

<b>Module Title:</b>	Film and Television Design Contexts
<b>Language of Instruction:</b>	English
<b>Credits:</b>	5
<b>NFQ Level:</b>	6
<b>Module Delivered In</b>	<a href="#">2 programme(s)</a>
<b>Teaching &amp; Learning Strategies:</b>	Lectures /seminar/Blended and E-Learning / Electronic platforms such as Blackboard to provide on-line learning materials and interactive question and answer sessions.
<b>Module Aim:</b>	The aim of this module is to provide the learner with a contextual awareness of the cultural and historical theories and practices of set design in film and television.
<b>Learning Outcomes</b>	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Identify and describe different historical case studies in set design for film and television.
LO2	Analyse and compare through class discussion and written work (and or audio assignment) significant examples in set design for film and television.
LO3	Evaluate their own preferences in set design styles and approaches.
LO4	Develop academic reading and writing skills for module assignments in this area and/or develop academic critical thinking through video/podcasts and presented as audio files.
<b>Pre-requisite learning</b>	
<b>Module Recommendations</b> <i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i>	
No recommendations listed	
<b>Incompatible Modules</b> <i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i>	
No incompatible modules listed	
<b>Co-requisite Modules</b>	
No Co-requisite modules listed	
<b>Requirements</b> <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
<b>Early Cinema</b> Introduction to early examples of set design in film and moving away from stage.
<b>German Expressionist Cinema</b> case study - Fritz Lang's Metropolis (1927)
<b>Realism and Film</b> n/a
<b>Understanding Set Design Through Genre</b> n/a
<b>Film Noir and lighting</b> n/a
<b>Colour &amp; composition</b> Psychology of interiors and sets. Colour and emotion. Case Study : AllThat Heaven Allows dir. Douglas Sirk (1955)
<b>Modernism and Design</b> n/a
<b>Architecture and Narrative</b> n/a
<b>Bodies and Space</b> n/a
<b>Props and model making in animation film</b> n/a
<b>Life Action and CGI</b> n/a
<b>Thinking critically about visual storytelling and Set Design</b> n/a

Assessment Breakdown	%
Continuous Assessment	100.00%

Continuous Assessment				
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Other	Weekly Quiz	1	10.00	n/a
Essay	Article Review Assignment 500-700 words. This assignment aims to be neuro-inclusive and can be submitted as audio link also.	3,4	20.00	Week 5
Case Studies	Case study assignment 1800-2000 words. Alternative submission format can be submitted to accommodate neuro diversity.	1,3,4	70.00	Week 12

No Project
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No Practical
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No End of Module Formal Examination
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SETU Carlow Campus reserves the right to alter the nature and timings of assessment

**Module Workload**

<b>Workload: Full Time</b>		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Lecture	Every Week	4.00
Tutorial	Twice per semester	0.00
Independent Learning Time	Every Week	2.00
Total Hours		6.00

**Module Delivered In**

Programme Code	Programme	Semester	Delivery
CW_CGSDC_B	<a href="#">Bachelor of Science (Honours) in Set Design and Construction</a>	2	Mandatory
CW_CGSDC_D	<a href="#">Bachelor of Science in Set Design and Construction</a>	2	Mandatory