

Liverpool John Moores University

Title: DIGITAL SHORTS
Status: Definitive
Code: **6020FILM** (117665)
Version Start Date: 01-08-2011

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

| Team | Leader |
|-------------|--------|
| Mark Smith | Y |
| Ian Bradley | |

Academic Level: FHEQ6 **Credit Value:** 24.00 **Total Delivered Hours:** 90.00
Total Learning Hours: 240 **Private Study:** 150

Delivery Options

Course typically offered: Semester 1

| Component | Contact Hours |
|-----------|---------------|
| Lecture | 12.000 |
| Practical | 45.000 |
| Seminar | 15.000 |
| Tutorial | 6.000 |
| Workshop | 12.000 |

Grading Basis: 40 %

Assessment Details

| Category | Short Description | Description | Weighting (%) | Exam Duration |
|----------|-------------------|-------------|---------------|---------------|
| Practice | ASS 1 | | 80.0 | |
| Essay | ASS 2 | | 20.0 | |

Aims

1. To deploy techniques and practices specific to digital short film production.
2. To encourage innovative approaches in aspects of digital short filmmaking.
3. To develop an awareness of the practices of independent, low budget filmmaking

and distribution.

Learning Outcomes

After completing the module the student should be able to:

- 1 Work effectively in a production team.
- 2 Employ advanced principles of audio and visual organisation, composition, and aesthetics.
- 3 Produce relevant documentation for aspects of production that conform to professional standards and formats.

Learning Outcomes of Assessments

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

| | | |
|----------------------|---|---|
| Short Film Practical | 1 | 2 |
| Promotional Dossier | 3 | |

Outline Syllabus

Defining the short film; developing ideas - adaptation and origination; copyright, pre-production planning, sound design, production schedules, short film promotion and distribution.

Learning Activities

Lecture, Tutorial, Practical, Seminar, Workshop.

References

Notes

This course give you the opportunity to research, explore and to exploit the unique creative potential of digital moving image within a team.