

Module Title:	Film and TV Design and Production
Language of Instruction:	English
Credits:	10
NFQ Level:	6
Module Delivered In	2 programme(s)
Teaching & Learning Strategies:	A combination of lectures, tutorials, screenings, field trips, blended and project-based learning.
Module Aim:	The aim of this module is to expand learner's visual literacy and creative development in Film and TV set design. Learners will extend their creative suite of techniques and skills by working on briefs which concentrate on different historical periods and genres. Aligned with this the aim is to give learners the necessary skills to attain knowledge of the production management of film and television productions. .

Learning Outcomes	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Attain the knowledge required to implement the visualisation of a film or TV concept.
LO2	Demonstrate an understanding of budgeting and scheduling in production.
LO3	Demonstrate an understanding of the legal issues pertaining to production and participate in a project-based collaborative learning environment to problem solve and coordinate complex events or productions.
LO4	Identify and research a selection of case studies of set design productions in film and TV genres and their approach to historical periods.
LO5	Critically analyse and evaluate creative research to develop ideas and present a set design dossier and model for a film or TV
LO6	Develop and present a set design dossier and model for a film or TV.
LO7	Work effectively on a group project and realize a set design/ Model for a working production

Pre-requisite learning
Module Recommendations <i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i>
No recommendations listed
Incompatible Modules <i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i>
No incompatible modules listed
Co-requisite Modules
No Co-requisite modules listed
Requirements <i>This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.</i>
No requirements listed

Module Content & Assessment

Indicative Content

Epochs, Cultures and Conceptual Worldmaking- Reality to Fantasy

This module examines multiple epochs and cultures analysing how stage and film productions have negotiated them. Through seminar and exploring case studies of period productions learners will develop a visual research dossier choosing a period of their own choice. Contextual awareness of racist stereotyping and clichéd imaging in film production in relation to the othering of non European culture will be analysed and examined through seminar discussion and case studies.

Periods and Cultures Explored

Pre-Columbian Cultures: Mayan; Aztec; Inca; Africa ;Egypt: 2920-57 BCE; India; China; Japan.

Genres

The module will examine and develop learners awareness of production design and genres such as the Epic drama, Science fiction and horror.

Set Design and Cultural Appropriation.

Learners will examine set design incorporating discussion around cultural stereotypes.

Managing the concept

Managing the construction and design of the visual elements of a range of complex projects

Roles and responsibilities

Understanding the complex roles and responsibilities in production and post-production

Script and concept analysis

Breaking down the script for budgeting and scheduling for design and construction

Phases of production

Understanding the complex phases of production in post-production, VFX and virtual production.

Legal Issues

Acquiring knowledge of the legal issues pertaining to production, multi-camera production, outside broadcasts and design.

Agencies and public bodies

Relevant authorities and agencies to liaise with for events and production

Assessment Breakdown

%

Continuous Assessment

100.00%

Continuous Assessment

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Practical/Skills Evaluation	Practical problem-solving tasks throughout the semester that will examine learners ability to carry out risk assessments, hazard identification and apply skills in relation to legal and indemnity arrangements for production.	1,2,3	20.00	Ongoing
Presentation	Presentation of research in self chosen culture/period to towards developing a 3D set design.	4,5,6	15.00	Week 5
Portfolio	Set Design concept, plans and 3D model towards the completion of the group production project.	4,5,6	15.00	Week 10
Project	Working from a script or concept template, students will be required to work collaboratively to breakdown the design and production elements for a working TV or Media project.	1,2,3,5,7	50.00	Week 12

No Project

No Practical

No End of Module Formal Examination

SETU Carlow Campus reserves the right to alter the nature and timings of assessment

Module Workload

Workload: Full Time		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Studio Based Learning	Every Week	4.00
Independent Learning Time	Every Week	4.00
Lecture	Every Week	4.00
Total Hours		12.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_CGSDC_B	Bachelor of Science (Honours) in Set Design and Construction	4	Mandatory
CW_CGSDC_D	Bachelor of Science in Set Design and Construction	4	Mandatory