UNIVERSITY OF WOLVERHAMPTON

Course Specification

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Core Information

Awarding Body / Institution:	University of Wolverhampton		
School / Institute:	School of Social Science, Humanities and Creative Industries		
Course Code(s):	DM029P01UM DM029P31UM	Full-time Part-time	12 Months 2 Years
Course Title:	MA Film and Television Production		
Hierarchy of Awards:	Master of Arts Film and Television Production		
Language of Study:	English		
Date of DAG approval:	14/Sep/2026		
Last Review:			
Course Specification valid from:	2025/6		
Course Specification valid to:			

Academic Staff

Course Leader:	
Head of Department:	

Course Information

Location of Delivery:	University of Wolverhampton
Category of Partnership:	Standard Provision (Not delivered in partnership)
Teaching Institution:	University of Wolverhampton
Open / Closed Course:	This course is open to all suitably qualified candidates.

Entry Requirements:

Entry requirements are subject to regular review. The entry requirements applicable to a particular academic year will be published on the University website (and externally as appropriate e.g. UCAS

Applicants will have a good Honours Degree (2:2 or above).

All students must demonstrate a good standard of written and spoken English (IELTS 6.5 or equivalent) to be admitted to the University of Wolverhampton please follow the link below for more information: https://www.wlv.ac.uk/international/international-academy/courses-at-the-international-academy/language-entry-requirements/

Candidates with a significant track record of professional experience in film or television production, but with a lesser (or no) degree, will also be considered. Applicants in this category will be required to attend for interview with a portfolio of film/television/media work and may be asked to produce a piece of written work as a means of assessing their suitability.

Distinctive Features of the Course:

The MA in Film and Television Production is designed to give you the skills, understanding and the creative space to pursue a career the creative screen industry, which is undergoing rapid creative and technological transformation. This course integrates production practices, emerging technologies, and industry-aligned professional development. It has been created to ensure that graduates gain the advanced, future-focused capabilities that employers across the screen, digital and creative sectors urgently need. This course is designed to work for you regardless of your original discipline and can either build on existing skills or develop new ones.

Students will learn through a blend of traditional screen-based practice, experimental production, research-driven development, and hands-on engagement with emerging tools such as virtual production and AI-assisted workflows. The course is rooted in professional expectations and industry standards—meaning that you graduate not only with strong creative skills, but with a deep understanding of ethical, inclusive and sustainable production practices.

Throughout the MA programme, you will work closely with academics, practitioners and industry partners, building a portfolio that reflects genuine, industry-ready expertise. It culminates in an industry showcase that gives you the opportunity to present the best of yourself as a creative to industry contacts and experts. Whether developing original concepts, making innovative screen work, or preparing for freelance and entrepreneurial practice, you will leave with the confidence and knowledge to excel in an evolving screen landscape.

Key distinctive features include;

- Future-focused curriculum shaped by national sector needs in AI, virtual production, VFX, and creative technical innovation.
- Hands-on production using emerging technologies alongside traditional screen skills.

- A strong industry-readiness, with explicit alignment to the Screen Industry.
- Professional development and career planning, tailored to freelancers, creatives, and those transitioning into the screen industries.
- A flexible, research-informed approach supporting both creative practitioners and those pursuing academic or hybrid careers.
- A major independent project that allows students to specialise in production, experimental practice in a variety of screen-based subjects.
- A strong emphasis on ethical, inclusive and sustainable screen practice, preparing graduates for leadership in a changing industry.

Educational Aims of the Course:

Intakes:

September

Major Source of Funding:

Office for Students (OFS)

Tuition Fees:

Tuition fees are reviewed on an annual basis. The fees applicable to a particular academic year will be published on the University website.

Year	Status	Mode	Amount
2021/2	H	31	£3275.00
2022/3	H	Full Time	£7995.00
2022/3	Overseas	Full Time	£14450.00
2022/3	H	31	£3998.00
2023/4	H	Full Time	£8395.00
2023/4	Overseas	Full Time	£15450.00
2023/4	H	31	£4198.00
2024/5	H	Full Time	£8815.00
2024/5	Overseas	Full Time	£15950.00
2024/5	H	31	£4408.00
2025/6	H	Full Time	£9088.00
2025/6	Overseas	Full Time	£16950.00
2025/6	H	31	£4544.00
2026/7	H	Full Time	£
2026/7	Overseas	Full Time	£18645.00
2026/7	H	31	£

PSRB:

None

Course Structure:

September (Full-time)

Full time Masters students normally study 180 credits for their award.

Part time students study alongside full time students. However, they do not study more than 80 credits in each academic calendar year.

Module	Title	Credits	Period	Type
7DM016	Screen Production in Practice	30	SEM1	Core
7DM019	Research and Development for Screen	30	SEM1	Core
7DM018	Pre-Production for Major Project	30	SEM2	Core
7MZ025	Final Project and Professional Practice	60	CRYRA	Core

Option Group 01 | Min Value: 30 | Max Value: 30

7DM017	Experimental Screen Practice and Emerging Technologies	30	SEM2	Core/Option	Neil Hughes
7MK037	Search Engine and Social Media Marketing	30	SEM2	Core/Option	Ololade Shonubi

September (Part-time)

Part time students study alongside full time students. However, they do not study more than 80 credits in each academic calendar year.

Module	Title	Credits	Period	Type
7DM016	Screen Production in Practice	30	SEM1	Core
7DM017	Experimental Screen Practice and Emerging Technologies	30	SEM2	Core
7DM0177MK037	Search Engine and Social Media Marketing	30	SEM2	Core

September (Part-time)

Part time students study alongside full time students. However, they do not study more than 80 credits in each academic calendar year.

Module	Title	Credits	Period	Type
7DM019	Research and Development for Screen	30	SEM1	Core
7MZ025	Final Project and Professional Practice	60	CRYRA	Core
7DM018	Pre-Production for Major Project	30	SEM2	Core

Please note: Optional modules might not run every year, the course team will decide on an annual basis which options will be running, based on student demand and academic factors, to create the best learning experience.

Learning, Teaching and Assessment

Regulations Exemption:

None.

Reference Points:

UK Quality Code for Higher Education

Qualifications and Credit Frameworks

Subject Benchmark Statements

University Policies and Regulations

Equality Act 2010: guidance - GOV.UK

Overview of Assessment:

As part of the course approval process, the course learning outcomes were mapped to each of the modules forming the diet of the programme of study. This process confirmed that all course learning outcomes can be met through successful completion of the modules. This mapping applies to the final award as well as to all of the intermediate awards.

Learning Outcomes	Modules
PGCERT01 Demonstrate appropriate knowledge of industry and professional contexts in the screen industry.	
PGCERT02 Show understanding of relevant theories, concepts and insights informed within the contemporary screen industry.	
PGCERT03 Undertake independent research and communicate complex ideas related to the screen industry clearly to a wide range of audiences.	
PGCERT04 Conceptualise, develop and manage innovative creative projects within real-world screen industry contexts. .	
PGCERT05 Show awareness of the relevant ethical, sustainable and inclusive practices within the screen industry.	
PGCERT06 Consider the cultural and social impact of creative work in the screen industry.	
PGDIP01 Critically apply knowledge of industry and professional contexts in the screen sector.	
PGDIP02 Evaluate current theories, concepts and insights informed by your academic discipline and professional practice in the screen industry.	
PGDIP03 Make informed decisions on complex issues and communicate your conclusions clearly to different audiences in relation to the screen industry.	

Learning Outcomes	Modules
PGDIP04 Demonstrate self-direction and originality in tackling and solving problems and act autonomously in planning and implementing tasks in relation to the screen industry.	
PGDIP05 Reflect on the relevant ethical, sustainable and inclusive practices within the screen industry.	
PGDIP06 Consider within your practice the cultural and social impact of creative work in the screen industry within specific contexts.	
MA01 Acquire and share advanced knowledge of the structures, professional practices, and wider industry contexts that inform the screen industry.	
MA02 Critically evaluate discipline-specific theories of creativity and cultural production in relation to the screen industry.	
MA03 Make informed decisions on complex issues and communicate your conclusions clearly to different audiences employing discipline specific conventions and expectations in the screen industry.	
MA04 Demonstrate self-direction and originality in tackling and solving problems, acting independently and autonomously in planning and implementing tasks at a professional level in the screen industry.	
MA05 Reflect on and evaluate the relevant ethical, sustainable and inclusive practices within the screen industry.	
MA06 Integrate within your practice the cultural and social impact of creative work in the screen industry within specific contexts.	

Teaching, Learning & Assessment Strategy/(Learning and Teaching):

Your learning on this MA Film and Television course is built around a supportive, inclusive, and professionally relevant teaching experience. The course is carefully structured so you can grow your confidence in the early stages before moving on to more advanced, experimental or industry-focused work. You begin with modules that introduce core research methods, screen production skills, and key industry frameworks such as ScreenSkills and British Film Institue standards. These foundations help you feel secure in your understanding of postgraduate expectations, especially if you are returning to study or joining from a different background. As you progress, modules gradually introduce more complex ideas, emerging technologies, and independent creative work, allowing you to build your skills step by step.

You will experience a blended approach to teaching, where in-person and practical activities work together to support flexibility and inclusivity. Workshops, seminars and production sessions give you hands-on experience with equipment, software and creative processes, while tutorials, digital resources and demonstrations enhance your learning experience. This helps ensure that students with different learning needs, schedules, or access requirements can participate fully.

Academic, production and digital skill-building is embedded throughout the course. Tutors will guide you in developing research skills, critical thinking, academic writing and project planning. Production workshops and technical sessions support you in learning a wide variety of production workflows. Group work, critiques and peer-feedback sessions help you build collaboration skills that mirror real industry environments.

Professional and practice-based learning is central to the course. You will engage with live briefs, industry-aligned project work, and production environments that mirror real-world creative practice. This

ensures that the academic concepts you learn can be immediately applied to your creative and professional development.

The course also helps you develop strong digital fluency — including ethical and responsible use of digital tools, AI systems, data management and emerging technologies. You'll gain confidence not only in using digital tools creatively, but in understanding their cultural impact, ethical implications and professional value, preparing you for a rapidly evolving screen industry.

Assessment Methods/Assessments:

Assessment on the MA in Film and Television Production course is designed to be supportive, inclusive, and genuinely reflective of the skills you will need in the screen industries. Each module uses a portfolio-based approach, meaning that you will submit a combination of practical work, reflective and research-informed materials. This mirrors how creative practitioners work in industry—where projects are developed, documented and presented as a coherent body of work.

Across the course you will experience a balanced mix of assessment types, including creative artefacts, production materials, pitches, research dossiers, critical reflections and professional portfolios. This variety helps create a manageable workload and allows you to demonstrate different strengths. Assessments build progressively: early tasks help you develop foundational skills, while later assignments prepare you for the larger independent project in your final semester.

To support your development, you are given regular opportunities to practise and receive feedback before final submissions. Formative assessments—such as short exercises, concept pitches, test shoots or draft submissions—allow you to experiment, make mistakes and learn in a low-pressure environment. Feedback is designed to be constructive, timely and actionable, helping you improve both your practical skills and your academic confidence.

Assessments are also designed to help you develop intellectual skills at master's level. Research tasks strengthen your ability to analyse industry contexts, evaluate technologies, and construct evidence-based arguments. Creative projects require problem-solving, decision-making and critical reflection. This blend ensures you can demonstrate advanced thinking alongside practical expertise.

Inclusivity is central to the assessment design. You will receive clear briefs, marking criteria and examples. Assessments often offer choice—such as selecting your own topic, creative approach or mode of submission (e.g. written, visual, or practice-based)—allowing you to work in ways that align with your strengths, identity and future goals. This flexibility supports students from diverse backgrounds and with different learning needs.

Finally, assessments are authentic and industry aligned. You will produce materials that mirror real professional expectations: production documents, digital portfolios, experimental prototypes, essays that evaluate emerging technologies, and finished screen works. By the end of the course, you will have a robust, industry-ready body of work that showcases your abilities and supports your progression into the screen industries.

Further Information for Student:

This MA Film and Television course is designed to support you from the moment you join the programme, helping you settle into postgraduate study, build confidence in your creative and academic abilities, and progress successfully towards your final major project and future career. From the outset, you will be guided through a structured introduction to the expectations, tools and working practices of the course, ensuring that you feel part of a supportive and inclusive learning community. Whether you are from a screen-based background, other creative discipline or other we will make sure you are supported to gain the skills and knowledge you need to be successful.

During the early weeks, you will take part in sessions that introduce postgraduate learning, research skills, and key industry frameworks and good practice. These activities help you adapt to MA study, especially if you are returning to education, changing discipline, or entering from an underrepresented background. Tutors provide clear guidance on how to approach independent research, creative experimentation and production, with examples and templates that help you settle in.

Academic support is woven throughout the course. Each module includes structured workshops, tutorials and peer-learning activities that strengthen your skills step by step. Early assessments—such as research dossiers, concept pitches or short production exercises—are designed to be developmental. You will receive clear, actionable feedback that builds your confidence and helps you improve before undertaking larger creative or written projects.

If your work involves industry engagement, production activity or workplace-based learning, you will be supported before, during and after these experiences. Preparation sessions help you understand expectations, health and safety, and professional behaviours; tutors remain in contact during the activity; and reflective workshops help you analyse what you have learned and how it strengthens your practice.

Student voice is a core part of the course's design. Regular check-ins, module feedback, and course forums allow you to influence teaching approaches, project opportunities and the overall learning environment. This helps ensure the course remains responsive, supportive and reflective of your needs as you progress through your MA journey.

The University provides a wide range of academic and pastoral support to help students succeed in their studies and personal development. This includes access to the Library and Skills for Learning service, academic coaching for Level 3 and 4 students, and tailored advice from the Careers and Enterprise teams. Students also benefit from 24/7 wellbeing support through WLV Student Life Connect, pastoral care via the Multi-faith Chaplaincy, and assistance from the Mental Health and Wellbeing team. Those living in university accommodation have additional access to Residential Life support, and all students can engage with the Students' Union for advocacy, societies, and further peer-led services.

Currency:

Your MA Film and Television Production course is designed to stay current with the rapid changes happening across the screen, digital and creative industries. The course structure is intentionally flexible, allowing content to be refreshed each year in response to new technologies, emerging theories, industry trends and contemporary debates. This includes incorporating developments in virtual production, AI-assisted workflows, sustainable filmmaking practices, and the newest creative research. Staff regularly update teaching materials, case studies and project briefs so that what you learn reflects real-world conditions rather than outdated models.

Throughout your studies, you will engage directly with research—both the wider field of screen studies and the research being carried out by academics at the University of Wolverhampton. Staff expertise spans areas such as screen production, digital innovation, storytelling, ethics, and creative technologies. You will learn how to use research to inform your creative decisions, and you will develop your own independent inquiry skills through research-led assignments, reflective portfolios and your Final Major Project.

The course prepares you to think creatively and critically about real-world challenges affecting the screen industries today. Topics such as sustainability, inclusive representation, ethical use of AI, workforce inequalities, and entrepreneurial practice are woven into modules so you can apply what you learn to industry-relevant scenarios. This helps you become a thoughtful, socially responsible and adaptable practitioner.

The University's Graduate Attributes are embedded across the curriculum. You will develop as a Global Citizen through engagement with diverse screen cultures and ethical frameworks; become Knowledgeable through research-informed teaching; grow as a Professional through industry-aligned assessment and portfolio building; and enhance your Digital Fluency by working with emerging tools, virtual production, and AI technologies.

Interdisciplinary collaboration is encouraged across modules, reflecting how contemporary screen practice often blends film, design, technology, performance and interactive media. You will be encouraged to explore hybrid forms and cross-disciplinary approaches, helping you build a mindset of

lifelong learning—an essential skill for adapting to future challenges in a fast-changing industry.

Personalisation Opportunities:

This MA Film and Television course is designed to give you significant freedom to shape your learning around your personal ambitions, creative interests and lived experiences. While the course provides a strong foundation in production practice, development, research and emerging technologies, you will have opportunities to tailor your projects, assessments and professional development to the areas of screen practice that matter most to you.

Across the modules, you can select topics, concepts and production approaches that reflect your creative identity and career aims. For example, research projects can focus on themes connected to your background or personal interests; production modules allow you to choose genres, technologies or workflows that align with your aspirations; and experimental work enables you to explore innovative or culturally significant ideas. Many assessments offer flexible formats — such as written, visual, technical or practice-based submissions — allowing you to express your strengths and creative voice.

As you progress, tutors support you in identifying your pathway and making choices that build towards your final major project. Through tutorials, mentoring and career development sessions, you receive guidance on shaping a project or specialism that connects directly to your future goals, whether you are aiming for production, research, creative technology innovation, freelance practice or a hybrid career. The professional practice module also helps you map how different skills, interests and experiences can translate into industry roles.

The course values the diversity of its student community and integrates multiple perspectives, encouraging you to bring your cultural, creative and lived experiences into your work. Classroom discussions, screenings, collaborative projects and reflective practice all provide space for your identity and viewpoints to influence your learning in meaningful ways.

Throughout the year, you will be encouraged to reflect on your development, set personal goals and revise them as your skills evolve. Academic guidance, peer discussions and structured reflection help you understand your strengths, identify areas for growth and make informed choices about your creative direction. This ensures that your learning journey is not only supported but deeply personalised to who you are and who you want to become as a screen practitioner.

The culmination of your creative journey will be presented in the form of an industry showcase. You will work with tutors, professionals and other students to curate your own work, this will take the form of either a Film Festival, Exhibition or relevant showcase that will be personalised by and for you. You will have the chance to present this to an audience that will be made up of peers and industry professionals.

Employability in the Curriculum/Employability and Professional Development:

Your MA Film and Television is designed to support your professional development from day one, helping you understand the many career pathways available within the screen industries and preparing you with the skills, confidence and industry awareness needed to succeed in a rapidly changing sector. Throughout the course, you will engage with live briefs, industry-informed projects and production experiences that reflect the way real screen professionals work. These opportunities help you explore roles across film, television, virtual production, post-production, creative technology, and freelance or entrepreneurial practice.

A major focus of the course is helping you develop a strong professional identity. Every module contributes to a growing portfolio that showcases your creative, technical and research strengths. This includes practical work, production documents, reflective writing, and evidence of your engagement

with emerging technologies and industry standards. By the time you complete your Final Major Project, you will have a clear narrative of who you are as a creative practitioner and what you can offer employers or clients.

Professional expectations are embedded into your learning. You will work with industry-standard workflows, health and safety guidance, British Film Institute (BFI) and ScreenSkills principles, and ethical frameworks that reflect current employer requirements. Assessment briefs are designed to mirror real industry tasks—such as pitching, research development, budgeting, scheduling, editing and presenting your work to audiences—giving you frequent, authentic practice in the skills employers value.

You will also have many opportunities to reflect on your strengths, receive constructive feedback and build key employability skills. Workshops and tutorials are integrated throughout the course to support CV writing, portfolio design, self-promotion, interview skills and networking. Tutors work with you individually to help you identify areas for growth and to align your learning with your professional goals.

As you progress, you will be guided in making informed choices about how to specialise—whether through project topics, research interests, technology pathways or your final project focus. This ensures that your experience on the course is meaningful, personalised, and directly connected to the career you want to build.