

<b>Module Title:</b>	News Production
<b>Language of Instruction:</b>	English
<b>Credits:</b>	5
<b>NFQ Level:</b>	8
<b>Module Delivered In</b>	<a href="#">1 programme(s)</a>
<b>Teaching &amp; Learning Strategies:</b>	The assessment strategy on this module leans on the hegemony of experiential learning in broadcasting for diverse platforms. Learners will be assigned visual broadcasting tasks and will be assessed appropriately. Theory will be included as theory informs practice and leads to superior work. Problem-based learning will be important as a strategy on this module as it provides 'real-world' scenarios appropriate to what is a 'real-world' and dynamic profession.
<b>Module Aim:</b>	This module gives students experiential access to the modes and approaches to sourcing engaging visual stories for broadcast; sourcing, researching, creating and broadcasting those stories appropriately for the particular audience of their chosen outlet.
<b>Learning Outcomes</b>	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Source engaging stories for particular audiences
LO2	Write and plan broadcast worthy stories competently in the genre of digital media storytelling
LO3	Craft digital stories competently in the genre of contemporary digital media
LO4	Use media technologies to professionally record and broadcast stories on different platforms
<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>Pre- production</b> Sourcing ideas suitable for particular platforms; platform awareness; researching; consent; scripting; prepping shoots/recording
<b>Production</b> Working with technology; on the day issues; presenting; crafting the story; reflection-in-action
<b>Post-production</b> Editing; crafting; managing information; ethics; posting

Assessment Breakdown	%
Practical	100.00%

No Continuous Assessment

No Project

Practical				
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Practical/Skills Evaluation	Source, plan, research, present and post produce a video story suitable across digital platforms	1,2,3,4	50.00	n/a
Practical/Skills Evaluation	Source, plan, research, present and post produce a video story suitable across digital platforms; showing growth from assessment 1.	1,2,3,4	50.00	n/a

No End of Module Formal Examination

**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	3.00
Independent Learning Time	Every Week	6.00
Total Hours		9.00

**Module Delivered In**

Programme Code	Programme	Semester	Delivery
CW_DPCCS_B	<a href="#">Bachelor of Arts (Honours) in Content Creation and Social Media</a>	8	Mandatory