

BA (Hons) Digital Film and TV Production

Course Specification

Academic Year 2024/2025

Contents

1. Course Overview	p.2
2. Why study this course, including course aims and objectives	p.4
3. Course structure	p.6
4. Indicative course structure diagram	p.10
5. Exit Awards	p.11
6. Learning Outcomes	p.11
7. Learning and teaching strategy/assessment methods (non-regulatory)	p.16
8. Relationship to other courses	p.22
9. Student support	p.23
10. Learning support facilities	p.25
11. Opportunities for personal development planning	p.27
12. Admissions information	p.29
13. Visas and immigration	p.29
14. Assessment and progression regulations	p.29
15. Awards criteria	p.29
16. Methods for evaluating and improving the quality and standards of teaching and learning	p.30
17. Curriculum map	p.32
18. Appendix 1 – Mapping of LMA Course Learning Outcomes to Regent's University Generic Course Learning Outcomes	p.34

1. Course Overview

Full course/award title(s)	BA (Hons) Digital Film and TV Production
Location of study	LMA Liverpool / LMA London
Off campus elements / locations	Not applicable
Fees	Please see the tuition fees on the LMA website Home - LMA
Additional costs	Students are encouraged to acquire their own external hard drive to store digital materials they have created.
Awarding institution	Regent's University London
Date of original validation / revalidation	Month, year leave blank for completion by Registry
Validated until	Month, year leave blank for completion by Registry
Framework for Higher Education Qualification level of final award	Level 6
Number of credits in award	360 credits
HECoS Code	100441 - Film Production / 100923 - Television Production
Relevant QAA subject benchmark statements	Communication, Media, Film and Cultural Studies 2019
Other external and internal references	Regent's University London Academic Regulations Regent's University London Learning, Teaching and Assessment Strategy Regent's Learning Outcomes (RLOs) (2021) Regent's Assessment Framework (2022) Regent's Learning Design Framework: RADAR (2020) Regent's Course Design Process (2023)

	QAA: Frameworks for Higher Education Qualifications (FHEQ) AdvanceHE: Principles of Inclusive Curriculum Design LMA Teaching and Learning Framework LMA Way vision statement Regent's / LMA Learning Outcomes Mapping Overview Others as applicable				
Professional, statutory or regulatory body recognition/ accreditation	Not applicable				
Language of study	English				
Date of production / revision of this course specification	January 2024				
Course intakes, modes of study, UCAS codes, expected and maximum duration of course					
Mode of Study	Intake Month	Level of entry	UCAS Code	Expected Duration in Months	Maximum duration in months*
Full Time	September	Level 4	W615	36 months	60 months

* In exceptional circumstances only – refer to Regent's University London Academic Regulations for details.

2. Why study this course, including course aims and objectives

Studying BA (Hons) Digital Film and TV Production at LMA you are immersed in all aspects of the subject that you love from the moment you start on the course. At LMA all our courses are structured around a belief in putting the student first, enabling you to gain hands-on practical experience of your subject and nurturing your talent and passion in order to develop your career in the industry. You gain detailed knowledge and a critical understanding of the industry you aspire to enter and learn from established industry professionals who have experience of different aspects of the profession. LMA's approach means that no day is likely to be the same as another on BA (Hons) Digital Film and TV Production – you may be learning new film production techniques in the shoot studio, working as part of a crew on a location shoot, or developing your understanding of how to succeed in the industry.

LMA's BA (Hons) Digital Film and TV Production course is a practical, high intensity programme that supports your development as a skilled, creative practitioner. Like all LMA courses, from the moment that you start on the course you will be involved in a range of practical activities that develop and stretch your skills in Film and TV production. Building on your production talent and skills, you will be encouraged to expand your practical skills into new areas, trying out different techniques or developing competency in new software. You will explore a variety of platforms and experience what it is like to operate as a camera operator, an editor, a producer or concept developer for film and TV.

Participating in the creation of new products for film and TV is a key element of the course, and you have a range of opportunities to create work either by working as part of a crew or creating and directing your own productions across a range of genres and formats. You will also explore the process of developing and pitching new programmes or film concepts to production houses and film companies.

Students have access to a diverse range of facilities including TV studios, pre and post production workshops, and industry standards camera equipment facilities on campus.

In addition to your practical work, you will engage in a variety of activities that enable you to explore how the film and TV industry operates. You will gain a detailed understanding of the workings of the industry and you will explore how your talents and aspirations can be best placed within the profession. You also learn about the history of film and TV, its developments, movements and, notably, future prospects and advancements. You will explore how innovations in technology have impacted on the industry and how it may look in the future. By engaging in debate about the future of the industry you will gain an insight into how you can shape your career aspirations in order to be at the cutting edge of future opportunities.

Studying at LMA also provides you with a range of opportunities to network and interact with people from across the creative industries sector, both within LMA and externally. As LMA is a specialist higher education institution, you will be surrounded by fellow students who all have a passion for the Creative Arts. We organise a range of activities that allows you to network with students from across the different programmes. As well as enabling you to get to know fellow students, these sessions also help you build and practise essential networking and communication skills which are essential for your career alongside the prospect of initiating student-led projects through collaboration. In addition, you have access to a wide ranging guest speaker programme where professionals from across different sectors provide you with insights into a diverse range of topics aimed at supporting you to develop an understanding of the career opportunities open to you, and the skills you need to succeed. This engagement with industry is also promoted through focused events such as the LMA two day industry exhibition 'You Festival' where guest speakers, workshops, and round table panellists from across the Creative Industries come together to give insight, guidance and bespoke advice around how to make your career flourish and how you can gain success in the business.

This course is aimed at anyone who has a passion for film and TV production. Whether you aspire to work in a technical role such as a camera operator or editor, a creative role such as screenwriter, director or within ideas development, or perhaps a managerial role such as Producer, Production Manager or Location Manager, the options and possibilities are endless. Given the diverse nature of the industries, it is a broad ranging course, and we welcome students from a diversity of backgrounds and with different prior experiences within the film and TV world. We look for potential and passion rather than expecting everyone to have already gained significant formal experience within the discipline. So, if you are someone who wants to play a part in storytelling within a visual medium and expand your horizons globally, then this is an ideal course for you.

Once you have graduated from the course you will be prepared to enter a range of careers within the film and TV industry. You are given the opportunity to develop and cultivate yourself in a variety of different ways in order to sustain a career within the creative industries. You may decide to progress as a self shooter creating content for a variety of platforms, or an independent filmmaker, collaborating with funding bodies and commissioners. Alternatively, you may develop as a team player who can work within a production company setting on diverse productions working from project to project. Some graduates opt to work as freelancers within the industry and alternate from TV and Film projects to leading guest workshops and initiating their own projects. These diverse routes mirror the diversity of opportunity within the creative industries. The skills gained on the course are so transferable and foundational, they also enable graduates to change direction and move towards other areas of the creative sectors including advertising, digital art, the games industry, radio and visual effects.

The unique landscape of the creative industries is that they are global sectors and the opportunities for graduates to travel and work across international companies providing far reaching connections.

Finally, before you decide on the definite route you wish to pursue, if you would like to explore and develop your creativity further, you may consider further study at postgraduate level either in film and TV , or an area of entrepreneurship within the Creative Industries.

3. Course structure

This is a guide to the overall structure of your course, mandatory elements, modules (including terms when delivered) and periods of assessment.

Your Course

The BA (Hons) Digital Film and TV Production course is informed by the overarching course framework and ethos which runs across all LMA undergraduate courses. Three thematic strands - “context”, “skills” and “create” - are developed throughout the course, and the balance between the strands alters as you progress. All modules are compulsory.

In the “Context” modules you explore the complex and varied history of film and TV both within the UK and within a wider global context. You look at different trends and developments within the industry and analyse the different approaches and conceptual tools that can be used to analyse the industry. You will have the opportunity to investigate topics and approaches that are of interest to your own development, and you will be encouraged to develop your critical and analytical skills both in written and oral formats.

The “Skills” modules provide you with the practical skills and knowledge to develop as a well rounded film and TV practitioner. You will be encouraged to explore the different stages of the production pipeline within film and TV and identify your own areas of interest and specialism within the range of different roles that are available. For example, through the work you do within the technical skills modules you may discover you have an interest in specialist areas such as cinematography, sound production or post-production. Alternatively, the Concept Development modules may lead you to realise that your talents lie in idea generation and launching new products or formats. The structure of the course enables you to experience and develop your skills across all these areas, allowing you to decide the best fit for your interests and skills.

In addition, throughout the course, the skills modules incorporate a range of topics and activities which support your development as a healthy film and TV practitioner. In order to sustain your career within the creative industries, you need to develop a range of techniques and tools to support both your physical and mental wellbeing. Topics that are covered include time management and approaches you can use to manage the stresses

of working to strict deadlines; communication and team working skills to enable you effectively and empathetically understand and work with others; and practices of self-care, resilience and relaxation to promote good mental wellbeing.

The modules within the “Create” strand of your course support your development as a filmmaker and producer. You will explore a range of different production formats and undertake different roles within the production pipeline. Sometimes you will be working in a director and producer capacity, generating and leading the creation of your own films. Other times you will work with other members of your course, and undertake different technical roles as part of the crew on another student’s film. The modules in this part of your course provides you with lots of opportunities to generate and create film and TV products across a range of formats and enables you to explore how you can use your talents in different ways. You will also consider how you present and market yourself to potential employers and develop a varied personal career portfolio which demonstrates your skill sets and talents.

The relationship between the three themes alters as you progress through the course. Your film and TV skills, proficiency and industry awareness builds as the programme develops, culminating in a range of opportunities at Level 6 where you are expected to work to industry standards and present yourself professionally in a range of different settings.

Your Course Timetable and Attendance

Timetabled classes normally take place between 8.30am and 7.30pm, Monday to Friday. We aim to timetable your attendance in blocks where you will be in attendance for a designated morning and/or afternoon period on specified days during the week. Your timetable for your course will be provided during Induction week, so you will clearly know in advance which days and times you are required to attend. On average you will be timetabled for around 16 hours face to face attendance per week depending on your level of study, alongside 2-3 hours of online sessions. .

Attendance to all timetabled sessions is compulsory. In some modules, active engagement with your course contributes to meeting assessment objectives which form part of your overall assessment.

Optional “LMA Extra” skills enhancement classes are offered on some evenings and on some Saturdays through the two academic semesters.

Academic Year

LMA Undergraduate courses comprise a 2 semester structure with 13 weeks of teaching within each semester followed by an assessment block. The first semester runs from late September to mid January. There is a one week assessment block at the end of the first semester. The second semester runs from late January through to early May, with an

assessment block in March and an end of year assessment period that concludes at the end of May. Full calendars are published in advance of each academic year so you will be told exact dates for all activities in advance. Assessment week schedules and deadlines are published in advance within both the “My Course” area in Google Classroom and in the individual module sites.

Modules

Your course is composed of a number of modules that each have a credit value. On successfully passing each of these modules, you will gain credits that count towards the total needed for your degree.

One credit equates to 10 notional hours of study, which is the average time a student will take to achieve the specified learning outcomes. So, if a module is worth 10 credits, then you would expect to spend 100 hours studying this. These will not all be ‘taught’ hours. You will receive guidance and instruction through lectures, seminars, workshops etc., but you will also need to engage in self-study. A percentage breakdown of teaching contact hours and self-study required on this course is indicated in Section 6.

On an undergraduate degree course, you can usually expect to study 120 credits per level (or year.)

Course Content Warning: Depending on the source material created and selected by students and tutors, some delivery sessions in Digital Film and TV modules may require a content warning. Trigger warning information will be provided in the module Google Classroom website and, where appropriate, at the start of a delivery session.

Course modules - Level 4/5/6

Level 4 - Semester 1 and 2		
Semester	Core Modules	Credits
1 and 2	Studying Digital Film and TV Production	30
1 and 2	Practical Skills for Digital Film and TV	40
1 and 2	Concept and Story Development	20
1 and 2	Single Camera Production	30
Total Credits for Level 4		120
Exit awards (if appropriate)		

Certificate of Higher Education (CertHE)

Level 5

Semester	Core Modules	Credits
1 and 2	Exploring Digital Film and TV Production	30
1 and 2	Advanced Concept and Story Development	20
1 and 2	Advanced Practical Skills for Digital Film and TV	40
1 and 2	Producing and Directing Fiction	30
Total Credits for Level 5		120
Exit awards (if appropriate)		
Diploma of Higher Education (DipHE)		

Level 6

Semester	Core Modules	Credits
1	Industry Investigation	20
1 and 2	Branded Content	30
1 and 2	Promotional Portfolio	20
1 and 2	Major Film & TV Production	50
Total Credits for Level 6		120
Exit awards (if appropriate)		
BA Digital Film and TV Production		

4. Indicative course structure diagram

Level 4

Semester 1 and 2	Studying Digital Film and TV Production (30 Credits)	Practical Skills for Digital Film and TV (40 Credits)	Concept and Story Development (20 credits)	Single Camera Production (30 credits)
---------------------	--	--	---	---

Level 5

Semester 1 and 2	Exploring Digital Film and TV Production (30 Credits)	Advanced Concept and Story Development (20 Credits)	Advanced Practical Skills for Digital Film and TV (40 Credits)	Producing and Directing Fiction (30 Credits)
---------------------	---	---	--	--

Level 6

Semester 1	Industry Investigation (20 Credits)	Branded Content (30 Credits)	Promotional Portfolio (20 Credits)	Major Film & TV Production (50 Credits)
Semester 2				

5. Exit awards

Exit (interim) awards can be conferred where:

- a) you withdraw from the University without completing all the credits required for your named award, and
- b) you have successfully completed the volume of credit at the relevant FHEQ level as indicated in Section 3 above, and
- c) subject to the decision of the relevant Progression and Finalist Board.

Available exit awards for this course are:

- Certificate of Higher Education (120 credits Level 4)
- Diploma of Higher Education (240 credits – Level 4/Level 5)
- Non-Honours Degree (Ordinary Degree) (240 credits Level 4/Level 5 and 60 credits Level 6)

The full criteria for these exit awards can be found in the Assessment and Course Regulations section of Regent's University London Academic Regulations.

[Regent's.ac.uk/policies](https://www.regent.ac.uk/policies)

6. Learning outcomes

This is a guide to the more specific knowledge and skills you will gain if you take full advantage of the learning opportunities available to you.

Learning Outcomes will tell you what we expect you to know and/or be able to do once you have completed a learning process (e.g., a module, a level or the entire course) (QAA, 2018). Teaching and assessments are designed accordingly to enable you to demonstrate that you have adequately met these outcomes. The course you are undertaking is validated and awarded by Regent's University. They have developed an overarching set of ten generic course learning outcomes which outline the high level skills, knowledge and competencies that any student will possess once they have completed each level of study or graduated from a course approved by Regent's University. As your degree is developed and delivered by LMA but validated by Regent's University, we have used the themes and topics within each of Regent's generic course learning outcomes to inform the overall learning outcomes of our courses as well. The overall themes of Regent's generic learning outcomes align well with the ethos of the LMA courses. We have adapted each of the generic learning outcomes so they are expressed in a way that shows how the theme can be related specifically to the specialist creative industry focus of your course. [Appendix 1 at the end of this course specification shows you how the mapping has been undertaken.]

The learning outcomes that you will be expected to demonstrate at the completion of each level of your studies at LMA are listed below. Each module that you will study has developed between three and six distinctive Module Learning Outcomes (MLOs). Each MLO is mapped against an equivalent LMA Course Learning Outcome (LMA-LO) from the list below. We have ensured that at each level, all of the compulsory elements of your course assess, in their totality, all ten learning outcomes (see Section 16).

Level 4 Learning Outcomes	
LMA-LO1	<p>Collaboration:</p> <ul style="list-style-type: none"> ● Explore how you can effectively network and collaborate as part of a team to generate ideas and opportunities within creative projects
LMA-LO2	<p>Innovation:</p> <ul style="list-style-type: none"> ● Identify where innovation has occurred in creative practice and explore how these different ideas and approaches can be used to inform your own creative thinking and practice
LMA-LO3	<p>Professional Development:</p> <ul style="list-style-type: none"> ● Identify opportunities as to how you can enhance your understanding of creative practice and how you can develop as a practitioner
LMA-LO4	<p>Decision-making:</p> <ul style="list-style-type: none"> ● Investigate different ideas and approaches, including your own, and use problem solving skills to make decisions within your creative thinking and practice
LMA-LO5	<p>Communication:</p> <ul style="list-style-type: none"> ● Use creative and traditional mediums to communicate to individuals, groups and audiences from a disparate range of backgrounds
LMA-LO6	<p>Digital Data and Tools:</p> <ul style="list-style-type: none"> ● Use a range of digital tools, software and approaches to data analysis within specific and defined contexts within your chosen creative industries subject specialism

LMA-LO7	<p>Discipline Knowledge:</p> <ul style="list-style-type: none"> ● Explain theories, concepts, and facts from debates within the creative industries and demonstrate your understanding in both theoretical and practical contexts
LMA-LO8	<p>Discipline Skills:</p> <ul style="list-style-type: none"> ● Use the specific knowledge, techniques and skills relevant to your specific creative subject specialism, demonstrating basic technical proficiency and competency
LMA-LO9	<p>Interdisciplinary Perspectives:</p> <ul style="list-style-type: none"> ● Identify and contrast different interdisciplinary perspectives which can be used in both your background research and creative practice
LMA-LO10	<p>Human and Environmental Impact:</p> <ul style="list-style-type: none"> ● Explore the ethical and sustainable considerations and concerns that arise within different aspects of creative practice

Level 5 Learning Outcomes	
LMA-LO1	<p>Collaboration</p> <ul style="list-style-type: none"> ● Collaborate and network within the Creative Industries, and work as an effective team member team to address challenges generated within creative projects and enterprises
LMA-LO2	<p>Innovation:</p> <ul style="list-style-type: none"> ● Recognise and Investigate alternative ideas, methods and skills that can be applied within your subject specialism and test out how these can be used effectively to develop your creative practice
LMA-LO3	<p>Professional Development:</p> <ul style="list-style-type: none"> ● Develop a plan for your professional development, demonstrating an understanding of your own current strengths and areas for growth and enhancement as a creative practitioner.

LMA-LO4	<p>Decision-making:</p> <p>Analyse and reflect on different ideas and approaches and use problem-solving and critical thinking skills to make decisions within your creative practice</p>
LMA-LO5	<p>Communication:</p> <ul style="list-style-type: none"> • Use a variety of creative and traditional mediums to communicate effectively to individuals, groups and audiences from a disparate range of backgrounds
LMA-LO6	<p>Digital Data and Tools:</p> <ul style="list-style-type: none"> • Analyse and use a range of digital tools, software and approaches to data analysis demonstrating your understanding of how they can be used within your creative industries subject specialism
LMA-LO7	<p>Discipline Knowledge:</p> <ul style="list-style-type: none"> • Examine and apply theories, concepts, and facts from debates within the creative industries and demonstrate your understanding in both theoretical and practical contexts
LMA-LO8	<p>Discipline Skills:</p> <ul style="list-style-type: none"> • Employ a range of discipline specific knowledge, techniques and skills relevant to your specific creative subject specialism, demonstrating an intermediate level of technical proficiency and competency
LMA-LO9	<p>Interdisciplinary Perspectives:</p> <ul style="list-style-type: none"> • Investigate and apply different interdisciplinary perspectives in both your background research and your creative practice
LMA-LO10	<p>Human and Environmental Impact:</p> <ul style="list-style-type: none"> • Analyse the ethical and sustainable considerations and concerns that arise within different aspects of creative practice

Level 6 Learning Outcomes	
LMA-LO1	<p>Collaboration:</p> <ul style="list-style-type: none"> • Collaborate and build networks and activities within the Creative Industries, developing effective team responses to complex challenges generated within creative projects and enterprises
LMA-LO2	<p>Innovation:</p> <ul style="list-style-type: none"> • Implement alternative approaches to creative practice, testing and pushing artistic and discipline boundaries in order to create new work within your selected area of creative practice
LMA-LO3	<p>Professional Development:</p> <ul style="list-style-type: none"> • Articulate a clear vision of your personal creative identity and outline plans for professional development, demonstrating an understanding of current industry trends and opportunities
LMA-LO4	<p>Decision-making:</p> <ul style="list-style-type: none"> • Exhibit informed decision-making within creative practice, showcasing problem-solving skills, self reflection and the ability to use critical thinking to overcome challenges within diverse situations
LMA-LO5	<p>Communication:</p> <ul style="list-style-type: none"> • Use a variety of creative and traditional mediums to communicate effectively to diverse individuals, groups and audiences from a disparate range of backgrounds
LMA-LO6	<p>Digital Data and Tools:</p> <ul style="list-style-type: none"> • Appraise and utilise a range of digital tools, software and approaches to data analysis demonstrating your informed understanding of their application within the Creative Industries sector and their wider use
LMA-LO7	<p>Discipline Knowledge:</p> <ul style="list-style-type: none"> • Critique and synthesise theories, concepts, and facts from debates within the creative industries in both theoretical and practical contexts

LMA-LO8	<p>Discipline Skills:</p> <ul style="list-style-type: none"> ● Combine and employ a wide range of discipline specific knowledge, techniques and skills relevant to your specific creative subject specialism, demonstrating an appropriate graduate entry level of technical proficiency and competency
LMA-LO9	<p>Interdisciplinary Perspectives:</p> <ul style="list-style-type: none"> ● Integrate different interdisciplinary perspectives in both your background research and creative practice
LMA-LO10	<p>Human and Environmental Impact:</p> <ul style="list-style-type: none"> ● Evaluate the ethical and sustainable considerations and concerns that arise within different aspects of your own creative practice and in the broader world of the creative industries

7. Learning and teaching strategy/assessment methods (non-regulatory)

This is a guide to the academic opportunities available to help you achieve the overall aims and objectives of the course as listed in Section 2 and the intended learning outcomes in Section 6. It is also a guide to the assessment methods used to test your achievement of the intended learning outcomes. In order to meet the full intended learning outcomes of the course, you will be expected to study independently, participate in class discussions, ask for support in academic skills if required and engage with your personal tutors.

LMA is committed to an approach to teaching, learning and assessment which puts LMA's "student first" vision at the heart of your learning experience. You will engage in a broad range of different learning experiences throughout your studies, which are tailored to ensure you develop the appropriate set of skills, knowledge and understanding to flourish as a creative practitioner.

Our focus is on providing you with a set of learning experiences which enable you to expand your skills and knowledge through practical engagement with your subject. In addition we support your development as a critical and curious practitioner who possesses a range of analytical skills which equip you to interrogate your own approach to film and TV production and the broader creative industries in which you are located.

The teaching you receive and the way in which you learn is supported by LMA's Teaching and Learning Delivery Framework. This is a set of guiding principles designed to ensure consistently high quality learning experiences and outcomes. Highly qualified and

experienced tutors will build a culture of investment and communicate belief by applying their extensive skills and knowledge. Teaching and learning will be purposeful and focused on establishing good habits, etiquette and a caring culture. Learning outcomes will be made clear for each session and longer stretches of content. You will learn through interaction and dialogue with tutors and fellow students. High expectations will be established at the start of your learning journey and challenges made if not met.

All staff at LMA have a duty to achieve the highest standards of teaching and learning. Likewise, your subject leaders have a responsibility to monitor and evaluate teaching and learning to ensure high standards are maintained. We achieve this by supporting teaching staff through observing their practice on a regular basis.

The course is very practically focused and a lot of your time will be spent in a workshop and studio environment on campus and also in location shoot settings. Activities you will engage in include practical studio skills development sessions; technical instruction and software demonstrations; ideas and concept development workshops; location skills workshops and filming showback sessions.

You will experience a range of different approaches to learning - sometimes you will be taking part in group sessions, where you will be learning to work and learn collaboratively with your peers. At other times you will be working in smaller groups or individually, depending on the topic and material featured within the module. You will be encouraged to provide feedback to your peers via showback sessions and you will develop skills that enable you to take part in constructive peer and self assessment of the task you are undertaking.

LMA also runs some modules using a blended learning approach. This means that some of your taught sessions will be delivered via online micro-lectures and these are complemented by practical workshops in which you practically explore some of the themes and topics that have been covered in your online session.

Outside of your timetabled sessions you will be expected to undertake a range of independent learning tasks. These vary and could include independent technical and software skills development; investigation of key background topics to inform discussion within the your workshop sessions; or formative assessment preparation tasks which enable you to explore how you can approach the assessment brief you have been set. Information about independent learning activities are presented to you via LMA's online learning environment "Google Classroom".

All your teaching and learning sessions are constructed in a way that enables you to be able to clearly link the tasks you are undertaking with the overall learning outcomes of the module. You will have opportunities within the sessions to investigate the topics and activities you are required to undertake for your assessment and get feedback from both

tutors and peers in order to enable you to prepare for the assessment tasks you will undertake.

Breakdown of teaching methods by percentage per level

The following breakdown is a guide to how much time you will spend in timetabled sessions and how much time we expect you to undertake self guided study. As this is a practically focused course a high percentage of your learning is timetabled where you will be using LMA’s facilities such as film studios and creative media production suites, or sometimes undertaking online tutor led study sessions. During these timetabled sessions, you will be engaging in guided learning where you will be working with your tutors or alternatively you will be undertaking guided collaborative learning activities with your peers. Outside of these timetabled sessions you will be expected to engage in a range of self directed study to support your modules and to prepare for assessments. This could include continuing practical technical and production exercises; preparation for class; background reading; and research, preparation and constructing your assessment tasks.

Level 4		Level 5		Level 6	
Timetabled Teaching & Learning Activities	38%	Timetabled Teaching & Learning Activities	37%	Timetabled Teaching & Learning Activities	38%
Self-Study	62%	Self-Study	63%	Self-Study	62%

Course management and teaching staff

On each campus the core activities of the course are managed by a team of full time academic staff who have high levels of academic teaching experience and substantial knowledge and experience of the Creative Industries. The core full time course teams are supported by a large number of sessional staff who have specific industry skills and specialisms, and who continue to work within the film and TV industry either as practitioners, producers or entrepreneurs. The sessional staff teach specific modules that are related to their own industry specialist backgrounds and interests. This means that you will be taught by people who have a real passion for your subject and who can provide you with a range of insights into how the industry works and what you need to do to succeed in your career when you graduate from LMA.

There is a Head of Department who oversees the day to day running of the course at both campuses, and coordinates the activity of the Assistant Head of Department and Heads of Year and other members of the staff teams..

You will be allocated a personal tutor who will meet with you for your academic reviews during the year and will be able to give ongoing support and professional advice throughout your studies at LMA.

Assessment strategy and methods

All programmes delivered by LMA are structured in a similar way, enabling you to explore and demonstrate a breadth of skills, knowledge and understanding within your chosen Creative Industries discipline. This ethos is reflected in the approach taken with assessment which employs a wide range of methods which are tailored to preparing you for careers related to your selected discipline and the wider context of the Creative Industries. All assessment outcomes at programme and module level have been developed to clearly align with the UK Higher Education Quality Assurance Agency 2019 Communication, Media, Film and Media Subject Benchmark statements and allow you to explore and demonstrate your skills and achievement in creative and imaginative ways.

A “scaffolded” and developmental approach is used across the programmes, with formative assessment opportunities built into the teaching and learning delivery, allowing you to develop your skills and to gain feedback on different possible approaches and responses to material and topics you may wish to investigate. Formative assessment tasks are used to prepare you for the summative [graded] assessment tasks which count towards the grade you will receive for the module, and for you to learn how you can improve the grade you may be awarded. Assessment is designed in a way to enable you to learn from the experience of undertaking the brief rather than it simply being a task that is devised to check on what you can do. Therefore, when you receive feedback, we will ask you to reflect on the notes provided and to consider ways in which you can respond and use the information to inform your future development.

A wide range of summative assessment methods are used throughout BA (Hons) Digital Film and TV Production . These are aligned to the three themes of “context”, “skills” and “create” which are built up through all the BA (Hons) programmes at LMA.

In the “context” strand you will undertake assignments in both written and spoken format which enable you to investigate all aspects of the film and TV industry in which you will aspire to work. You will explore how you can find your own niche or specialism within this industry and how you can promote this for career development and success. Methods of assessment you will encounter include poster presentations, comparative reviews of bands and artists, recorded reviews and investigative reports.

The “skills” modules are assessed by practical demonstrations of your technical skills and abilities, across different aspects of the film and TV production pipeline. You will be set a range of technical exercises and mini briefs to undertake which allow you to show your competency within specific areas such as editing, sound, lighting etc. You are also assessed on your ability to create original ideas in response to set briefs and scenarios and present them in the format required when pitching to industry such as “elevator pitches” and the production of sizzle reels. In addition, written journals, oral reflective

reviews and planning exercises are also used which require you to reflect and analyse your own skills and identify ways you can develop and enhance your technical ability.

Finally, in the “create” modules, you are given the opportunity to take part in the production of creative work for film and TV both individually and as part of a team. Sometimes you will be assessed individually via your production documentation which shows how you have developed the product, and then as part of a team when the final product is reviewed. For example, this approach happens in the second year, when you will work in teams creating a fiction production. In your final year you are assessed both individually and as part of a team. The “Branded Content” module allows you to demonstrate your proficiency and creativity when creating an individual product that responds to the strict requirements of a client brief. Then, the “Major Production” module allows you to demonstrate your specific team working skills, alongside showcasing your own specific skills within a specific aspect of the production process. All assessments are designed in an integrated way, judging both your subject specific skills and knowledge and broader essential transferable and academic skills which are essential to your future career development.

In addition, where appropriate, summative assessment methods are used which judge not only your final “product” but also take into account the development journey that you have undergone. This approach has been selected because it is considered important that you are aware of and can evidence and demonstrate the process of skills and knowledge development within their creative discipline. This emphasis on process as well as product is considered essential to ensuring that LMA graduates are well rounded practitioners and lifelong learners who possess the skills and behaviours to sustain and develop their careers in the future.

Breakdown of assessment by percentage per level

The following breakdown is an overview guide to the types of assessment you will experience on your course at each level. As outlined above, each module has its own specific set of assessment activities that enable you to demonstrate how you have met the particular learning outcomes related to the module. Every module and assessment you undertake makes a different contribution to the overall outcome you achieve at each level of the course. Therefore, the calculations we have used to create the percentages in the overview below takes into account the credit rating of the module and the weighting of the different assessment types it contains.

To create the overview, we have allocated each assessment component to one of four different generic types of assessment. These are:

Coursework Assessments: These include written assessments such as reports, reviews and essays, alongside oral assessments such as presentations and audio reviews of film and TV material.

Reflective Assessments: These include written assessments such as developing a plan to improve your skills as a film and TV practitioner or developing a journal that documents your progress through the module and evaluates what you have learnt.

Practical Technical Skills Assessments: These include practical assessments where you are asked to demonstrate selected film and TV production techniques or show your understanding and implementation of stages of the production process. It also covers the assessment of the broader practical skills that you develop during the course such as developing your own promotional website and showreel.

Production Assessments: These include practical production assessments where you demonstrate your ability to create and produce different film and TV products for a variety of formats both individually and working as part of a production crew set up.

Breakdown of Assessment Types by Level for BA (Hons) Digital Film and TV Production

Level 4		Level 5		Level 6	
Coursework Assessment - written or oral	40%	Coursework Assessment - written or oral	25%	Coursework Assessment - written or oral	30%
Reflective Assessment - Evaluation, Plan, Journal, Blog or Vlog	0%	Reflective Assessment - Evaluation, Plan, Journal, Blog or Vlog	7%	Reflective Assessment - Evaluation, Plan, Journal, Blog or Vlog	12.00%
Practical Skills Assessment - Exercises or Portfolio	21%	Practical Skills Assessment - Exercises or Portfolio	23%	Practical Skills Assessment - Exercises or Portfolio	28%
Film or TV Production Artefacts / Product	38.00%	Film or TV Production Artefacts / Product	38%	Film or TV Production Artefacts / Product	30%

Alternative forms of assessment

LMA aims to design and deliver innovative, industry facing and inclusive modes of assessment within our curriculum. If considered appropriate, students who have an established Learning Support Agreement or who have a documented long term injury that impacts on their practice, may be offered alternative approaches to assessment as an agreed reasonable adjustment. Where this is necessary, the Student support team will work with the Head of Department and a designated member of LMA's Senior Leadership team on a case by case basis to agree appropriate alternatives.

Ethical approval of research

All research and other relevant academic activities conducted within and outside the University by students at LMA should comply with the organisation's Research Ethics policies and processes prior to its commencement. This will include, but is not limited to, all research involving human or other living participants, all industry live projects and all experiments, investigations and procedures involving human or other living participants, or data relating to such living entities.

8. Relationship to other courses

Some courses share modules or have other connections to other courses. This is a guide to whether this is applicable for your course.

As outlined in Section 3 above, LMA's undergraduate courses share a common ethos and structure, based around the themes of Context, Skills and Create. At Level 6, all LMA students undertake two common modules - "Industry Investigation" and "Promotional Portfolio". In your final year this enables you to undertake a detailed investigation into a topic of your own choice within the Creative Industries, and to also reflect on your career aspirations and build a portfolio of materials to support your career as you move towards graduation.

Once you have completed your undergraduate course with LMA, you have the opportunity to progress onto one of LMA's Creative Practice MA programmes. These courses are designed to deepen your understanding and practical experience of your chosen subject area, alongside building a range of entrepreneurial skills to enable you to flourish as a creative practitioner.

9. Student support

LMA is committed to supporting you throughout your course. One of the five core statements within our LMA Way Vision statement is that we are an organisation who is “Student First”. As part of this approach we aim to provide you with a wide range of support facilities that are designed to create an environment which nurtures and helps you to succeed. We recognise that sometimes you may require some assistance and support and we provide a number of different ways in which you can access help and guidance.

This support is available throughout your student journey at LMA. It starts from the moment you apply to us, through your time on the course, on to alumni events after you graduate.

Pre-Arrival and Induction

Students at LMA come from a diverse range of backgrounds and educational experiences. To support all students moving into University level study, LMA uses a process of “spiral induction”, which begins as soon as you have accepted your place and continues throughout the first semester of study. This approach provides a scaffolded and structured transition into HE, ensuring that you are supported throughout, and are introduced to the different aspects of University level study in a considered and planned way. Activities which you will be invited to participate in include:

- Pre-arrival “meet your tutors” online and face to face welcome sessions
- Pre-arrival “meet the students” online and face to face peer session where you get the chance to network and ask questions with current students on the course
- Online Pre-arrival “meet your student support team” and “settling down on your course” sessions for new students
- Multiple invitations to on campus visits, orientation days and settling in dates
- “What to Expect and what to bring with you” information provided for all students in a range of formats
- Invitations to join the Digital Film and TV Production new student social media groups which are moderated by LMA staff
- Welcome pack which includes a QR with welcome videos from course teams, LMA Hoodie, LMA personalised water bottle along with induction information
- A range of Welcome Week activities including institutional and campus induction and orientation; new student “meet your course team and L5 and L6 student”, events; programme level social events; “exploring your course” sessions; introduction to student support services, including virtual support via the LMA App

Throughout the first semester there are also on-going “induction” sessions embedded into the delivery of the Core module “Studying Digital Film and TV Production”, led by your tutors. These sessions cover topics such as “understanding “Uni-Speak””; “understanding your student handbook” and “how to use the online media resources in Google Classroom”.

Academic Personal Tutors

All LMA students are allocated a Personal Academic Tutor [PAT] whose role is to provide academic guidance and support throughout your study, and to signpost you to the diverse range of additional academic and pastoral support mechanisms that are available. From the beginning of your studies, you will be introduced to your personal tutor and you are made aware that the role of the PAT is to provide “first contact” academic support. You will be shown how this system links into the context of the broader set of support arrangements which are provided.

You will engage formally with your personal tutor via your twice yearly “student review” meetings. These “touchpoint” structured sessions are intended as “reflect and review sessions” and are aligned with the start of each semester. In addition, you can continue to request additional one to one slots during the tutor’s advertised office hours. Bookings for these sessions can be made via the student LMA app and can be conducted face to face or via online meetings.

Student Pastoral / Financial Support, Advice and Guidance

Support and guidance for students relating to areas such as finance or health and wellbeing is provided by the LMA Student Support Team which comprises both Student Engagement and Student Services. You can contact the team via the enquiry and booking system provided on the LMA App, via the phone or by email. You can book individual sessions with the team, and they are also able to signpost individuals to a range of external agencies and professional support services who can offer specialist support, tailored to your individual requirements. Online advice and support relating to a range of topics is also made available via the LMA App and also in the Student Hub area within Google Classroom.

Careers and Employability Support and Guidance

The curriculum within all LMA programmes is constructed to allow you to explore and engage with the diverse range of future career opportunities that are opened up by achieving a Creative Industries degree. Guest speakers and directors, masterclasses, visits to performances and venues are all embedded within the Digital Film and TV Production curriculum, alongside employability skills development and focussed guidance around personal and professional opportunities.

Additional opportunities for you to gain employability skills and to volunteer, are also highlighted during induction, welcome week and throughout the academic year and you are encouraged to engage fully with the opportunities which are on offer. Whilst employability is supported through curriculum, there is a recognition that workplace learning is also vital and tutors endeavour to promote any career enhancing activities which are available to students.

Disability Support

All students who declare a disability or additional learning needs during the admissions process are contacted by the LMA Student Support team to discuss the support that is required, and to advise about how to apply for Disabled Student Allowance. The team will also provide advice about how you can contact a recognised Disability Support Assessment Centre in order to get the appropriate assessment undertaken to enable you to apply for DSA. If your disability or learning differences are judged to require adjustments within the teaching and learning environment or assessment, the Student Support team will work with you and your Head of Department to develop an agreed Learning Support Agreement that outlines the support you may require and the agreed adjustments that can be made to the teaching and learning environment and the activities you undertake and also any adjustments to assessments.

The LMA Community, Student Clubs and Societies

From the moment that you apply to study with us, LMA aims to ensure that you are part of a community - "the LMA Family". Staff from LMA's student engagement team are based at both campuses and coordinate a range of extra-curricular activities and events designed to make you feel welcome and supported. LMA is committed to being an inclusive organisation that celebrates the diversity of the students who study with us. Activities offered by the student engagement team are designed to reflect and support this inclusive ethos. We support different groups within our community with dedicated activities that celebrate and highlight their achievements and raise awareness about issues that may affect them.

The student engagement team can also support you to set up and run your own clubs and societies which reflect your own areas of interest. You are encouraged to join existing societies, or set up your own and develop a programme of activities related to the theme of the society.

LMA Extra are free extra curricular classes and activities that are delivered by tutors in order for students to enhance skills, learn new skills, create a community beyond their course and make new friends.

10. Learning support facilities

As a BA (Hons) Digital Film and TV Production student you have access to a comprehensive range of subject specific facilities alongside the general learning and teaching facilities which are available to all students.

Subject Specific Facilities

As a student on the BA (Hons) Digital Film and TV Production course on both campuses you will work with industry standard equipment in film studios with high industry specifications. This includes, Black Magic, Panasonic and Canon camera equipment with adjustable lenses; GoPro, Digital SLR kit for self shooter portable shoots; and a variety of

microphones including radio mics, Rode mics and industry standard booms. To support location shooting there are a variety of accessories and grips including fig rig, glidecam and track and dolly systems, For studio production, you will have access to Studio 4K cameras, broadcast studio panels, hyperdecks and studio intercom system all reflective of a professional environment.

To support post production, there is a selection of creative suites and edit suites all of which have Apple and PC hardware with a range of software including adobe creative suite, Da Vinci Resolve.

LMA is exclusively one of six institutions in the UK who have a partnership with Black Magic Design. This ensures hardware and software is industry standard, students also have access to Black Magic Design Masterclasses but vitally, students have the chance to become Da Vinci Certified, which is an industry microcredential that not only helps with projects within the curriculum but looks fantastic on your CV! As a student, you are able to hire equipment in order to produce your film products, this is done via our LMA app and our booking system called Cheqroom.

Campus Facilities

Both LMA London and Liverpool Campus are fully equipped with professional facilities. Both campuses have professional sprung floored dance studios, singing studios and acting studios to support performing arts subjects. Music has professional rehearsal rooms equipped for silent rehearsals / in ear monitoring, 32 track professional recording studios, creative suites equipped with Midi Keyboards and industry software and a 200 capacity performance space. Students have access to bookable creative suites for study, research and extra work. All LMA additional facilities are booked via the LMA app through the booking system called Cheqroom. All students have access to free WiFi across the whole campus.

Virtual Learning Environment

Your learning is supported by LMA's virtual learning environment Google Classroom. Google classroom is part of a suite of Google learning software which all LMA students are able to access. Google Classroom provides support for your course and all of your modules. All students are given an LMA email address and you access Google classroom via your email log in. When you access your emails, you will discover invitations to your Course Google Classroom area, and also to each of the modules you are taking in your current year of study. You need to accept the e-invitations to the course and modules area, and then you will be able to access a wide range of information and materials relating to each aspect of your course. Each module site contains information about the curriculum and the teaching for the module; links to additional reading and support materials on a range of topics; details about the assessment tasks for the module, and your module briefs. Google Classroom is also the site which you use to submit all your coursework assessment assignments. Your tutors will also use Google Classroom to

communicate information about the day to day running of the modules and to provide updates about additional material you may wish to look at.

Also, if your module contains some online teaching sessions, the links to the online platform will be found in Google Classroom, alongside instructions on how to access the site.

Google Classroom also gives you access to a broad range of study and student support materials. The LMA student engagement and support team operate the “Student Hub” resource site from Google Classroom, and here you can find information on topics ranging from how to use the Harvard referencing system through to time management and stress relief apps that can support your assessment preparation.

Online Library and Learning Resources:

LMA has a “digital first” approach to library and study skills resources. LMA subscribes to several different external online resources which you access via Google Classroom. These include a diverse range of online academic e-books relating to your specialist area of study, and also a range of study support materials and tutorials. During induction you will receive clear instructions as to how you can access these using your LMA email account.

Additional Academic Study Skills Support

Additional study skills support is made available to students via a range of methods. Generic “How to” sessions are offered to all students at set points during the academic year and are offered both as drop in face to face clinics and also online. These sessions are publicised to students via the LMA App, and students are required to book attendance in advance. The LMA App also contains links to a range of different online resources to support students with specific aspects of study skills such as referencing or essay planning. Material is also available within the Student Hub area in Google Classroom

Accessing Campus Facilities

If you have any particular concerns about accessing aspects of the facilities at LMA, please contact the Student Support team who will be able to provide advice.

11. Opportunities for personal development planning

Careers, Enterprise and Industry

LMA has embedded a range of career building activities throughout your curriculum. You will graduate from your course with specialist film and TV production skills alongside a broad understanding and awareness of the creative industries. In your final year you will create your own industry standard showreel which you can use to promote your talents,

alongside the promotional assets such as promotional footage, images, website, CV, self branding etc. which you build during the Promotional Portfolio module.

During your final year you will also have the opportunity to undertake a module that requires you to source an external industry client and deliver product to their requirements. You will also take part in a film showcase where your work will be shown to an invited panel of industry guests. Annually, LMA also organises a large careers fair and industry engagement event which all LMA students are invited to attend. This brings together a broad range of employers and industry specialists from across the creative sectors both nationally and internationally.

In addition to the career elements with your curriculum, LMA also organises a range of opportunities throughout the year for you to engage with industry professionals and gain further insight into career trends and routes. External speaker programmes run at different points in the year, allowing you to listen to professionals talking about their career trajectory, the opportunities they have encountered and also providing advice and guidance about how you can succeed within your chosen profession. LMA also organises a series of networking events throughout the year to enable you to mix with students from other courses who are looking for potential collaborators for projects both within LMA and externally. For example, you may get into conversation with a musician who can provide background music for an aspect of your final year film, or an acting student who wishes to audition for a part in the film you are shooting for your second year Fiction Production module. LMA alumni are also invited to some networking sessions, and you will have the opportunity to learn about how the first few years of their careers have progressed and also to potentially hear about hiring opportunities that are coming up in the companies with which they are involved.

After you have graduated, LMA likes to keep in touch with you, and shares information about creative industry job opportunities with alumni. The LMA student experience team organises a series of networking days for alumni to keep connected to LMA's contacts and opportunities. Alumni are invited to Industry festivals and Q&A sessions. Additionally, alumni are invited to take part in guest speaking sessions with students to provide aspiration and motivation. Alumni data is periodically collected in order for LMA to track progression and destination data.

Extra curricular activities

LMA offers you the opportunity to take part in a range of extracurricular activities organised by your academic course team and the LMA student experience team. This includes a range of guest speakers from industry, networking events where you can interact with students from other courses and get opportunities to build cross departmental collaborations; and Open Mic events where you can showcase your talents to other students at LMA. The LMA Student Engagement team also liaise with external organisations to provide reduced price admission to a range of creative industries events which are advertised on the LMA App.

12. Admissions Information

Details of current entry requirements can be found in the LMA Admissions Policy on our website: <https://lma.ac.uk/policiesandregulations/>

13. Visas and immigration

Currently LMA does not hold a Tier IV licence and therefore students who require a visa to study in the UK cannot be admitted to LMA courses.

14. Assessment and progression regulations

You will be assessed on how well you are achieving the intended learning outcomes at different stages throughout your time of study at LMA. This will include a variety of methods as described under Section 6 above.

In order to continue with your studies, there are minimum requirements to be met to be able to progress to the next level of your course. The current progression regulations are published within the Academic Regulations on our website at the link below. These are subject to review and amendment each year. We will let you know if there are any major changes to the regulations that may affect you.

<https://lma.ac.uk/policiesandregulations/>

You will be provided with guidelines on what you need to achieve in each assessment to ensure you receive a good mark.

15. Awards criteria

To complete your course, you will need to achieve 360 credits for an undergraduate degree.

You must also meet the requirements of any specific regulations as stated under the Assessment and progression regulations.

For further details on award requirements, please see the Academic Regulations, available on our validating partner's website <https://www.regents.ac.uk/policies>. The regulations are subject to review and amendment each year. We will let you know if there are any major changes to the regulations that may affect you.

16. Methods for evaluating and improving the quality and standards of teaching and learning

All quality assurance policies and procedures are found in the Regent's University Academic Regulations which govern LMA's delivery and management of your course. The current versions are available at the link below. The regulations are subject to review and amendment each year. We will let you know if there are any major changes to the regulations that may affect you: <https://www.regents.ac.uk/policies>

LMA works together with its validating partner Regent's University London to operate a number of institutional processes for ensuring and enhancing its academic quality standards. These include: course (re)validations, course modifications, course monitoring, student feedback systems and external examining.

Course (re)validations

LMA and Regent's University have a formal process to approve a new course or reapprove an existing course of study. This involves a panel of academics from within and outside Regent's to ensure that your course is of appropriate academic standard and of a high quality.

Course modifications

We listen to your feedback and make changes to your course as appropriate. You will be consulted on any significant changes to your course which may affect the outcomes of your study. All changes to courses or modules are subject to approval through LMA and Regent's academic governance structures.

Course monitoring

In order to ensure our courses continue to meet their academic and professional aims and objectives, Heads of Departments are required to prepare an annual monitoring report (AMR). The reports include module feedback as well as external examiner reports and responses. They are reviewed at content area and institutional level.

Student feedback systems

Students play a key role in the University's processes for enhancing the quality of our educational provision and the broader student experience. There are multiple ways for you to provide feedback on your experiences at module level (e.g., through questionnaires), course level (through course leaders), through Staff Student Liaison Committees . Student

representatives are elected and sit on institutional committees such as Academic Committee. Final-year undergraduate students (Level 6) are invited to take part in the National Student Survey (NSS).

External examiner reports

External examiners ensure that LMA standards and quality processes are appropriate and are of a standard comparable to those of other higher education institutions in the UK. There are two types of external examiners. One reviews subject level assessment and the other reviews institutional level processes and attends the progression and finalist boards.

An annual external examiner report is produced at the end of every academic year at levels 5, 6 and 7. These are made available to students, normally through the AMRs.

17. Curriculum map

The following table indicates which core and common modules assume responsibility for delivering the learning outcomes detailed in Section 6.

Level	Module Title	LMA LO1	LMA LO2	LMA LO3	LMA LO4	LMA LO5	LMA LO6	LMA LO7	LMA LO8	LMA LO9	LMA LO10
4	Studying Digital Film and TV Production - Core					X	X	X	X	X	
	Practical Skills for Digital Film and TV	X		X	X				X	X	X
	Concept and Story Development		X			X		X			
	Single Camera Production		X		X	X			X		

Level	Module Title	LMA 1	LMA 2	LMA 3	LMA 4	LMA 5	LMA 6	LMA 7	LMA 8	LMA 9	LMA 10
5	Exploring Digital Film and TV Production				X		X		X	X	X
	Advanced Practical Skills for Digital Film and TV		X	X	X	X		X	X		
	Advanced Concept and Story Development		X		X		X				X
	Producing and Directing Fiction	X	X		X	X		X			

Level	Module Title	LMA 1	LMA 2	LMA 3	LMA 4	LMA 5	LMA 6	LMA 7	LMA 8	LMA 9	LMA1 0
6	Industry Investigation				X	X		X		X	
	Branded Content			X	X	X			X	X	
	Promotional Portfolio			X		X	X				
	Major Film & TV Production	X	X		X	X		X	X		X

APPENDIX 1 - MAPPING OF REGENT'S OVERARCHING COURSE OUTCOMES TO LMA'S OVERARCHING COURSE OUTCOMES

Level 4 Learning Outcomes	
RLO 1	<p>Collaboration: Explore collaboration and networking opportunities to generate ideas for given situations.</p>
LMAO1	<p>In the context of the LMA Undergraduate courses this means, successful completion of L4, you will be able to:</p> <ul style="list-style-type: none"> • Explore how you can effectively network and collaborate as part of a team to generate ideas and opportunities within creative projects
RLO 2	<p>Innovation: Define and compare value propositions, combining curiosity and creativity.</p>
LMAO2	<p>In the context of the LMA Undergraduate courses this means, on completion of L4, you will be able to:</p> <ul style="list-style-type: none"> • Identify where innovation has occurred in creative practice and explore how these different ideas and approaches can be used to inform your own creative thinking and practice
RLO 3	<p>Professional Development: Identify opportunities for your learning and your personal and professional development</p>
LMAO3	<p>In the context of the LMA Undergraduate courses this means, on completion of L4, you will be able to:</p> <ul style="list-style-type: none"> • Identify opportunities as to how you can enhance your understanding of creative practice and how you can develop as a practitioner.
RLO 4	<p>Decision-making: Investigate and contrast different ideas, including your own, to inform decision making</p>
LMAO4	<p>In the context of the LMA Undergraduate courses this means, on completion of L4, you will be able to:</p>

	<ul style="list-style-type: none"> Investigate different ideas and approaches, including your own, and use problem solving skills to make decisions within your creative practice.
RLO 5	<p>Communication: Communicate your arguments/reasoning, orally and/or in writing in multicultural and/or international settings within familiar and well-defined contexts</p>
LMAO5	<p>In the context of the LMA Undergraduate courses this means, on completion of L4, you will be able to:</p> <ul style="list-style-type: none"> Use creative and traditional mediums to communicate to audiences from a disparate range of backgrounds
RLO 6	<p>Digital Data and Tools: Use digital tools and data in familiar and well-defined contexts</p>
LMAO6	<p>In the context of the LMA Undergraduate courses this means, on completion of L4, you will be able to:</p> <ul style="list-style-type: none"> Use a range of digital tools, software and approaches to data analysis within specific and defined contexts within your chosen creative industries subject specialism
RLO 7	<p>Discipline Knowledge: Explain theories, concepts and facts in your field of study relevant to the task</p>
LMAO7	<p>In the context of the LMA Undergraduate courses this means, on completion of L4, you will be able to:</p> <ul style="list-style-type: none"> Explain theories, concepts, and facts from debates within the creative industries in both theoretical and practical contexts
RLO 8	<p>Discipline Skills: Use established discipline-specific knowledge, techniques and tools for practical purposes</p>
LMAO8	<p>In the context of the LMA Undergraduate courses this means, on completion of L4, you will be able to:</p>

	<ul style="list-style-type: none"> Use the specific knowledge, techniques and skills relevant to your specific creative subject specialism, demonstrating basic technical proficiency and competency
RLO 9	<p>Interdisciplinary Perspectives: Identify and contrast perspectives from different disciplines in given scenarios</p>
LMAO9	<p>In the context of the LMA Undergraduate courses this means, on completion of L4, you will be able to:</p> <ul style="list-style-type: none"> Identify and contrast different interdisciplinary perspectives which can be used in both your background research and creative practice
RLO 10	<p>Human and Environmental Impact: Explore the impact of human activity on people and on the environment.</p>
LMAO10	<p>In the context of the LMA Undergraduate courses this means, on completion of L4, you will be able to:</p> <ul style="list-style-type: none"> Explore the ethical and sustainable considerations and concerns that arise within different aspects of creative practice

Level 5 Learning Outcomes	
RLO 1	<p>Collaboration Collaborate and use appropriate networks to solve challenges</p>
LMAO1	<p>In the context of the LMA Undergraduate courses this means, on completion of L5, you will be able to:</p> <ul style="list-style-type: none"> Collaborate and network within the Creative Industries, and work as an effective team member team to address challenges generated within creative projects and enterprises
RLO 2	<p>Innovation: Analyse and develop value propositions, combining curiosity and creativity.</p>
LMAO2	<p>In the context of the LMA Undergraduate courses this means, on completion of L5, you will be able to:</p> <ul style="list-style-type: none"> Recognise and Investigate alternative ideas, methods and skills that can be applied within your subject specialism and test out how these can be used effectively to develop your creative practice

RLO 3	Professional Development: Develop a plan for your professional development
LMAO3	In the context of the LMA Undergraduate courses this means, on completion of L5, you will be able to: <ul style="list-style-type: none"> • Develop a plan for your professional development, demonstrating an understanding of your own current strengths and areas for growth and enhancement as a creative practitioner.
RLO 4	Decision-making: Analyse and reflect on different ideas, including your own, to inform decision making
LMAO4	In the context of the LMA Undergraduate courses this means, on completion of L5, you will be able to: <ul style="list-style-type: none"> • Analyse and reflect on different ideas and approaches and use problem-solving and critical thinking skills to make decisions within your creative practice
RLO 5	Communication: Communicate <i>effectively</i> both orally and/or in writing in multicultural and/or international settings within unfamiliar and well-defined contexts
LMAO5	In the context of the LMA Undergraduate courses this means, on completion of L5, you will be able to: <ul style="list-style-type: none"> • Use a variety of creative and traditional mediums to communicate effectively to audiences from a disparate range of backgrounds
RLO 6	Digital Data and Tools: Analyse and use digital tools and data responsibly in unfamiliar, well-defined contexts
LMAO6	In the context of the LMA Undergraduate courses this means, on completion of L5, you will be able to: <ul style="list-style-type: none"> • Analyse and use a range of digital tools, software and approaches to data analysis demonstrating your understanding of how they can be used within your creative industries subject specialism
RLO 7	Discipline Knowledge: Examine and apply theories, concepts and facts in your field of study relevant to the task

LMAO7	<p>In the context of the LMA Undergraduate courses this means, on completion of L5, you will be able to:</p> <ul style="list-style-type: none"> • Examine and apply theories, concepts, and facts from debates within the creative industries in both theoretical and practical contexts
RLO 8	<p>Discipline Skills: Employ discipline-specific knowledge, techniques and tools for practical purposes</p>
LMAO8	<p>In the context of the LMA Undergraduate courses this means, on completion of L5, you will be able to:</p> <ul style="list-style-type: none"> • Employ a range of discipline specific knowledge, techniques and skills relevant to your specific creative subject specialism, demonstrating an intermediate level of technical proficiency and competency
RLO 9	<p>Interdisciplinary Perspectives: Investigate and apply perspectives from different disciplines in multifaceted scenarios</p>
LMAO9	<p>In the context of the LMA Undergraduate courses this means, on completion of L5, you will be able to:</p> <ul style="list-style-type: none"> • Investigate and apply different interdisciplinary perspectives in both your background research and your creative practice
RLO 10	<p>Human and Environmental Impact: Analyse the impact of human activity on people and on the environment.</p>
LMAO10	<p>In the context of the LMA Undergraduate courses this means, on completion of L5, you will be able to:</p> <ul style="list-style-type: none"> • Analyse the ethical and sustainable considerations and concerns that arise within different aspects of creative practice

Level 6 Learning Outcomes	
RLO 1	<p>Collaboration: Collaborate and build networks to solve challenges in complex settings</p>
LMAO1	

	<p>In the context of the LMA Undergraduate courses this means, on completion of L6, you will be able to:</p> <ul style="list-style-type: none"> • Collaborate and build networks and activities within the Creative Industries, developing effective team responses to complex challenges generated within creative projects and enterprises
RLO 2	<p>Innovation: Create and implement value propositions, combining intellectual curiosity and creativity</p>
LMAO2	<p>In the context of the LMA Undergraduate courses this means, on completion of L6, you will be able to:</p> <ul style="list-style-type: none"> • Implement alternative approaches to creative practice, testing and pushing artistic and discipline boundaries in order to create new work within your selected area of creative practice.
RLO 3	<p>Professional Development: Articulate a plan which encompasses opportunities for your professional development</p>
LMAO3	<p>In the context of the LMA Undergraduate courses this means, on completion of L6, you will be able to:</p> <ul style="list-style-type: none"> • Articulate a clear vision of your personal creative identity and outline plans for professional development, demonstrating an understanding of current industry trends and opportunities.
RLO 4	<p>Decision-making: Formulate informed decisions using critical and reflexive thinking</p>
LMAO4	<p>In the context of the LMA Undergraduate courses this means, on completion of L6, you will be able to:</p> <ul style="list-style-type: none"> • Exhibit informed decision-making within creative practice, showcasing problem-solving skills, self reflection and the ability to use critical thinking to overcome challenges within diverse situations.
RLO 5	<p>Communication: Communicate <i>effectively</i> both orally and in writing in multicultural and/or international settings.</p>
LMAO5	<p>In the context of the LMA Undergraduate courses this means, on completion of L6, you will be able to:</p>

	<ul style="list-style-type: none"> • Use a variety of creative and traditional mediums to communicate effectively to diverse audiences from a disparate range of backgrounds
RLO 6 LMAO6	<p>Digital Data and Tools: Appraise and utilise digital tools and data in your professional and social contexts.</p> <p>In the context of the LMA Undergraduate courses this means, on completion of L6, you will be able to:</p> <ul style="list-style-type: none"> • Appraise and utilise a range of digital tools, software and approaches to data analysis demonstrating your informed understanding of their application within the Creative Industries sector and their wider use.
RLO 7 LMAO7	<p>Discipline Knowledge: Critique and synthesise theories, concepts and facts in your field of study relevant to the task</p> <p>In the context of the LMA Undergraduate courses this means, on completion of L6, you will be able to:</p> <ul style="list-style-type: none"> • Critique and synthesise theories, concepts, and facts from debates within the creative industries in both theoretical and practical contexts
RLO 8 LMAO8	<p>Discipline Skills: Combine and employ a wide range of discipline-specific knowledge, techniques and tools for practical purposes</p> <p>In the context of the LMA Undergraduate courses this means, on completion of L6, you will be able to:</p> <ul style="list-style-type: none"> • Combine and employ a wide range of discipline specific knowledge, techniques and skills relevant to your specific creative subject specialism, demonstrating an appropriate graduate entry level of technical proficiency and competency.
RLO 9 LMAO9	<p>Interdisciplinary Perspectives: Integrate perspectives from different disciplines in multifaceted scenarios</p> <p>In the context of the LMA Undergraduate courses this means, on completion of L6, you will be able to:</p>

	<ul style="list-style-type: none"> integrate different interdisciplinary perspectives in both your background research and creative practice
RLO 10	<p>Human and Environmental Impact: Evaluate the impact of human activity, including your own, on people and on the environment</p>
LMAO10	<p>In the context of the LMA Undergraduate courses this means, on completion of L6, you will be able to:</p> <ul style="list-style-type: none"> Evaluate the ethical and sustainable considerations and concerns that arise within different aspects of your own creative practice and in the broader world of the creative industries