



UNIVERSITY OF
PORTSMOUTH

COLLABORATIVE COURSE SPECIFICATION

HND Creative Media Production

The Isle of Wight College

**Academic Standards, Quality and Partnerships
Department of Student and Academic Administration**

July 2021

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COURSE SPECIFICATION

Course Title	<i>HND Creative Media Production</i>
Final Award	<i>HND</i>
Exit Awards	<i>HNC</i>
Course Code / UCAS code (if applicable)	<i>C3065FTC, C3065F</i>
Mode of study	<i>Full time</i>
Mode of delivery	<i>Campus</i>
Normal length of course	<i>2 years</i>
Cohort(s) to which this course specification applies	<i>September 2020 intake onwards</i>
Entry Requirements	<p><i>An A level in a computing / creative media or related subject, or equivalent, or equivalent industry experience in a relevant field.</i></p> <p><i>Applicants will be invited to attend an interview, to which they should bring a portfolio of recent work. This interview will include an admissions test.</i></p> <p><i>Non-standard Admissions decisions are made by the College, and shall follow the University of Portsmouth's Policy for Recognition of Prior Learning and attendant procedures. The RPL process is managed end-to-end through the University Admissions Centre (UAC), but the College make the admissions decision.</i></p> <p>English Language Requirements:</p> <p><i>Applicants who do not have English as their first language will be required to demonstrate an approved level of proficiency in the use of the English language.</i></p> <p><i>English Language Proficiency at a minimum of IELTS band 6.0 with no component score below 5.5.</i></p>
Awarding Body	<i>University of Portsmouth</i>
Teaching Institution	<i>The Isle of Wight College</i>
Faculty	<i>Creative and Cultural Industries</i>
School/Department/Subject Group	<i>School of Creative Technologies</i>
School/Department/Subject Group webpage	<i>School of Creative Technologies</i>
Course webpage including entry criteria	<i>HND Creative Media Production (UoP website)</i> <i>HND Creative Media Production (Isle of Wight website)</i>
Professional and/or Statutory Regulatory Body accreditations	<i>None</i>
<u>Quality Assurance Agency Framework for Higher Education Qualifications (FHEQ) Level</u>	<i>Level 5</i>

This course specification provides a summary of the main features of the course, identifies the aims and learning outcomes of the course, the teaching, learning and assessment methods used by teaching staff, and the reference points used to inform the curriculum.

This information is therefore useful to potential students to help them choose the right course of study, to current students on the course and to staff teaching and administering the course.

Further detailed information on the individual modules within the course may be found in the relevant module descriptors and the Course Handbook provided to students on enrolment.

Please refer to the [Course and Module Catalogue](#) for further information on the course structure and modules.

Educational aims of the course

The course aims to equip students with the necessary skills to pursue further study and/or a career in the creative industries, via a curriculum balanced between the development of knowledge and practice in multimedia and project management, and with a focus on industry relevance and transferable skills. Students will experience contemporary development tools and methods, while also improving their ability in self-presentation and entrepreneurship.

Educational aims:

- Provide a challenging, stimulating and self-rewarding study environment.
- Develop a range of skills by means of opportunities provided in the study modules.
- Accommodate student needs in relation to maximizing their career potential by enabling them to develop knowledge, understanding and skills in their chosen subject area.
- Promote career aspirations by including study topics on general and specific professional practices and study skills.

Course Learning Outcomes and Learning, Teaching and Assessment Strategies

The [Quality Assurance Agency for Higher Education \(QAA\)](#) sets out a national framework of qualification levels, and the associated standards of achievement are found in their [Framework for Higher Education Qualifications](#) document.

The Course Learning Outcomes for this course are outlined in the tables below.

A. Knowledge and understanding of:

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
A1	Demonstrate sector awareness by appreciating the processes and historical context through which communication, media, film and culture have come into being.	Lectures, seminars, group work, workshop, tutorials	Summative: Essays, portfolios, presentations, reports, creating artefacts & examination Formative: Early submission of draft work, peer/self-review and critique, self-test online quizzes
A2	Understand the principles of effective visual design, composition, code organisation and project management.		
A3	Recognise professional issues and standards, and examples of good practice in creative media production and management.		

B. Cognitive (Intellectual or Thinking) skills, able to:

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
B1	Be able to engage creatively and intellectually with a range of problems and debates in the field.	Lectures, group work & tutorials	Summative: Artefacts, essays/reports, presentations Formative: Peer/self-review and critique
B2	Interpret, evaluate and apply practical and/or scholarly research enabled by established and emergent technologies		
B3	Analyse and evaluate work produced, with reference to academic codes of practice and/or professional standards, conventions, issues and debates		

C. Practical (Professional or Subject) skills, able to:

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
C1	Utilise industry-relevant hardware and software to produce viable multimedia artefacts	Lectures, seminars, group work, workshops	Summative: Artefacts, portfolios, presentations, group project work, reflective reports, creating online presence Formative: Peer/self-review and critique, early submission of draft work
C2	Negotiate and prioritise project targets with team members and other stakeholders, and evaluate progress towards them		
C3	Contribute to the management of creative media projects		
C4	Investigate and pursue appropriate career paths based on an understanding of current industry requirements.		

D. Transferrable (Graduate and Employability) skills, able to:

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
D1	Think critically, applying expert and creative solutions through the use of systems and digital technology, generating and communicating ideas creatively.	Lectures, seminars, workshops, group work	Summative: Reports, presentations, portfolio, digital artefacts Formative: Draft feedback, peer and self-review
D2	Apply Intra-personal skills of self-management, adaptability and resilience, self-monitoring and self-development, self-analysis and reflection, planning and prioritising.		
D3	Demonstrate effective communication and articulation of information and an ability to work collaboratively.		
D4	Develop commercial skills through sector awareness, sales, marketing/promotion, budget management/monitoring.		

Academic Regulations

The current University of Portsmouth [Academic Regulations for Collaborative Partners](#) will apply to this course.

Support for Student Learning

The University of Portsmouth provides a comprehensive range of support services for students throughout their course, details of which are available at the [MyPort](#) student portal.

Evaluation and Enhancement of Standards and Quality in Learning and Teaching

The University of Portsmouth undertakes comprehensive monitoring, review and evaluation of courses within clearly assigned staff responsibilities. Student feedback is a key feature in these evaluations, as represented in our [Policy for Listening to and Responding to the Student Voice](#) where you can also find further information.

Reference Points

The course and outcomes have been developed taking account of:

- [University of Portsmouth Curriculum Framework Specification](#)
- [University of Portsmouth Strategy](#)
- [University of Portsmouth Code of Practice for Work-based and Placement Learning](#)
- [Quality Assurance Agency UK Quality Code for Higher Education](#)
- [Quality Assurance Agency Qualification Characteristic Statements](#)
- [Quality Assurance Agency Subject Benchmark Statement: Communication, Media, Film and Cultural Studies](#).
- [BTEC Higher National Qualification in Creative Media Production](#)
- [Quality Assurance Agency Framework for Higher Education Qualifications](#)
- Requirements of Professional and/or Statutory Regulatory Bodies: **None**

- National Occupational Standards

Disclaimer

The University of Portsmouth has checked the information provided in this Course Specification and will endeavour to deliver this course in keeping with this Course Specification. However, changes to the course may sometimes be required arising from annual monitoring, student feedback, and the review and update of modules and courses.

Where this activity leads to significant changes to modules and courses there will be prior consultation with students and others, wherever possible, and the University of Portsmouth will take all reasonable steps to minimise disruption to students.

It is also possible that the University of Portsmouth may not be able to offer a module or course for reasons outside of its control, for example, due to the absence of a member of staff or low student registration numbers. Where this is the case, the University of Portsmouth will endeavour to inform applicants and students as soon as possible, and where appropriate, will facilitate the transfer of affected students to another suitable course.

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