	<p>Core materials:</p> <ol style="list-style-type: none"> <li>1. Jago, M. (2021) <i>Adobe Premiere Pro CC Classroom in a Book</i>, USA: Peachpit</li> <li>2. Bowen, C &amp; Thompson, R. (2017) <i>Grammar of the Edit. (4th edition)</i> Focal Press.</li> <li>3. Millar, G &amp; Reisz, K. (2009) <i>The Techniques of Film Editing</i>. Focal Press.</li> </ol>

	<p>Optional reading:</p> <ol style="list-style-type: none"> <li>1. Avarese, J (2017) <i>Post Sound Design: The Art and Craft of Audio Post Production for the Moving Image</i>, London: Bloomsbury</li> <li>2. Arundale, S. and Trieu, T. (2015) <i>Modern Post: Postproduction Workflows and Techniques for Digital Filmmakers</i>, Burlington MA: Focal Press</li> <li>3. Murch, W. (2020) <i>In the Blink of an Eye: A Perspective on Film Editing. (2nd edition)</i> Silman-James Press</li> </ol>
<p><b>Other Learning Resources</b></p>	<p>The module guide, lecture presentations and links to other relevant research or supporting materials will be available on Moodle.</p> <p>Selected Journals:</p> <p>Media, Culture and Society - <a href="https://journals.sagepub.com/home/mcs">https://journals.sagepub.com/home/mcs</a></p> <p>New Media and Society - <a href="https://journals.sagepub.com/home/nms">https://journals.sagepub.com/home/nms</a></p> <p>Journal of Media Practice - <a href="https://www.tandfonline.com/toc/rjmp20/current">https://www.tandfonline.com/toc/rjmp20/current</a></p>