

Liverpool John Moores University

Title: Experimental Programme Development
Status: Definitive
Code: **5502TVPROD** (120003)
Version Start Date: 01-08-2014

Owning School/Faculty: Liverpool Screen School
Teaching School/Faculty: Stockport College

Team	Leader
Alex Irving	

Academic Level: FHEQ5 **Credit Value:** 24.00 **Total Delivered Hours:** 72.00
Total Learning Hours: 240 **Private Study:** 168

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	22.000
Tutorial	50.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	AS1	Portfolio of pre-production programme planning (packaged for 'pitch') including personal evaluation of the pitching process (300 words)	30.0	
Artefacts	AS3	Practical project and reflective evaluation of own work as producer and participation in the work of others.	45.0	
Portfolio	AS2	Script and other production essentials including outline budget	25.0	

Aims

To assume the responsibilities of Producer to originate, develop, pitch and deliver a live studio-based programme.

Learning Outcomes

After completing the module the student should be able to:

- 1 Design and create an individual programme format that demonstrates an understanding of both target audience and production values associated with TV production.
- 2 "Pitch" ideas for programme format and take elements from these forward into production
- 3 Reflect upon and evaluate own work and that of others

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Portfolio	1	2
Artefact	1	2
Portfolio	1	3

Outline Syllabus

The role of the producer, ideas generation, target audience, structures for live programming, menu iteration and re-iteration, formulation of a draft production budget from pre- through production and beyond post into secondary exploitation, regulation.

Production Practice: pre-production, pre-recording (where necessary), participant liaison and confirmation, running order, set design, scheduling, contingency plans.

Learning Activities

Formal lectures with subsequent tutorial sessions leading to practical application of production skills, programme design.

The programme design is negotiated with the students but aims to develop existing formats and encourage 'ownership' of both programme format and content.

References

Course Material	Book
Author	Bignell, J.
Publishing Year	2000
Title	British Television Drama

Subtitle	Past, Present and Future
Edition	3rd
Publisher	Basingstoke, UK: Palgrave
ISBN	

Course Material	Book
Author	Cury, I.
Publishing Year	2010
Title	Directing and Producing for Television
Subtitle	
Edition	4th
Publisher	Amsterdam, Netherlands: Elsevier
ISBN	

Course Material	Book
Author	Hall, S.
Publishing Year	2013
Title	Representation
Subtitle	
Edition	2nd
Publisher	London, UK: Sage in association with the OU
ISBN	

Course Material	Book
Author	Kellison, K.
Publishing Year	2005
Title	Producing for TV and Video
Subtitle	A real-world approach
Edition	
Publisher	London, UK: Focal Press
ISBN	

Course Material	Book
Author	Portman, N.
Publishing Year	2007
Title	Amusing Ourselves to Death
Subtitle	Public Discourse in the Age of Show Business
Edition	
Publisher	London, UK: Methuen
ISBN	

Course Material	Book
Author	Rose, G.
Publishing Year	2012
Title	Visual Methodologies
Subtitle	
Edition	3rd

Publisher	London, UK: Sage
ISBN	

Course Material	Book
Author	Utterback, A.
Publishing Year	2007
Title	Studio-based Television Producing and Directing
Subtitle	
Edition	
Publisher	Amsterdam, Netherlands: Elsevier
ISBN	

Course Material	Journal / Article
Author	
Publishing Year	
Title	Broadcast
Subtitle	
Edition	
Publisher	
ISBN	

Course Material	Journal / Article
Author	
Publishing Year	
Title	Televisual
Subtitle	
Edition	
Publisher	
ISBN	

Notes

This is a level 5 module, This module serves as a general introduction to the technical and creative operational practices currently employed by television producers but also provides the student with an opportunity to assume this role and take an idea through development and into realisation.

Tutorials will vary in length and will involve some independent study. Students will be expected to conduct 168 hours of private study for this module.