

UG Progression Creative & Critical Practice Resit Assessments 23-24

Please select your module from the list below. It will link to the resit assessment information.

Please take note of the submission instructions for your module. If you are a student trailing the assessment from a previous academic year or having a deferred resit, you will be given access to the Canvas page so that you are able to submit your work.

If you are unsure how to submit, please refer to the guidance on the Sussex website [Submitting an assessment : University of Sussex](#). Alternatively, please contact the MAH Curriculum and Assessment team for advice (mah-cao@sussex.ac.uk).

You can find your deadlines for resits on Sussex Direct

Creative & Critical Practice Progression Resits			
Advanced Screenwriting	Animation	Creative Systems & Computational Art	Intermediate Fiction Filmmaking
Creative Practice: Ideas & Exploration	Creative Practice: Producing & Curating	Interactive Design	Photography: Practice and Theory
Documentary Video	Industry Projects	Photography: Critical Narratives	Sonic Narratives
Introduction to Fiction Filmmaking	Podcasting	Screenwriting	
Playable Media	Professional Practice	Communication Design	
Writing the Short Film	Audiovisual Practices	Creative Video	

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Module Title	Module Code	Format & Weighting
Advanced Screenwriting	P4079	POF 100%

Assessment Details and Expectations

Overview

Your assessment for this module will be based on a **single Portfolio submission at the end of the module** made of **three component elements**:

Artefact

- your original short film script (10 script pages max + title page)
- *worth 50% of your final module grade*

Documentation

- your Notes from lectures and classes (but also your research from outside of class that follows on from your class notes)
- a logline and outline for your original short film script
- *worth 20% of your final module grade*

Written Contextualisation

- a short essay (1,000 words + bibliography):

“Plot exists so the character can discover what he is really like, forcing the character to choice and action.” -- John Gardner

Using the protagonist of your original short screenplay as your subject, write a short essay on how this character discovers what they are "really like", how this truth is demonstrated in the climactic action of your plot and what significant conclusions this asserts about the world. You are expected to show evidence of wider research. [1,000 words + bibliography]

- *worth 30% of your final module grade*

Reminder of Learning Outcomes

This assessment measures the following module Learning Outcomes:

- employ their skills in media practice by completing a creative project which is of an appropriate level in both form and content;
- apply methods of critical analysis to their work by clearly defining the relationship between the practical and conceptual development of their creative project;
- demonstrate research skills and a developed understanding of production processes;
- reflect critically and theoretically on their production work as evidenced by the creation of their research portfolio.

Component Elements in More Detail

Artefact

Your original short film script will be based on an original idea of your own choice and creation while undertaking the module:

- your original script is to be no longer than 10 correctly formatted script pages (you must also include a title page which is not included in this page count);
- scripts that are significantly longer or shorter than the required length may be penalised;
- your original script must be written and submitted according to professional standards for screenwriting format;
- students must create their scripts using professional software;
- **Final Draft** is the preferred software package (and is available in Red, Blue, Green and Purple Labs in the Silverstone Building);
- **StudioBinder**, **WriterDuet**, **CELTXTX** or **Adobe Fade In** are also acceptable software packages and available for free or as trial subscriptions (if in doubt, consult your tutor);
- you must export your script from one of the listed software packages into **PDF**

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format and upload/submit this file by your deadline.

Documentation

You will type up and compile your **Notes** taken in each class (approx. a page a week) and these will form your **Documentation**:

- these **Notes** can include your follow-up notes inspired by your class notes but must include your original class notes too;
- the **Documentation** must include a logline and outline, ideally the version we discussed in Week 6;
- you will submit these compiled notes as a single PDF file when it's time for assessment.

Written Contextualisation

You will write a short 1,000 word essay on a topic to be announced in Week 6:

- the topic of the essay will pertain to character and plot;
- the topic of the essay will draw directly and specifically from material covered in the module's lecture series running Weeks 1-5.

Module Title	Module Code	Format & Weighting
Animation	P3078	POF 100%

Assessment Details and Expectations

PORTFOLIO 100%

Assessment aims:

You are to consolidate your animation and design skills that you will develop in the course of this module through creating an evocative animated work. This assessment aims to evaluate your critical understanding of animation. For this reason, you are expected to create an original animated work with a coherent theme that implements concepts and techniques introduced in the class. Though you are allowed to use copyright free sounds and images, the drawings/photographs used in your animation should mostly be created by you. The maximum amount of third-party images is 25%. This means you should create 75% of the final images that are used in your project.

This assessment measures the following module learning outcomes:

Deploy their skills in media practice by completing a creative project which is of an appropriate level in both form and content.

Critically evaluate their creative project and processes to appropriate academic standards

Demonstrate research skills by clearly defining the relationship between the practical and conceptual development of their creative project.

Effectively communicate their ideas and processes through presentation and documentation

Apply problem solving through appropriate use of technology.

Assessment details:

The portfolio consists of three components: A creative project, a Report a Log

Creative Project (50%) | Format: .zip file

The creative project consists of two subitems:

1. a 60-90 second original animated project | Format: 1920x1080 .mp4 file)

The narrative/elements in your animation should represent a theme from the list below:

Collective memory or history

Mythology or folk tales
Affect/emotional states (e.g., joy, anger, anxiety, hate)
Utopias or alternative worlds
Your own theme (stated clearly in your report)

FOR VARIATIONS: This module encourages experimental/avant garde approaches to animation. If you wish to create a project that varies from the format stated above, please discuss this with your tutor.

2. a Development folder | Format: folder titled 'Development'

This folder should demonstrate the development of your technical skills. It should contain (1) your storyboard Download storyboard; (2) your treatment Download treatment; (3) project files; and (4) your completed practical tasks from weeks 1-8

Report (30%) | Length and format: 1500 words docx file

This report must contain the following elements:

- Description of your animated project, stating its form, genre, narrative/non-narrative approaches
(drawing from weeks 1 and 2 seminar readings and discussions)
- Summary of scholarship that addresses your theme (at least two papers/books/chapters)
- Critical reflection framing your design choices (draw from the seminar discussion/readings from week 3 and 4)
- Contextualisation of your work with at least two animated works that inform your piece
- A conclusion critically reflecting on the strengths and limitations of your project
- You must cite all references in Harvard author-year referencing system
- The report should be formatted using 1.5 space, a clear font at 12px (eg. Times New Roman or Arial)

Log (20%) | Length and format: 1500 words docx file

- Weekly reflections and documentation of production process for project materials, including sketches, storyboards, and other assets showing development of design
- Reflections on animated works introduced in the module and independently researched
- Explanation of technical experimentation and problem solving
- Clips, gifs and screenshots where necessary.

Assessment format: stated above with each component

Word count / duration / size of assessment: see above

Referencing style: Harvard (author-date) referencing style

Additional Information: please use the templates in the resources page where necessary.

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Module Title	Module Code	Format & Weighting
Audiovisual Practices	P5065	See below
Assessment Details and Expectations		
<p>PROJECT 80%</p> <p>Assessment Information and Expectations</p> <p>Assessment 1</p> <p>Each student will produce two projects (three minutes each) of your choice out of three. You are expected to use video and sound creatively and critically. Record in group (three to four students each group), and edit and submit individually. 80%</p> <ol style="list-style-type: none"> 1. A scene of an activity: a three-minute scene with at least five different types of shots, wide shot, medium shot, close-up shot, over-the-shoulder shot and reaction/reverse shot. 2. A video interview: a three-minute formal video interview with the usage of one key light, one fill light and one back light (three point lighting). 3. An audio exercise: a three-minute audio project depicting a story of a journey. Your project must include a field recording as well as spoken words. <p>REPORT 20%</p> <p>Assessment 2</p> <p>A written report of your learning journey through the production of your exercises including the experience of collaboration with others during the production and post production phases, as well as a critical reflection on the lectures, seminars and practical sessions (1,000 words). Individual submission. 20%</p>		

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Module Title	Module Code	Format & Weighting
Communication Design	P4067	POF 100%

Assessment Details and Expectations

Assessment and weighting:

Your work is assessed in a single individually electronically submitted portfolio worth 100% of the mark.

The portfolio consists of 3 components.

1. **Project** - an image based project that demonstrates an understanding of applied, design-based contemporary practice.
2. **Report** - a 500-word project critique.
3. **Log** - consisting of completed weekly Tasks with evidence of the development of the final three pieces.

Your assignments will be submitted here on the Canvas site, please make note of the DUE time and date at the submission point to avoid a late penalty.

Please allow enough time to deal with potential connection issues from your location or large files to upload, and time to deal with any other unforeseen problems.

Assessment aims:

The aim of this assessment is to allow the student to demonstrate that they have been able to produce a technically and conceptually strong series of designs, that, along with the written critique, further demonstrate a knowledge and understanding of applied design skills and methods, visual communication, and links between the practice and cultural and social elements from the presentations and readings.

This assessment measures the following module learning outcomes:

1. Demonstrate a proficient and competent use of production technology in a specific medium.
2. Conceive, research, develop, design and execute a medium-specific creative media project.
3. Apply medium-specific critical and aesthetic discourses to their own and others' creative media projects.
4. Demonstrate critical reflection on the intersection of practice and theory.

Assessment details

The Project:

• Submitted as individual high quality, Print-ready A3 PDF files.

Three separate but connected pieces of promotional material for a gallery-based exhibition of design work.

The exhibition itself should be informed by a theme from the Student Presentations.

Promotional piece #1:

One A3 poster in the style of your choice incorporating aesthetics from the Presentations and Tasks.

Promotional pieces #2 & #3:

Two further pieces, choosing from the following (using the same aesthetic, style etc. as the poster, but changing the format and layout accordingly):

- 1: A T-shirt design
- 2: Social Media image & post content for Instagram
- 3: Social Media image & post content for Facebook
- 4: The design of a set of four badges
- 5: Advertising on public transport for an event or exhibition



**Step One:
Design your
Poster**

**Step Two:
Apply your Poster design to Two of these:**



Facebook page



Instagram



Four badges



T-shirt designs



Public transport

Please note: A small selection of the work that best illustrates the aims of the module will be displayed within the School for the following year.

We encourage you to think creatively about the chosen design style and how it is applied to your gallery exhibition theme - consider how the style represents the theme, the target audience, location, class, cultural background etc.

Throughout the module you will be encouraged and supported to plan, research and explore technically, visually, and conceptually in order to develop the designs. You will be required to experiment with the approach to the theme over the term, so that the aesthetic decisions are appropriate and informed. The designs will be the result of a period of experimentation and feedback, it should develop over time, evidence of this progression will be evident in the Log.

Your project should demonstrate a critical approach, addressing some of the key ideas derived from the readings, discussions and presentations from this module, as well as from your research as a whole.

The designs must be produced by you, however you may wish to use elements of found or automated imagery to complete the work.

Where appropriate you should obtain written clearance from any contributors to your project, your tutor will advise on this aspect.

The Report:

- **Submitted as an individual PDF or Word document.**

When the project is complete you should write a 500 word critique of the project, this should refer to the completed work and should evaluate the application of the overall design concepts you have developed. It should reflect on the themes as well as looking at inspirational work and designers from the module presentations and beyond, and it should refer to and explore some elements of the cultural, social, contextual & historical areas the work operates within.

You should also evaluate the success of the final body of work in relation to design principles, such as colour theory, layout and typography, as discussed, researched and developed throughout the module

You need to support your critique of the final work with references to key aspects of the module reading, with a minimum of 3 from various sources.

Try to avoid writing about the process of making the work unless this is key to understanding it, the viewer is not necessarily interested in how Adobe software works, but the development of a particular Task may have had an influence and may have been key to the final outcome, so do reflect on this and how it affected the development of the work.

The Log:

- **Submitted as an exported PDF document produced in Adobe InDesign.**

The Log should document and evidence all the Tasks provided via the weekly Canvas pages, along with further self-directed software / design explorations.

It should also document the development process for the final series of images (the Poster and other two designs of your choice).

There should be written reflection throughout the Log, there is no word length for this document, but it should reflect a meaningful engagement with the Tasks and the development of your project. It should reflect upon acquired knowledge, skills and understanding across the module.

Finally, it should include your Presentation, notes and reflections, along with further notes on all other in-class student presentations.

Module Title	Module Code	Format & Weighting
Creative Practice: Ideas and Exploration	P4038	POF 100%

Assessment Details and Expectations

Assessment and weighting:

Log (40%) – Word Count: 200-400 per week (in note form)

Report (60%) – Word Count: 1500 words

Assessment aims:

The log

Will provide a record of your engagement with the module, the degree to which you unpicked each weeks' topics, carried out your own research and experiments, and were able to discuss with others.

The report

Should give us evidence of your ability to produce a short coherent piece of writing, which draws upon the log, and upon your reflections and your wider research. We are interested in understanding what creative approaches, at this early stage, may suit you, as you develop as a practitioner.

You may, for example, choose to focus your writing on two of the speakers in particular and critically reflect on the contents of their presentation, paying attention to the methods that each employ to explore ideas and generate creative works, and importantly, which you think will be useful for you to employ in your own practice. In doing so, you may also draw on evaluative commentary of themes inherent in the works of the speakers, as well as the works of others, which are featured in the presentation, the further reading given and the practical tasks that were set in each of the weeks.

The report and the log allow assessment against the criteria below and the listed Learning Outcomes (LOs):

This assessment measures the following module Learning Outcomes (LOs):

1. Demonstrate knowledge of the work of key creative practitioners within a given field, evaluating relevant strengths in differing approaches to the research and development of a media project
2. Demonstrate an ability to mobilise appropriate terminology in the analysis of selected media examples and texts
3. Develop ideas and analysis effectively in written form with supporting illustrations and appropriately referenced research
4. Demonstrate the ability to apply findings to inform the development of own creative practice methods

Assessment details: The log amounts to notes, reflections, descriptions, and questions for yourself. It can, and ideally should be, illustrated with appropriate found imagery, your own sketches, diagrams, maps, or pics. Be playful; we are not expecting a thoroughly designed document, the log can be 'messy'. We do not expect the writing to abide by scholarly conventions, it can be in note form. The report is expected to be written more formally and clearly, but does not have to include copious references, and you can use the first person (i.e. you can use 'I' but it is recommended you do so sparingly). The report can be illustrated to a degree too if you feel that appropriate or useful.

Assessment format: Convert both documents to PDFs before submitting please. Given that your log file and possibly your report will contain images, be careful that these do not increase file size drastically.

Word count / duration / size of assessment: Log word counts will vary but we would expect 200-400 words per week on average. The report should be 1500 words +/- 20%.

Referencing style: If you are planning to cite and create a short bibliography (a maximum 6 items please), then attempt to understand the value of using Harvard referencing, rather than just including links in your own style. At this stage we will not be fundamentalist about referencing but it will be useful for you to learn Harvard (or similar) as time goes on.

Further Guidance on Report Writing (Skills Hub): <https://www.sussex.ac.uk/skills-hub/writing-and-assessments/reports>

Module Title	Module Code	Format & Weighting
Creative Practice: Producing & Curating	P4039	POF 100%

Assessment Details and Expectations

Assessment and weighting:

Log (40%) – Word Count: 200-400 per week (in note form)

Report (60%) – Word Count: 1500 words

Assessment aims:

The log

We are looking for a record of your engagement with the module, the degree to which you unpicked each weeks' topics, carried out your own research and experiments, and what were the results of your discussions with others about it. The log is an ONGOING document of your work, engagement and thinking each week of the semester.

The report

We are looking for evidence of your ability to produce a short coherent piece of writing, which draws upon the log, and upon your reflections and your wider research. We are interested in helping you articulate what creative and outreach approaches resonate with you as you develop as a practitioner. You will need to refer to at least two of our lecturers in your report, citing some aspects of their work as examples or points of departure for your thinking and future work; we are also interested to see how you process, digest, understand and evaluate their work in the context of your own media ambitions. The more specifics and details you can provide the better your report will be and the higher the mark.

Your report will be a 1,500-word (roughly 6 pages double-spaced) plan for your audience development, outreach, promotion and distribution of a media project that you're working on now or that you might like to undertake in the future. While each report will be unique to you, here is a template structure that you may find helpful. Think of each item here as two or three good paragraphs in your report:

- *A brief introduction that acts as a roadmap for what you'll cover in the rest of your report.*
- *Who are the audience or user group you hope to engage with your hypothetical project? Is it similar to any of the audiences suggested in the lectures?*
- *What is the need or desire your hypothetical project will address for them?*
- *What might your hypothetical project be like or feel like? What is it and what are its contours (podcast series, film, animation, photo installation, app, online project, sound installation, hybrid- or trans-media project, etc.)? What might its content be? Is it similar to any of the projects mentioned in the lectures?*
- *How and to what extent will you involve your audience in the development of your hypothetical project? Is it similar to the audience involvement suggested in any of the lectures?*
- *How will you conduct outreach, promotion or otherwise target your audience or users? Are those similar to any outreach undertakings suggested in the lectures?*
- *How will you distribute, showcase or otherwise get your hypothetical project in front of your audience or users? Are those similar to any distribution/showcasing mentioned in any of the lectures?*
- *How will your audience or users actually engage with your hypothetical project and how might they be changed or impacted through that engagement? Is that engagement or change similar to anything suggested in any of the lectures?*
- *What sort of follow-up will you undertake to assess or evaluate the engagement or impact? How will you learn to what extent your hypothetical project functioned as intended?*
- *What do you expect you might learn from the follow-up that will inform the way you go about your next project?*

These questions are designed as "starters"; obviously each paragraph needs to contain substantial reflections around, through and beyond these ideas.

Tech specs for the Report:

- Use Times Roman 12pt font.
- Use double-spacing
- If you're using images, put them all in an appendix at the end and label them "Image 1", "Image 2", etc., or "Figure 1", "Figure 2", etc.

The report and the log allow assessment against the criteria below and the listed Learning Outcomes (LOs):

This assessment measures the following module Learning Outcomes (LOs):

4. Demonstrate knowledge of the work of key creative practitioners within a given field, evaluating relevant strengths in differing approaches to the research and development of a media project
5. Demonstrate an ability to mobilise appropriate terminology in the analysis of selected media examples and texts
6. Develop ideas and analysis effectively in written form with supporting illustrations and appropriately referenced research
7. Demonstrate the ability to apply findings to inform the development of own creative practice methods

Assessment details: The log amounts to notes, reflections, descriptions, and questions for yourself. It might also include notes on follow-on research that you did by looking at the bonus content sections of each week's page, or research you did that was completely self-guided. It can, and ideally should be, illustrated with appropriate found imagery, your own sketches, diagrams, maps, or pics. Be playful; we are not expecting a thoroughly designed document, the log can be 'messy'. We do not expect the writing to abide by scholarly conventions, it can be in note form. The report is expected to be written more formally and clearly, but does not have to include copious references. You can use the first person (i.e. "I" as in "I would design a project that..."). The report can be illustrated to a degree too if you feel that appropriate or useful.

Assessment format: Convert both documents to PDFs before submitting please. Given that your log file and possibly your report will contain images, be careful that these do not increase file size drastically.

Word count / duration / size of assessment: Log word counts will vary but we would expect 200-400 words PER WEEK on average. The report should be 1,500 words +/- 10%.

Referencing style: If you are planning to cite and create a short bibliography (a maximum 6 items please), then please use Harvard referencing (assistance is available through the Library), rather than just including links in your own style. At this stage we will not be rigid about referencing but it will be useful for you to learn Harvard well as time goes on.

Further Guidance on Report Writing (Skills Hub): <https://www.sussex.ac.uk/skills-hub/writing-and-assessments/reports>

Module Title	Module Code	Format & Weighting
Creative Systems and Computational Art	P5083	POF 100%

Assessment Details and Expectations

Assessment for this Module is 100% Coursework.

Assessment and weighting are as follows:

Presentation (PRES) - 30%

Software Project (PRJ) - 70%

Presentation Assessment aims:

To provide insight to contextual knowledge and understanding of the work of computer art practice and related technology. To outline possible software project intentions

This assessment measures the following module learning outcomes:

- 2. Apply methods of critical analysis to the work by clearly defining the relationship between the practical and conceptual development of the creative project. [SEP]
- 3. Develop research and ethical skills and an understanding of production processes. [SEP]
- 4. Apply critical reflection, contextual and theoretical engagement through the production of a creative systems project.

Assessment details: PowerPoint or equivalent.

Assessment format: To be submitted via submission as **exported .pdf with accompanying notes and bibliography appended, i.e. as a single document.**

Duration: 10 minutes

Referencing style: Any references and bibliography included, should be in the Harvard style - guidance available via the Skills Hub here: <https://www.sussex.ac.uk/skills-hub/referencing-and-academic-integrity/harvard>

Additional Information: The presentation will be assessed on (critical) content and not on performance of delivery. You are required to hand-in an exported copy of the presentation, with accompanying notes and references, via e-submission by the required deadline.

Software Project Assessment aims:

To demonstrate: The understanding and application of computational techniques to create computational art/ a creative system, Creative development of ideas for a software project, drawn from research and inspiration of historical and contemporary works in the field, evidence an understanding of the development of related technology.

This assessment measures the following module learning outcomes:

- 1. Acquire an ability to complete a practical project to set standards as defined by a brief. [SEP]
- 3. Develop research and ethical skills and an understanding of production processes. [SEP]
- 4. Apply critical reflection, contextual and theoretical engagement through the production of a creative systems project.

Assessment details: Coded project in Processing (processing.org). Code submitted as text document with relevant comments. Screen recording of final work submitted also with a critical reflection on outcome.

Assessment format: Critical summary and code in Word file (.doc). Screen recording as Quicktime or Mp4 file.

Duration: N/A

Referencing style: Any references and bibliography included, should be in the Harvard style - guidance available via the Skills Hub here: <https://www.sussex.ac.uk/skills-hub/referencing-and-academic-integrity/harvard>

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Module Title	Module Code	Format & Weighting
Creative Video	P4066	POF 100%
Assessment Details and Expectations		
<p>Contributory Assessment: Creative Video Project: 60% Portfolio: 40%</p> <p>Due: Check Sussex Direct for exact dates. PLEASE NOTE: You must make sure that you have uploaded all the material needed for your submission. Also make sure that you use the set export settings for submission. This assessment consists not only of the creative video itself but your contextual log, and essay/ video essay.</p> <p><u>Each individual must submit:</u></p> <p>Creative Video Project (60%) (PDF File with link to unlisted youtube video)</p> <ul style="list-style-type: none"> Individually develop and create a high-quality 3-5 minute creative video project (documentary/ fiction or hybrid) on the theme of 'A Sense of Place'. The video project should include originally created footage and audio recordings, found or archive footage and/or audio recordings or music, and on-screen text or titles. <p>Contextual production log (20%) (PDF file)</p> <ul style="list-style-type: none"> Research and production notes from development of creative video project Contributor briefs (if applicable) Risk assessment consideration (if applicable) Signed contributor consent forms and information sheets (if applicable) Link to study assignment from week 2: archive/ found footage montage Link to study assignment from week 4: one-minute observational video Evidence of independent research <p>Reflective essay/ Video essay (20%) (1000 words/ 3 minutes. PDF File with essay or link to unlisted youtube video. Please include bibliography) Each student must either write or create a video essay reflecting on their learning pathways. The essay should include:</p> <ul style="list-style-type: none"> Critical analysis of at least two creative works relevant to the students' project and medium Explanation of the objectives and methodology of the Creative Video project Critical analysis of the creative and technical processes Analysis of the outcome of the Creative Video project. Was this project successful? What could be changed? Critical context: How does this project's objectives, methodology and outcome relate to relevant creative works? Both the essay and video essay must include a list of references/ bibliography (Harvard referencing style) <p>Assessment aims: This assessment measures the following module learning outcomes:</p> <ul style="list-style-type: none"> Demonstrate a proficient and competent use of production technology in a specific medium. Conceive, research, develop, design and execute a medium-specific creative media project. Apply medium-specific critical and aesthetic discourses to their own and others' creative media projects. Demonstrate critical reflection on the intersection of practice and theory. 		

Module Title	Module Code	Format & Weighting
Documentary Video		See below

Assessment Details and Expectations

By the end of the module, a successful student should be able to:

- Employ their skills in media practice by completing a creative project which is of an appropriate level in both form and content.
- Apply methods of critical analysis to their work by clearly defining the relationship between the practical and conceptual development of their creative project.
- Demonstrate research skills and a developed understanding of production processes.

Collaboratively Produced Short Documentary (6-8 minutes) – 60%

Contextual Production Log (2000 Words approx.) – 15%

Critical Research and Reflective Essay/ Video Essay (1500 Words/ 6 minutes) – 25%

Collaboratively produced short documentary (60%)

Working in teams of three or four students, each group will produce a 6–8-minute documentary film. The documentary should address one of the two broad themes below. You will be provided with conceptual readings which will help to generate ideas for your film.

Ideology

To address this theme, you might look at how ideology and ideologies are embedded in the human world and culture. A documentary on this theme could tell a story about how people’s everyday lives are influenced by the beliefs that they have. This documentary may use interviews, observation, archival material or any other forms of non-fiction media to tell a story.

Movement

How does movement appear to us in the human and/ or non-human world? For a documentary on this theme, you may use experimental non-fiction methods to explore any type of movement: physical, conceptual, political etc. and how they manifest in our world.

- The documentary video project should include original footage and audio recordings, found or archive footage and/or audio recordings or music, and on-screen text or titles.
- This video documentary should show an advanced level of montage/ editing and innovative editing methods.

Contextual production logbook (15%)

- This should document your individual research and thoughts from the start of the course demonstrating your personal engagement with the project, the exercises and the documentary genre through your critical viewing, practice and reading. You should show creative thinking for your role and chart your involvement in the process of production. You should also include any documentation relevant to your role/contribution to the project: treatment/ proposal, recce notes, lighting plans, equipment lists, ethical review documentation, letters/ email etc.
- This log should be collaboratively produced: each team member should contribute a section based on their role in the production in a collectively-made PDF for submission.

Critical Research and Reflective Essay or Essay Film (1500 words/ 6 minutes)

- This individually produced written essay or essay film should reflect on your individual role in the documentary production, in the context of recent scholarship on documentary film. Your essay should employ a critical analysis of at least two documentaries relevant to your own work and role.

Each individual student must submit:

- **The digital file of your documentary** using the set guidelines for exporting your documentary. **This should be submitted as a direct file upload to Canvas.** To ensure that

your video file is not too large, please follow the following export settings: h.264 mp4 1920x1080 48kHz 16bit Stereo 2-pass 10mbits

- **Contextual production logbook.** This should document your individual research and thoughts from the start of the course demonstrating your personal engagement with the project, the exercises and the documentary genre through your critical viewing, practice and reading. You should show creative thinking for your role and chart your involvement in the process of production. You should also include any documentation relevant to your role/contribution to the project: treatment/ proposal, recce notes, lighting plans, equipment lists, ethical review documentation, letters/ email etc.

(Please note: there is no word length for this item – it should reflect your on-going work for the module, not be produced retrospectively. It must be submitted as a digital file You are expected to show evidence of careful preparation for your production through technical practice, relevant reading and viewing, and effective communication your overall intentions and desired style of your documentary.)

- **Critical Research and Reflective Essay (1500 words/ 6 minutes).** This individually produced written essay or essay film should reflect on your individual role in the documentary production, in the context of recent scholarship on documentary film. Your essay should employ a critical analysis of at least two documentaries relevant to your own work and role:

Camera – creative thinking on how visual approach will address story/subject/theme, key lighting challenges at proposed locations, framing, equipment requirements and limitations, subject research.

Sound – creative thinking on how sound recording/design will address subject/theme, key sound challenges at proposed locations, microphone selection, subject research.

Editor - creative thinking on how editing will address subject/theme, key challenges for structuring proposed project, scheduling and organising the edit, subject research.

Production management (all team members) – logistical issues, permissions/consents needed, scheduling required, budgetary considerations, any copyright issues and how these could be resolved;

Director – creative thinking on how story will be told/subject/theme explored, notes on contributors/source materials, subject research

Referencing style: *Harvard referencing style:* <https://www.sussex.ac.uk/skills-hub/referencing-and-academic-integrity/harvard>

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Module Title	Module Code	Format & Weighting
Industry Projects	P3079	POF 100%

Assessment Details and Expectations

Assessment for this module is 100% coursework with two assessed components: Assessment 1 - midterm, 30% weighting. Assessment 2 - end of module, 70% weighting

Assessment 1 (Individual submission/ assessment)

Assessment aims: The aim of this assessment is to provide a mid-progress overview of work being developed for your group pitch, including a critical summary of your progress, working as and within the team, responding to the requirements of the brief.

This assessment measures the following module learning outcomes:

- LO1 Identify, describe and evaluate the key requirements of a client brief
- LO3 Exercise a degree of independent and self-reflective evaluation of their work on the project, taking into account views other than their own and demonstrate the ability to work across a variety of group and independent modes of study
- LO4 Demonstrate growing understanding of work practices, production processes and professional practices within media, cultural and communicative industries

Assessment details: A Portfolio consisting of two components: 1. An 'over the shoulder' / draft plan of the pitch being developed, detailing a summary of headings, content, design and proposed style being devised. 2. A critical summary of the team and your individual progress working on the project so far that takes account of the Learning Outcomes listed above

Over the Shoulder outline:

- Group formation and organisation; Completed Belbin Quiz and reflection on Lecioni's 'Five Dysfunctions of a Team. Notes on team roles and how these were allocated (strengths of individuals and type role/ need)
- Evidence of research into - client and type of business, key requirements/ objective of the brief and the target audience
- Analysis - developing and refining ideas for content, to three themes and then one
- ideation - mood boards, storyboards etc. and treatment
- Initial thoughts about pitch - review lecture materials and begin to sketch out structure of the pitch

Critical Summary outline:

A critical evaluation of the progress you have made on the project so far, incl:

- Group organisation and roles - a review of your role and responsibilities within the group
- Discuss elements of Design Thinking and in relation to organising the project
- Discuss and contextualise the theme you are developing which you feel answers the brief, drawing on research

Assessment Deliverables: 1 x Over the Shoulder document (.PDF). 1 x Critical Summary (Word File/ .doc).

Word count: Over the Shoulder document: 3-5 pages. Critical Summary: 500 words

Referencing style: Harvard Style

Additional Information: The module is assessed by individual submission. The Over the Shoulder document will be produced collectively and may be handed in individually. However, the critical Summary must be devised and written by individual students.

Example Portfolio's from Previous Years (slightly different requirement this year - yours will need to

be accompanied by a critical summary that evaluates how you worked as a team and your role within the process/ project):

[Industry Projects-Pitch-232361.pdf](#)Download Industry Projects-Pitch-232361.pdf

[Industry-projects-pitch-submission-1 -4.pdf](#)Download Industry-projects-pitch-submission-1 -4.pdf

Assessment 2

Assessment aims:

This assessment measures the following module learning outcomes:

- LO1 Identify, describe and evaluate the key requirements of a client brief
- LO2 Satisfactorily execute a real project working with an industry partner
- LO3 Exercise a degree of independent and self-reflective evaluation of their work on the project, taking into account views other than their own and demonstrate the ability to work across a variety of group and independent modes of study
- LO4 Demonstrate growing understanding of work practices, production processes and professional practices within media, cultural and communicative industries

Assessment details: A project consisting of two components: 1. The final group Pitch Deck, which you presented to the client 2. A report that captures the feedback you were given by the client, with reflective comments on the relative strengths and weaknesses of the presentation.

Assessment format: Pitch Deck as PDF or Equivalent presentation format, incl video as .Mp4.
Report as saved word file/ .doc format

Word count: Presentation 8 slides or equivalent. Report 1000 words

Referencing style: Harvard Style

Additional Information: The module is assessed by individual submission. The Pitch Deck will be produced collectively and may be handed in individually. However, the Report must be devised and written by individual students.

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Module Title	Module Code	Format & Weighting
Interactive Design	P4070	POF 100%

Assessment Details and Expectations

Project – 50% A response to the brief below consisting of an interactive piece demonstrating an understanding of contemporary interactive design practice.

Log - 20% 1500-word minimum documentation of the module content and project development.

Report - 30% 2000-word contextualisation of the final project.

Project:

Using Adobe XD, produce a proof-of-concept piece of interactive work that addresses one of the following project themes:

- Bring awareness of the changes A.I. is having in medicine.
- Show the history and impact of digital money.
- Promote awareness of online privacy and identity theft for OAPs.

Note: A proof-of-concept demonstrates the feasibility of the idea, or verifies that the concept is achievable and has practical potential. For example, there may be elements in the work that are not possible at this level, such as uploading content to web servers, building and applying game mechanics, or certain real-time interactions.

Log:

Follow and document all the homework tasks found on each of the first 6 weeks Canvas pages (please note: you are NOT expected to use MAX from week 7 as this is not provided free-of-charge with the Adobe package).

Also include reflection on the weekly Seminar content as well as the development of your main project.

Report:

The Report should discuss the final project and relate it to ideas and techniques presented, discussed, and researched throughout the module.

Submission details:

The final piece should be submitted in the following ways:

As working application files (Adobe .xd) with an archive (organised and appropriately named folders) of additional content as appropriate (such as images, video etc.). Include a link to the 'shared' or exported online file held by Adobe, too.

Exported as a pdf walkthrough (.pdf file).

1. As a brief demonstration video (.mov/ .mp4 – see demo video on Canvas).
2. The Log should be submitted as an exported PDF designed in Adobe InDesign with files and content embedded appropriately.
3. The report should be submitted as a PDF (.pdf) or Word (.docx) file.

You should still have access to the Canvas site for this module and all the supporting material is linked here: <https://canvas.sussex.ac.uk/courses/28422>

Module Title	Module Code	Format & Weighting
Intermediate Fiction Filmmaking	P5041	POF 100%

Assessment Details and Expectations

Part 1: Creative Project: 70%

E-submission via Canvas. Please check the submission dates on Sussex Direct

Assessment aims:

The brief is to write an 8–10-page script that we will shoot together in class. The story must contain the following:

2-4 characters, locations - a living room, an office and an exterior of your choice.

You will be expected to pitch your ideas in week 2 to the class so you can decide whose story you want to shoot.

Each group will partially shoot the interior of the three locations during class time in the in-class, then complete the shoot and shoot the exterior outside of class time. Your actors can come from your classmates or outside of class. All students are expected to attend the in-class shoots.

EACH STUDENT WILL EDIT THEIR OWN VERSION OF THEIR GROUP FILM. You will submit and be assessed on your individual edit and any paperwork connected to your role.

This paperwork should include:

Producer: Script breakdowns, schedule, stripboards, consent forms, call sheets.

Director: Script breakdown, shot list, storyboard

Cinematographer: Shot list, lighting plans and storyboard.

Sound: Script breakdown for sound, sound list, music clearance and foley plan.

This assessment measures the following module learning outcomes:

Learning Outcomes 1 and 3

1. Employ their skills in filmmaking by completing a creative project which is of an appropriate level in both form and content.

3. Demonstrate an understanding of film production roles and processes as well as the ability to collaborate in a team.

Assessment format: H264 file. Either mpeg4 or .mov. The file should be under 1gb.

Part 2: Log: 30%

Assessment aims:

Log – Weekly, a diarised component with a specified word count of 200 (good quality) words per week and accompanying illustration, attending to aspects of research and experimentation. It should

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reference the readings you have done and any viewings that influenced you. It should critically reflect on how the theory and influences have been applied to your work rather than repeat what is on canvas or done in class.

This assessment measures the following module learning outcomes: Learning Outcomes 2 and 4

2. Apply methods of critical analysis to their work by clearly defining the relationship between the practical and conceptual development of their creative project.
4. Reflect critically and theoretically on their production work as evidenced by the creation of their research portfolio

For this assessment, you will be expected to submit the following:

Word count/duration/size of assessment: *The log is a maximum of 2200 words and should cover the whole term. PDF or Word*

Referencing style: *Harvard*

Module Title	Module Code	Format & Weighting
Intermediate Fiction Filmmaking	P5041 / P5029	PROJECT 70%

Assessment Details and Expectations

Part 1: Creative Project: 70%

E-submission via Canvas. Please check the submission dates on Sussex Direct

Assessment aims:

The brief is to write an 8–10-page script that we will shoot together in class. The story must contain the following:

2-4 characters, locations - a living room, an office and an exterior of your choice.

You will be expected to pitch your ideas in week 2 to the class so you can decide whose story you want to shoot.

Each group will partially shoot the interior of the three locations during class time in the in-class, then complete the shoot and shoot the exterior outside of class time. Your actors can come from your classmates or outside of class. All students are expected to attend the in-class shoots.

EACH STUDENT WILL EDIT THEIR OWN VERSION OF THEIR GROUP FILM. You will submit and be assessed on your individual edit and any paperwork connected to your role.

This paperwork should include:

Producer: Script breakdowns, schedule, stripboards, consent forms, call sheets.

Director: Script breakdown, shot list, storyboard

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Cinematographer: Shot list, lighting plans and storyboard

Sound: Script breakdown for sound, sound list, music clearance and foley plan.

This assessment measures the following module learning outcomes:

Learning Outcomes 1 and 3

1. Employ their skills in filmmaking by completing a creative project which is of an appropriate level in both form and content.
3. Demonstrate an understanding of film production roles and processes as well as the ability to collaborate in a team.

Assessment format: H264 file. Either mpeg4 or .mov. The file should be under 1gb.

Module Title	Module Code	Format & Weighting
Introduction to Fiction Filmmaking	P5009	POF 100%

Assessment Details and Expectations

Assessment and weighting: *Portfolio*

Creative Project: 70%

Essay: 30%

Creative Project: 70%

Assessment aims:

For this assessment, you will be assigned to groups of approximately 4 to jointly produce a short film of a maximum of 5 minutes in length. You will take one role: producer, director, camera, sound. Each person is to do and submit their own edit.

You will be given a prop, a location and a title. From this, you need to create the film.

This assessment measures the following module learning outcomes:

1. Demonstrate a proficient and competent use of film production technology in a specific role.
2. Conceive, research, develop, design and execute a filmmaking project.

Submission is via Canvas.

The film should be an mp4 or mov file.

You will also need to hand in the following documentation for your role as a word or pdf file.

Producer: Script breakdowns, schedule, stripboards, consent forms, call sheets.

Director: Script breakdown, shot list, storyboard

Cinematographer: Shot list, lighting plans and storyboard

Sound: Script breakdown for sound, sound list, music clearance and foley plan.

[Individual Release Form, FILMING, Creative & Critical Practice \(1\).docx](#) [Download Individual Release Form, FILMING, Creative & Critical Practice \(1\).docx](#)

Assessment format: *mpeg4 or .mov*

Essay: 30%

Part 2: The Essay (30%)

Produce a 1000-word essay that critically reflects on your aims and the choices that you made creating your project. It should demonstrate the theory and influences behind your choices from your readings and viewing. It should also comment on your production's strengths and weaknesses.

This assessment measures the following module learning outcomes:

3. Apply informed medium-specific reflection to their own and others' creative media projects.
4. Demonstrate reflexivity about the intersection of practice and theory.

Word count: 1000

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Assessment format: PDF or Word
Referencing style: Harvard

Module Title	Module Code	Format & Weighting
Podcasting	P4077	POF 100%

Assessment Details and Expectations

Assessment and weighting: *Portfolio %100*

This assessment measures the following module learning outcomes:

8. Employ their skills in media practice by completing a creative project which is of an appropriate level in both form and content.
9. Apply methods of critical analysis to their work by clearly defining the relationship between the practical and conceptual development of their creative project.
10. Demonstrate research skills and a developed understanding of production processes.
11. Reflect critically and theoretically on their production work as evidenced by the creation of their practice critique.

Assessment details:

Assessment format Portfolio (%100)

Your portfolio should include:

12. **A podcast episode** of between 7-12 min submitted as Mp3 or Wav (specially if you have intricate sound design)
13. **A log**

A Podcast Episode 7-12 min (the duration of the episode has to be confirmed with the tutor as the accepted duration depends on the mode of the podcast episode)

Log Entries

log entry A: Podcast production journal. This is **a weekly entry** & should:

- include critical reflection on the progression of your **idea from conception to final episode** script that the episode was produced from.
- illustrate the key decisions you have made about your **chosen genre and mode of storytelling**.
- include reflections on the **wider theme of the podcast** and how you think **your episode responds to the theme**.
- include **an ethical consideration** (if applicable)
- include **at least two sources (podcasts or other media)** that have informed your style of podcasting with an exploration of how they informed your practice.
- illustrate your engagement with **at least two academic references in the field of podcasting and audio storytelling** that have informed different aspects of your practice.
- include any **audio release form** from your podcast participants in this log too.

log entry B: A Presentation on a substantial podcast series, including research from at least one academic source that have written about aspects of the podcast. The presentation can be in any of the following formats: a blog-style entry (500 words)/ a PowerPoint presentation / a recorded audio or videoe presentation (3-min). It should include:

- What the podcast series is about.
- Podcast's mode/genre of storytelling and reflection on how the mode/genre of storytelling responds to the theme of the podcast.
- Why the podcast has been successful.
- How the podcast has contributed to the emerging discussions in the field of

podcasting.

Log entry C: A Report on the role of AI in podcasting, including the review of an AI tool currently available in the market. (500 words)

log entry D: Your **weekly engagement** with the module [Padlet page](#) [Links to an external site.](#). This includes feedback you have left for others, your contribution to the development of "Being Bad" podcast theme/visual identity/marketing strategy. You should include screenshots of your engagement with the module Padlet for this entry in your log. Please make sure your screenshots provides context for your engagement on Padlet.

Referencing style: *If you are planning to cite and create a short bibliography (a maximum 6 items please), then attempt to understand the value of using Harvard referencing, rather than just including links in your own style. At this stage we will not be fundamentalist about referencing but it will be useful for you to learn Harvard (or similar) as time goes on.*

- **Assessment Criteria and Feedback**

Your work will be graded using the assessment criteria for your subject below. The headings for the assessment criteria follow the generic MAH criteria, which are designed to help students to interpret their feedback.

- **Knowledge and understanding**

Your engagement with the content delivered in seminar sessions and the practical sessions as well as your independent research in the field of podcasting. Learning Outcome (LO) 1, LO 2 and LO 3 listed above are particularly relevant here.

- **Research**

Formal research could come from books, chapters, or academic papers you found in the library. This is known as Secondary Research. But, your own experiments might lead to discoveries which are relevant to you, and that is a form of Primary Research. How do you like to learn, and what did you discover from trying out different approaches. Both traditional and playful means of research are encouraged on this course. Images, visual and other assets, as well as writing counts. LO 3 and LO 4 listed above are particularly relevant here.

- **Critical and creative thinking**

The decisions you make during the production of your podcast episode reflect your ability to critically and creatively engage with the field of podcasting. The podcast episode you produce, the description of the podcast episode and how you reflect on your process of production contributes to this criteria. LO 1, LO 2 and LO 4 listed above are particularly relevant here.

- **Presentation and communication**

The podcast episode you produce and the production log you submit can be in any style that matches the topic you are addressing and best represents the depth of your independent research and your engagement with module content delivered in seminar and practical sessions. LO 1 and LO 2 listed above are particularly relevant here.

A sheet with the headings Concept, Technical Execution, Documentation, Critical Engagement and Research will be used to prepare your feedback: [Feedback sheet.docx](#) [Download Feedback_sheet.docx](#). The notes on this feedback sheet will in turn refer to the Assessment Criteria above and the LOs, and will be made available on Canvas and/or Sussex Direct.

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Module Title	Module Code	Format & Weighting
Photography: Critical Narratives	P4071	POF 100%

Assessment Details and Expectations

Please refer to the instructions on the Canvas site, and reattempt the original assessment.

The Canvas site has all the related material that you will need to complete the project, if you are not able to travel onto campus to get a camera i.e. you are overseas, then you can use any camera that you have access to, including a camera-phone.

If you need any support then feel free to contact the convenor of the module via the contacts section of the Canvas site.

Submit to Canvas linked here: <https://canvas.sussex.ac.uk/courses/28425>

Module Title	Module Code	Format & Weighting
Photography: Practice and Theory	P4065	POF 100%

Assessment Details and Expectations

Please refer to the instructions on the [Canvas](#) site, and reattempt the original [assessment](#).

The Canvas site has all the related material that you will need to complete the project, if you are not able to travel onto campus to get a camera i.e. you are overseas, then you can use any camera that you have access to, including a camera-phone.

If you need any support then feel free to contact the convenor of the module via the [contacts](#) section of the Canvas site.

Submit to Canvas, linked here: <https://canvas.sussex.ac.uk/courses/28411>

Module Title	Module Code	Format & Weighting
Playable Media	P5084	POF 100%

Assessment Details and Expectations

Project Brief:

Create a computer game prototype (or other software project) that engages with a theme you researched for Week 2 (e.g. climate change) - Full list here: [Weekly-Task-Research-a-Theme.pdf](#) Download [Weekly-Task-Research-a-Theme.pdf](#)

Guidance

Weekly sessions for the module will help you to understand the principles of game design and play, which you will be able to use to develop your ideas and final game in order to fulfil the requirements of the brief. For example, you may devise a quest style game that requires players to piece together clues that help to inform them about a particular aspect of climate change (and in doing so, educate them to make better choices). Or you might produce an adventure game that explores a theme such as degrowth, the commons, interspecies justice, circular economy, solarpunk, data surveillance etc.: it's up to you.

Assignment 1 Group Presentation

In groups of two, you will present ideas for a game. Each student will present for about 5 minutes, so that each presentation lasts around 10 minutes. The presentation should be constructed using a tool of your choice (probably Powerpoint or Google Slides).

Guidelines:

- Pitch an **imaginary game** based on the **theme** you have chosen.
- Include an **overall concept**, and a **treatment** breaking down the game into sections.
- Beyond that, you can choose what would be most interesting to include in your presentation. For example ...
- What do you want your player to experience? What should they take away from the game?
- What types of task will the player perform? What will make them engaging?
- What reference games have inspired this game? How will your game build on these inspirations and transform them?
- Maybe an example of a level, a puzzle, an enemy, or something else?
- How will the game look and feel? Characters, environments, User Interface?
- What do you think could make this game special? How might it stand out and be memorable?

Assignment 2 Software Project & Report

You will be required to submit the following items for Assessment 2; One part as portfolio via Canvas and the other as report via Turnitin.

Portfolio - checklist of items:

- Software Project – Completed game/ prototype game.
- Planning material for the game - Adobe Xd Storyboard or storyboard in any format, plus any other development material in a folder)
- A copy of your presentation
- A screen-recording of the game working (featuring preview of game running and relevant code/ set up).

Report:

- Report – 1500 words, critical evaluation.

Further Guidance

Software Project - Game

As agreed in discussion with the group, you must produce a small game – as complete game or prototype for a larger scale game, using Twine, HTML and CSS or alternative software/ platform. The

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game should evidence your response to your chosen topic (e.g. degrowth, climate justice, biodiversity, decarbonisation, post-work, the commons, post-development, prison abolition, Earth jurisprudence, interspecies justice, etc.). The link can be loose, but there must be *some* link. If you need to, you can explain the link further in your report.

The game should include the following elements:

- An in-depth intro sequence to set the scene (with own digital art)
- Contain at least 2 levels, comprising 2 'zones' within each

The type of game you produce is up to you – and may incorporate any of the elements we have covered in the module.

Think carefully about the mechanics you employ and how these are used to enhance play and story / convey the intended message.

Prototype

Submit a storyboard that evidences your planning for the final project. This may be an Adobe Xd wireframe and storyboard or a storyboard produced in another form. Submit any other draft materials you used to plan and develop ideas for the game too - inspirational images/ material, spider-diagrams, draft art-work etc. together with the storyboard in a folder entitled '*Prototyping*'

The Presentation

Simply submit a copy of the mid-term presentation you gave in relevant format – PowerPoint, Keynote, exported PDF

Report

You should also write a **report** (also known as a reflective commentary) which documents your software project. It should be about 1,500 words. Many different approaches are valid. The nature of your report will usually depend on the nature of your software project.

It should place your software project in some kind of **context**. Here are some ways you can do that:

- 1) One approach is to put it in the context of this module: what have you been exploring in the workshops and weekly tasks? How does your project reflect and continue these investigations? You can feel free to include your weekly tasks in your report, and talk about how they related to your final software project.
- 2) If your project is a prototype or demo, you can share your concept for the full game.
- 3) Or if your game is an investigation of a particular mechanic, you can analyse one or two ways this mechanic has been implemented in other games.
- 4) You can contextualise your game within game studies, i.e. explore some secondary sources in the library and use them to reflect on your game.

You could also contextualise your software project in other ways: if you have an idea for a different approach to your report, come and talk to us about it.

Module Title	Module Code	Format & Weighting
Professional Practice	V3054	POF 100%

Assessment Details and Expectations

Please refer to the instructions on the [Canvas](#) site, and reattempt section [2 & 3 the original assessment](#).

If you need any support then feel free to contact the convenor of the module via the [contacts](#) section of the Canvas site.

Submit to Canvas: <https://canvas.sussex.ac.uk/courses/28874> .

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Module Title	Module Code	Format & Weighting
Screenwriting	P5012	POF 100%
Assessment Details and Expectations		
<p>Your assessment for this module will be based on a single Portfolio submission at the end of the module made of three component elements:</p> <p>Artefact</p> <ul style="list-style-type: none"> ▪ your original short film script (6 script pages + title page) ▪ <i>worth 50% of your final module grade</i> <p>Documentation</p> <ul style="list-style-type: none"> ▪ research and writing Exercises compiled into a single document (approx. 1,500 words) ▪ <i>worth 20% of your final module grade</i> <p>Written Contextualisation</p> <ul style="list-style-type: none"> ▪ a short essay (500 words + short bibliography): <p>“Plot exists so the character can discover what he is really like, forcing the character to choice and action.” -- John Gardner</p> <p>Using the protagonist of your original short screenplay as your subject, write a short essay on how this character discovers what they are "really like", how this truth is demonstrated in the climactic action of your plot and what significant conclusions this asserts about the world. You are expected to show evidence of wider research. [500 words]</p> <ul style="list-style-type: none"> ▪ <i>worth 30% of your final module grade</i> 		

Module Title	Module Code	Format & Weighting
Sonic Narrative	P4068	POF 100%
Assessment Details and Expectations		
<p>Assessment and weighting:</p> <p>The assessment for this module is 100% Coursework, which is submitted via Canvas as a Portfolio (POF).</p> <p>The portfolio will require the following components - listed below, with the accompanying assessed weighting for each:</p> <ol style="list-style-type: none"> 1. Project A (PRJ A) 30% 2-3 min audio project on the theme of "a sense of a journey" submitted as an MP3 file. 2. Project B (PRJ B) 30% 2-3 min soundtrack for a video clip provided by the tutor submitted as an MP4 file that includes the soundtrack over the video clip. 3. Report (REP) 20% 1000-word critical reflection on the production process of Project A and Project B. 4. Log (LOG) 20% A document illustrating weekly engagement with the module content. <p>Assessment details:</p> <p>Project A (30%)</p>		

A 2-3 min audio project on the theme of "a sense of a journey" submitted as an MP3 file.

Assessment format:

submitted as an MP3 file

Additional Information:

You are free to interpret the notion of a journey and an emotion creatively.

This assessment emphasises constructing a narrative using a mixture of recorded sound elements and sound effects. The project can include spoken words only if the spoken word is not the main element in conveying the narrative.

Project B (30%)

2-3 min soundtrack for a video clip provided by the tutor.

Assessment format:

submitted as an MP4 file that includes the soundtrack over the video clip.

Additional Information:

You will be offered the choice of different video/animation clips to produce a soundtrack for.

Log (20%)

The Log is a Weekly, diarised component with a specified word count of 50-100 (good quality) words per week and accompanying material. The Log should capture a weekly summary of critical reflection and experimentation with the content delivered as part of this module and your independent research.

Additional Information:

The log should include:

- Production notes from your audio journey
- Production notes from your animation soundtrack
- Evidence of feedback you received on your audio journey and animation soundtrack in class and how you chose to respond to the feedback
- Independent study task from week 6: re-scripting a short documentary film as an audio documentary project
- Notes on your reading and independent research for this module

Referencing style:

Please make sure that you follow the Harvard referencing style in your Logs. You can find further information at [Referencing and Academic Integrity](#)

Report (20%)

1000-word critical reflection on the production of your audio journey and/or animation soundtrack.

The students can either write 500 words for each project or choose one of the projects to write a full 1000-word report about.

- Reflection on how your idea progressed through the process of production.
- The critical decisions you had to make through the process of production.
- Example of references that informed your critical decisions.

Referencing style:

Please make sure that you follow the Harvard referencing style in your Logs. You can find further information at [Referencing and Academic Integrity](#)

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Module Title	Module Code	Format & Weighting
Writing the Short Film	P5010	POF 100%
Assessment Details and Expectations		
<p>Your assessment for this module will be based on a single Portfolio submission at the end of the module made of three component elements:</p> <p>Artefact</p> <ul style="list-style-type: none"> ▪ your original short film script (6 script pages + title page) ▪ <i>worth 50% of your final module grade</i> <p>Documentation</p> <ul style="list-style-type: none"> ▪ research and writing Exercises compiled into a single document (approx. 1,500 words) ▪ <i>worth 20% of your final module grade</i> <p>Written Contextualisation</p> <ul style="list-style-type: none"> ▪ a short essay (500 words + short bibliography): “Plot exists so the character can discover what he is really like, forcing the character to choice and action.” -- John Gardner Using the protagonist of your original short screenplay as your subject, write a short essay on how this character discovers what they are "really like", how this truth is demonstrated in the climactic action of your plot and what significant conclusions this asserts about the world. You are expected to show evidence of wider research. [500 words] <ul style="list-style-type: none"> ▪ <i>worth 30% of your final module grade</i> 		