

Programme Specification

A Programme Specification provides a concise summary of the main features of a programme and its intended learning outcomes. It is intended to be used by prospective students, current students, academic staff and potential employers.

Programme Title:	
MA Pre-Visualisation	
Programme (AOS) Code(s):	MM13DP1
UCAS Code:	N/A
Name of Final Award:	Master of Arts, MA
Level of Qualification:	Level 7
Regime of Delivery:	Attendance
Mode(s) of Delivery:	Full Time
Typical Length of Study (Years):	1 Year
Professional Body Recognition / Accreditation (including specific requirements where applicable):	N/A

Brief Description of the Programme

MA Previsualisation (Previs) has been designed to develop skills and knowledge in this very niche field of film making. Previs is all about pre-visualizing action, camera angles, and camera movement before anything is filmed. Planning out complicated sequences in 3D beforehand saves time and money. 3D Previs has now become a recognised step in the pipeline of almost all large scale film making ventures. The demand for skilled artists in this field of work has increased greatly in recent years.

Up to now, most practitioners have gained experience with Previsualisation on the job, with very little formal training. The role was born out of the need for directors and producers to find ways of saving money within the costly film production arena. There are very few MA level courses available in the UK for students to study Previs and this course has been developed by leading industry practitioners to be current and on trend, introducing students to the latest technologies and working methodologies available today.

It is expected that students who complete this award would find employment directly within the Previs or Cinematics industry. Graduates will also be equipped to continue academic study at a higher level, for example for a PhD/Phil or professional doctorate.

Programme Aims

- 1 Engender a critical understanding of cinematography and visual story telling techniques and raise a critical awareness of development and production processes required within the world of previsualisation.
- 2 Engender a critical understanding of cinematography and visual story telling techniques and raise a critical awareness of development and production processes required within the world of previsualisation.

3	Engender a critical understanding of cinematography and visual story telling techniques and raise a critical awareness of development and production processes required within the world of previsualisation.
4	Develop conceptual understanding that enables the student to evaluate methodologies employed within previsualisation and related industries and to develop critiques of them.

Programme Learning Outcomes

The Bucks Graduate Attributes focus on the development of innovative leaders in professional and creative capacities, who are equipped to operate in the 21st Century labour market and make a positive impact as global citizens. The attributes are developed through the programme.

ID	Learning Outcome
On successful completion of the programme a graduate will be able to:	
Graduate Attribute: Knowledge and its application (K)	
K1	Demonstrate a thorough knowledge and understanding of all previsualisation processes and techniques currently practised in the previsualisation Industry
K2	Demonstrate the knowledge and understanding required to manage complex technical and creative challenges both systematically and creatively.
K3	Communicate the outcomes, processes and conclusions of practical and theoretical work clearly to specialist and non-specialist audiences, both within the previsualisation industry and beyond.
Graduate Attribute: Creativity (C)	
C1	Demonstrate self-direction and originality in tackling and solving creative and technical problems, both in the context of working as a freelance previsualisation professional and in other creative industry employment contexts.
C2	Deploy critical self-evaluation in relation to own creative output.
C3	Use established techniques of research and enquiry to inform their practical approach to storytelling for previsualisation.
C4	Systematically link critique of own creative works to the practice of revision and editing.
Graduate Attribute: Social and ethical awareness and responsibility (S)	
S1	Demonstrate a broader industrial and academic awareness of the context within which previsualisation artists practice their trade.
S2	Demonstrate social and ethical awareness when critiquing creative industries, professional practices therein and research sources.
S3	Demonstrate critical insight into strategies for targeting creative solutions to budgets.
Graduate Attribute: Leadership and self-development (L)	
L1	Critically evaluate the relationship between research into and development of creative works.

L2	Systematically adhere to industry standards in the development, production, distribution and promotion of confidential material and related intellectual properties
L3	Produce work targeted to a variety of audiences.
L4	Systematically appraise operational effectiveness of businesses within creative industries and how these interrelate.

Programme Structure

Programmes are structured in stages. The number of stages will vary depending on the mode (e.g. full-time, part-time), duration and location of study which will be detailed in the Programme Handbook.

Modules are set at a specific academic level and listed as either core (compulsory) or optional. The level indicates the relative academic difficulty which will increase through the programme. Passing modules will reward you with academic credit. The amount of credits will depend on the complexity of the module and the level of effort required, which is measured in 'notional learning hours'.

Our [Academic Advice webpages](#) provide more information on the structure of taught awards offered by the University.

Please note: Not all option modules will necessarily be offered in any one year. Other option modules may also be introduced at a later stage enabling the programme to respond to sector developments.

Level Seven

Code	Module Title	Credit	Core / Option	Compensable (Normally Yes)
FX701	Fundamentals and motion capture	30	Core	Yes
FX702	Storytelling and emotion	30	Core	Yes
FX703	Virtual previsualisation	30	Core	Yes
FX704	Post-visualisation	30	Core	Yes
FX705	Production project	60	Core	No

Learning and Teaching Activities

Please see the [Academic Advice pages](#) for a description of learning and teaching activities that are recognised by the University. Detailed information on this specific programme is outlined below:

The MA Previs degree incorporates a wide variety of teaching and learning methods:

- Traditional lectures and seminars where we aim to create an ambience where students can express themselves in any form and understand the nature of working in the industry. Students will be challenged to defend their story telling choices in front of the group, as well as assessing other students work, making them aware of the importance of cultivating their own artist voice.
- Students will work individually and collaboratively to develop their previz projects.
- Workshop-based classes, where students will work to tight deadlines to present their projects and have regular dallies sessions.
- Professional master-classes, and related that may not fit into regular timetabled hours but require independent learning and studio practice, in the form of:
 - Wider reading and preparation for lectures.
 - Critiquing colleagues' work.
 - Visualisation of proposed material.
- Students will also experience visits to outside institutions to better prepare themselves for the research activities proposed in the programme.

During the degree, learning will include (but will not be limited to):

- Presentation skills
- Value proposition
- Entrepreneurial skills

Additional Course Costs

There are costs associated with all studies, additional to the tuition fee, which require consideration, when planning and budgeting for expenditure. Costs are indicative and for the total length of the course shown unless otherwise stated and will increase with inflation; depending on the programme they may include equipment, printing, project materials, study trips, placement activities, DBS and/or other security checks.

- Books on the module reading lists will be made available via the LRC at the High Wycombe campus. Students will be expected to cover the costs for any suggested reading and visual material such as books, films, and essays etc. that are not on the prescribed module reading lists.
- Each student will need a laptop or similar (tablet with keyboard etc.) in order to take notes and develop their work

Contact Hours

1 unit of credit is the equivalent of 10 notional learning hours. Full time undergraduate students study 120 credits (1200 hours) and full-time postgraduate students study 180 credits (1800 hours) per year or 'stage' of the course.

Course Stage	Scheduled Activities (Hours)	Guided Independent Study (Hours)	Placement / Study Abroad / Work Based Learning (Hours)
Year One	390	1410	0

Assessment Methods

The [Assessment and Examination webpages](#) provide further information on how assignments are marked and moderated, including a description of assessment activities. These also include further information about how feedback on assessed work is provided to students, including our commitment to ensure this is provided to students within 15 working days (the ‘three-week turnaround’).

The following assessment activities are used on this programme:

Essays – This will be mainly in the form of written documents, where students will be required to present research material in specific subjects and edit it to fit the desired outcomes. Students will be asked to write in depth about particular topics and questions and will be expected to draw upon and reference a wide range of evidence or sources to support the answer/s. Essays will be informed by contemporary theoretical discourse and evaluated under academic standards.

Journals– Students will be expected to keep learning journals in the form of written or video, of their research and processes on each module.

Presentation Assessment – Throughout the degree, students will be expected to produce coursework and present it to an industry panel, which will assess and mark it.

Practical Skills – Students will be challenged to produce industry-standard results with the time constraints imposed by industry. Students will be formatively assessed by industry professionals on the quality of their finished pieces throughout the degree.

Formative feedback on work in progress will be given by industry professionals, while summative assessment will be supported and undertaken by suitably qualified University appointed academic tutors.

Classification

Calculation of final award:

The calculation of this award is L7= 100%

For full details of assessment regulations for all taught programmes please refer to our [Results webpages](#). These include the criteria for degree classification.

Admissions Requirements

Please see the [Application webpages](#) for more information on how to apply, including a statement on how we support students from a variety of backgrounds. Please also see our [general entry requirements](#) for taught programmes. Applicants who do not meet our published entry requirements are encouraged to contact our admissions team for further advice and guidance.

Typical applicant profile and any programme-specific entry requirements

This course is aimed at graduates from relevant Bachelor's degree programmes, industry-based practitioners from related fields or those who can demonstrate some degree of accomplishment in this area and whose aim is to develop their skills with a view to reaching production standards required within the Previs industry. It would be expected that the students have a good basic understanding of 3D animation, modelling and texturing as well as experience using Maya before applying for this course.

Skills and knowledge of applicants will be assessed by the course team via interview, which will be mandatory for all applicants regardless of prior qualifications. Where applicants have achieved a relevant degree this will be a more straight forward process, whereby the interviewer will seek to confirm the suitability of the course to the applicant. Where there is no such prior qualification the interviewer will seek to ascertain the suitability of an applicant via scrutiny of both the quality of creative portfolio presented and the more academic credentials of the applicant as regards their suitability for Masters level study.

Applications are welcomed from students from all around the world with an interest in the film industry and a 3D background. If English is not the students first language, and IELTS score of 6.0 or equivalent is essential.

Do applicants required a Disclosure and Barring Service (DBS) Check?

No

Opportunities for students on successful completion of the programme

Typical work opportunities for graduates would include:

- Previs artist in film
- Cinematics artist in games
- Post-viz artist
- Generalist 3D visual effects artist
- Virtual production artist

Recognition of Prior Learning

Previous study, professional and / or vocational experiences may be recognised as the equivalent learning experience and permit exemption from studying certain modules. Please refer to our [Credit Accumulation webpages](#) for further guidance.

Student Support

During the course of their studies, students will be supported in the following ways:

- At the start of their studies all students will receive a full **induction** to the programme which will include introduction to the staff responsible for delivering the course, and access to library and IT facilities

- The **Programme Handbook** will outline the exact nature of the course and how it is structured, including the availability of option modules
- Each student will be allocated a **Personal Tutor** who will support their academic development, be able to advise and guide them with their studies and, where necessary, give advice on study options
- Students will be able to access our full range of **support services**, including the Learning Development Unit for skills and study support, the Library, the Careers and Employability Team, Student Finance Team, Accommodation and Counselling Services

Programme specific support (if applicable)

N/A

Appendices

Quality Assurance

Awarding Body:	Buckinghamshire New University
Language of Study:	English
QAA Subject Benchmark Statement(s):	QAA Master's Degree Characteristics Statement (2015)
Assessment Regulations:	<i>Academic Assessment Regulations</i> , accessible via the Academic Advice webpages (https://bucks.ac.uk/students/academicadvice)
Does the Fitness to Practise procedure apply to this programme?	No
Ethics Sub-committee	Media and Creative Industries
Date Published / Updated:	September 2020

Other awards available on programme (Exit Qualifications)

Please refer to the *Academic Qualifications Framework* for Exit Qualifications recognised by the University and credit and module requirements.

Name of Exit Qualification:	Postgraduate Certificate (PGCert)
Full name of Qualification and Award Title:	Postgraduate Certificate in Previsualisation
Credits requirements:	60 Credits
Module requirements:	Any 60 credits excluding Production Project module
Learning Outcome	
Demonstrate a knowledge and understanding of all previsualisation processes and techniques currently practised in the previsualisation Industry.	
Demonstrate the knowledge and understanding required to manage technical and creative challenges both systematically and creatively.	
Use established techniques of research and enquiry to inform their practical approach to storytelling for previsualisation.	
Demonstrate a broader industrial and academic awareness of the context within which previsualisation artists practice their trade.	

Name of Exit Qualification:	Postgraduate Diploma (PGDip)
Full name of Qualification and Award Title:	Postgraduate Certificate in Previsualisation
Credits requirements:	120 Credits
Module requirements:	Any 120 credits excluding Production Project module

Learning Outcome

Demonstrate an advanced knowledge and understanding of all previsualisation processes and techniques currently practised in the previsualisation Industry.

Demonstrate the knowledge and understanding required to manage advanced technical and creative challenges both systematically and creatively.

Deploy critical self-evaluation in relation to own creative output.

Use established techniques of research and enquiry to inform their practical approach to storytelling for previsualisation.

Demonstrate a broader industrial and academic awareness of the context within which previsualisation artists practice their trade.

Demonstrate social and ethical awareness when critiquing creative industries, professional practices therein and research sources.

Systematically adhere to industry standards in the development, production, distribution and promotion of confidential material and related intellectual properties