

**DEFINITIVE COURSE RECORD**

Course Title	<b>BA (Hons) Digital Film Production</b>
Awarding Bodies	<b>University of Suffolk</b>
Level of Award <sup>1</sup>	<b>FHEQ Level 6</b>
Professional, Statutory and Regulatory Bodies Recognition	<b>None</b>
Credit Structure <sup>2</sup>	<b>360 Credits Level 4: 120 Credits Level 5: 120 Credits Level 6: 120 Credits</b>
Mode of Attendance	<b>Full-time and part-time</b>
Standard Length of Course <sup>3</sup>	<b>3 years full-time</b>
Intended Award	<b>BA (Hons) Digital Film Production</b>
Named Exit Awards	<b>BA Digital Film Production DipHE Digital Film Production CertHE Digital Film Production</b>
Entry Requirements <sup>4</sup>	<b>Typical offer: 112 UCAS tariff points (or equivalent) BBC (A-Level), DMM (BTEC) GCSE English and Maths (4 or above)</b>
Delivering Institution(s)	<b>University of Suffolk (Ipswich campus)</b>
UCAS Code	<b>P300</b>

This definitive record sets out the essential features and characteristics of the BA (Hons) Digital Film Production course. The information provided is accurate for students entering level 4 in the 2025-26 academic year<sup>5</sup>.

**Course Summary**

With a diverse approach to the moving image, the BA (Hons) Digital Film Production degree explores the creative and professional aspects of filmmaking. It combines the main elements of production, screenwriting and film theory, and provides students with the creative, technical, critical and entrepreneurial skills to begin a professional career.

Students gain confidence in every production role, from developing and writing documentary treatments and screenplays to editing and audio post-production. There is also a strong focus on professional practice throughout the programme. Students undertake placements and

<sup>1</sup> For an explanation of the levels of higher education study, see the [QAA Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies \(2024\)](#)

<sup>2</sup> All academic credit awarded as a result of study at the University adheres to the [Higher education credit framework for England](#).

<sup>3</sup> Where the course is delivered both full-time and part-time, the standard length of course is provided for the full-time mode of attendance only. The length of the part-time course is variable and dependent upon the intensity of study. Further information about mode of study and maximum registration periods can be found in the [Framework and Regulations for Undergraduate Awards](#).

<sup>4</sup> Details of standard entry requirements can be found in the [Admissions Policy](#) and further details about Disclosure and Barring Checks (DBS) can be found on the [University's DBS webpage](#).

<sup>5</sup> The University reserves the right to make changes to course content, structure, teaching and assessment as outlined in the [Admissions Policy](#).

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make films for internal and external clients in order to develop a CV that will give them a distinct advantage in the job market.

The mix of practice and theory on the course prepares students for work in a variety of sectors, as well as post-graduate study.

### **Course Aims**

The course aims have been derived from the QAA Revised Benchmark Statement for Communication, Film, Media and Cultural Studies (2024).

1. Offer an integrated approach to theoretical, critical, practical and creative work in film, relevant to students' futures in work or further study
2. Provide students with the knowledge and skills required for employment, both within the film industry, and general graduate level employment
3. Engage critically with the analysis, theory and history of film in ways which complement, inform and underpin creative digital film practice and production
4. Develop the practical, critical and conceptual skills involved in the making of creative video work
5. Provide opportunities to initiate, negotiate, deliver and reflect upon independent research, including critical and practical projects
6. Develop a range of subject-specific and generic skills to facilitate the continuing growth of professional and personal identities and the capacity for lifelong learning

### **Course Learning Outcomes**

The following statements define what students graduating from the BA (Hons) Digital Film Production course will have been judged to have demonstrated in order to achieve the award. These statements, known as learning outcomes, have been formally approved as aligned with the generic qualification descriptor for level 4/5/6 awards as set out by the UK Quality Assurance Agency (QAA)<sup>6</sup>.

#### Subject Knowledge and Understanding – Level 6

- 1.1 an advanced knowledge of a wide range of film movements, genres and modes of film practice from different periods and places, including mainstream, alternative and experimental forms
- 1.2 an advanced understanding of a broad range of processes linking various types of filmmaking, production, distribution, circulation and consumption and how changes in technology can affect these
- 1.3 knowledge and understanding of current and historical representations of a wide variety of different socio-cultural groups and how social divisions play key roles in terms of both access to the media and modes of representation in media texts
- 1.4 an advanced knowledge and understanding of how a wide range of critical and theoretical approaches can be employed in the study of film, and the aesthetic, formal, narrative and representational qualities of a wide variety of film texts

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<sup>6</sup> As set out in the [QAA Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies \(2024\)](#)

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- 1.5. an advanced understanding of a significant number of key roles, production processes and professional practices, including a heightened awareness of their own creative processes and practices, through engagement with a wide variety of digital film production tasks

### Subject-Specific Skills – Level 6

- 2.1 employ advanced critical skills of analysis, interpretation and/or evaluation in the close and detailed reading of a wide variety of texts, including their aesthetic, formal, technological, narrative, generic, cultural or representational qualities
- 2.2 develop sophisticated ideas, arguments, concepts and projects informed by clear judgements of feasibility, appropriate levels of research and synthesis of relevant materials
- 2.3 undertake sustained independent research, drawing on a wide range of relevant academic sources and presenting work in accordance with standard academic and professional conventions
- 2.4. demonstrate advanced technical competencies in a wide variety of specified aspects of digital film production through the production of short films informed by relevant economic, cultural, market, theoretical and/or critical contexts, issues and debates
- 2.5 show an advanced capacity to innovate and experiment and to be adaptable, creative and self-reflexive in their work, including the ability to give and receive constructive feedback (grounded in relevant theories) in order to augment their skills, knowledge, creative work and ideas

### Generic and Graduate Skills – Level 6

- 3.1 communicate effectively in a range of formats to professional, academic and lay audiences
- 3.2 contribute effectively in professional and commercial environments by using advanced organisational, time-management and presentational skills and working both independently and within teams in accordance with briefs and deadlines
- 3.3 demonstrate the capacity to take responsibility for one's personal, professional, creative and academic development and success, building on self-reflection and personal development planning

### **Course Design**

The design of this course has been guided by the following QAA Benchmark:

- Communication, Film, Media and Cultural Studies (2024)

### **Course Structure**

The BA (Hons) Digital Film Production comprises modules at levels 4, 5 and 6.

Module Specifications for each of these modules is included within the course handbook, available to students on-line at the beginning of each academic year.

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	Module	Credits	Module Type <sup>7</sup>
<b>Level 4</b>			
	Film Studies One: Analysis and Issues	20	M
	Digital Film Production: Introduction Part One	20	M
	Developing Screen Ideas	20	M
	Film Studies Two: Film History	20	M
	Digital Film Production: Introduction Part Two	20	M
	Audio One: Production Sound	20	M
<b>Level 5</b>			
	Audio Two: Post-production Sound	20	M
	Digital Film Production: Documentary	20	M
	Screenwriting: The Ten Minute Short	20	M
	Researching Film: Theories and Methods	20	M
	Digital Film Production: Drama	20	M
	Avant-garde and Experimental Film	20	M
<b>Level 6</b>			
	Dissertation	40	M
	Development and Pre-production: Final Project	20	M
	Digital Film Production: Final project	40	M
	Professional Practice	20	M

**Awards**

On successful completion of the course, students will be awarded a BA (Hons) Digital Film Production. Students who leave the course early may be eligible for:

- A BA Digital Film Production on the successful completion of all mandatory modules at levels four and five, and the level six modules Development and Pre-production: Final Project and Digital Film Production: Final Project.
- A DipHE Digital Film Production on successful completion of 240 credits including all mandatory modules at levels 4 and 5.
- A CertHE Digital Film Production on successful completion of 120 credits including all mandatory modules at level 4.

<sup>7</sup> Modules are designated as either mandatory (M), requisite (R) or optional (O). For definitions, see the [Framework and Regulations for Undergraduate Awards](#)

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### Course Delivery

The course is delivered at Ipswich. Students studying full-time on BA (Hons) Digital Film Production are likely to have approximately 15 tutor structured learning hours per week for level 4, 12 tutor structured learning hours per week for level 5 and 9 tutor structured learning hours per week for level 6. Tutor structured learning will be a mix of lectures, seminars, workshops, tutorials and screenings and students will also be required to participate in 80 hours of work placement or professional practice projects at level six. Students will be expected to find their own placement(s), but the University of Suffolk has a number of links with industry and students will be provided with guidance in order to secure the necessary placement and/or professional practice hours. Students will normally be expected to undertake 25 to 30 hours of independent study in an average week but should be prepared for this to vary based on assignment deadlines and class exercises.

### Course Assessment

A variety of assessments will be used on the course to enable students to experience and adapt to different assessment styles. The assessment methods used will be appropriate to assess each module's intended learning outcomes. Assessment on the course overall will be nearly 100% coursework, including essays, case studies, short films, presentations, group work, critical evaluations, scripts and research projects. In terms of the small amount of assessment that is not coursework, this consists of short tests (approximately 15 minutes each) in one level 4 module and a longer test (approximately 45 minutes) in another level 4 module.

### Course Team

The academic staff delivering this course are drawn from a team that includes teaching specialists and current practitioners. All staff are qualified in their subjects with their own specialist knowledge to contribute.

### Course Costs

Students undertaking BA (Hons) Digital Film Production will be charged tuition fees as detailed below.

Student Group	Tuition Fees
Full-time UK	£9,535 per year
Part-time UK	£1,590 per 20 credit module
Full-time EU/International	£15,690 per year
Part-time EU/International	£2,615 per 20 credit module

Payment of tuition fees is due at the time of enrolment and is managed in accordance with the Tuition Fee Policy.

Students will be required to have external hard drives and memory cards amounting to a maximum of £250 at the start of the course and replace these items if they break during the course.

Students are likely to incur other costs for books amounting to approximately £100 to £400 (or more) per year. The cost for books will depend on whether students choose to buy new or used books, or source books from libraries. Students either need their own computers or they need to use the computers and software on campus.

## Academic Framework and Regulations

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This course is delivered according to the Framework and Regulations for Undergraduate Awards and other academic policies and procedures of the University and published on the [website](#).