



UNIVERSITY OF
PORTSMOUTH

COURSE SPECIFICATION

BSc (Hons) Virtual Production

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COURSE SPECIFICATION

Course Title	<i>BSc (Hons) Virtual Production</i>
Final Award	<i>BSc (Hons)</i>
Exit Awards	<i>CertHE, DipHE, BSc</i>
Course Code / UCAS code (if applicable)	<i>U3482PYC / I710</i>
Mode of study	<i>Full time</i>
Mode of delivery	<i>Campus</i>
Normal length of course	<i>3 years, 4 years with placement</i>
Cohort(s) to which this course specification applies	<i>September 2024 intake onwards</i>
Awarding Body	<i>University of Portsmouth</i>
Teaching Institution	<i>University of Portsmouth</i>
Faculty	<i>Creative and Cultural Industries</i>
School/Department/Subject Group	<i>Creative Technologies</i>
School/Department/Subject Group webpage	<i>School of Creative Technologies</i>
Course webpage including entry criteria	<i>BSc (Hons) Virtual Production</i>
Professional and/or Statutory Regulatory Body accreditations	<i>N/A</i>
<u>Quality Assurance Agency Framework for Higher Education Qualifications (FHEQ) Level</u>	<i>Level 6</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 BSc (Hons) Virtual Production course aims to:

- Equip students to work in Virtual Production and related fields while ensuring familiarity with other related skills, knowledge and understanding. The course will prepare students for embarking on careers within cross-disciplinary teams in related industries such as the entertainment industry or media production areas. These can include computer animation, film and television, games and virtual reality.
- Provide a challenging, stimulating and supportive study environment where students can learn how to connect Virtual Production technical skills, theoretical understanding and creative practice.
- Enable students to develop transferable skills applicable within and outside Virtual Production, including project management, teamwork, resilience and communication.
- Accommodate student needs to maximise their career potential by enabling them to develop knowledge, understanding and skills in their chosen Virtual Production specialisation using the latest technologies.
- Promote career aspirations by including study topics on industry professional practice, emerging technologies 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	Essential concepts, principles and practices of Virtual Production in the context of loosely defined scenarios, showing effective judgement in the selection and use of tools and techniques (Computing 6.5ii)	Lecture Seminar Project Supervision Demonstration Practical Classes and Workshops Supervised Time in Studio/Workshop	Report Set exercise (coursework) Portfolio Formative assessment
A2	The main areas of the body of knowledge within their course of study, with an ability to exercise critical judgement regarding the global employability, academic and innovation opportunities it affords (Computing 6.5i).	Lecture Seminar Project Supervision Demonstration Practical Classes and Workshops Supervised Time in Studio/Workshop	Report Set exercise (coursework) Portfolio Formative assessment
A3	The processes linking pre-production, production, post-production, reception and use (Media 4.4.i).	Lecture Seminar Project Supervision Demonstration Practical Classes and Workshops Supervised Time in Studio/Workshop	Report Set exercise (coursework) Portfolio Formative assessment

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

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
B1	Show problem-solving and evaluation skills, draw upon supporting evidence and demonstrate a good understanding of the need for high-quality solutions (Computing 6.5iv)	Lecture Seminar Tutorial Project Supervision	Report Portfolio Dissertation Project Output (other than dissertation)
B2	Reflect on personal strengths and weaknesses in the contexts of employability, creativity and personal wellbeing (Computing 3.5iii).	Lecture Seminar Tutorial Project Supervision Practical Classes and Workshops Supervised Time in Studio/Workshop	Report Written assignment including essay Dissertation Portfolio Project Output (other than dissertation)
B3	Collate, critically evaluate and understand a variety of research material within and beyond academic literature demonstrating consideration of ethical issues (Film 5.3.viii).	Lecture Seminar Tutorial Project Supervision Practical Classes and Workshops Supervised Time in Studio/Workshop	Report Written assignment including essay Dissertation Portfolio Project Output (other than dissertation)

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

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
C1	Deploy appropriate theory and select and make use of processes, technologies and environments showing understanding of quality in design, implementation and evaluation (Computing 3.3vii, 3.4vi).	Lecture Seminar Project Supervision Demonstration Practical Classes and Workshops Supervised Time in Studio/Workshop	Portfolio Project Output (other than dissertation) Set exercise (coursework) Formative assessment
C2	Initiate, develop and realise distinctive and creative work within various forms of writing or of aural, visual, audio-visual, sound or other electronic and digital media (Film 5.4.i)	Lecture Seminar Project Supervision Demonstration Practical Classes and Workshops Supervised Time in Studio/Workshop	Portfolio Project Output (other than dissertation) Set exercise (coursework) Formative assessment
C3	Evaluate systems and show judgement and self-critique in the development of ideas through to	Lecture Seminar	Report Portfolio

	outcomes. (Computing 3.4ii)	Project Supervision Demonstration Practical Classes and Workshops Supervised Time in Studio/Workshop	Project Output (other than dissertation) Set exercise (coursework) Formative assessment
C4	Employ production/visualisation skills and practices with a focus on health and safety to challenge or advance existing forms and conventions, and to innovate responsibly. (Film 5.4.v)	Lecture Seminar Project Supervision Demonstration Practical Classes and Workshops Supervised Time in Studio/Workshop	Report Portfolio Project Output (other than dissertation) Set exercise (coursework) Formative assessment

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

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
D1	Gather, synthesise and evaluate evidence, including the ability to quote from and acknowledge written sources.	Lecture Tutorial Project Supervision	Written assignment including essay Report Dissertation
D2	Self-management: self-awareness and reflection; goal setting and action planning; independence and adaptability; acting on initiative; innovation and creativity (Computing 3.5iii).	Lecture Tutorial Project Supervision	Project Output (other than dissertation) Portfolio Written assignment including essay Dissertation
D3	Demonstrate transferable skills with an ability to show organised work both as an individual and as a team member and with minimum guidance (Computing 6.5v).	Lecture Tutorial Project Supervision	Project Output (other than dissertation) Portfolio
D4	Generate ideas, concepts, proposals, solutions or arguments independently and/or collaboratively as self-initiated activity and/or in response to set briefs, agree targets and plan how these will be met, reviewing the progress of one's own learning and agree actions for improvement (Art & Design 6.8i).	Lecture Tutorial Project Supervision	Report Dissertation Portfolio Project Output (other than dissertation) Formative assessment

Academic Regulations

The current University of Portsmouth [Academic Regulations](#) 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.

In addition to these University support services, this course also provides access to:

CCI Creative Careers: Support to add degree-related and relevant work experience for CV building including a work placement year, summer or short internships and part-time work.

CCI Creative Skills: One to one support sessions and group tutorials in creative software and skills relevant to CCI courses and future careers.

CCI Academic Skills: Access to resources to support learning strategies and techniques through one to one tutorials or group workshops.

CCI Student Support Advisor: Help to find appropriate academic, pastoral or practical support. Specialist equipment and facilities relevant to the course.

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 Vision 2030 and Strategy 2025](#)
- [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 Statements](#) for **Computing and Media, Film and Cultural Studies**
- [Quality Assurance Agency Framework for Higher Education Qualifications](#)
- Requirements of Professional and/or Statutory Regulatory Bodies: **N/A**
- Vocational and professional experience, scholarship and research expertise of the University of Portsmouth's academic members of staff
- 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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Document details

CSD Template Date	July 2023
Author	Niki Wakefield
Date of production and version number	22/03/2023 v1.0
Date of update and version number	24/08/2023 v1.1
Minimum student registration numbers	10