

Programme Specification 2025-26

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| 1. | Programme title | BA Hons Film |
| 2. | Awarding institution | Middlesex University |
| 3a | Teaching institution | Middlesex University London, Middlesex University Dubai |
| 3b | Language of study | English |

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| 4a | Valid intake dates and mode of study | | |
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| Mode of Study | Cohort | Delivery Location | Duration |
|----------------------|---------------|--------------------------|-----------------|
| Full-time (FT) | Semester 1 | 1 Hendon, 2 Dubai | 3 Years |
| Part-time (PT) | Semester 1 | 1 Hendon, 2 Dubai | 6 Years |

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| 4c | Delivery method | On Campus/Blended Learning |
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| 5. Professional/Statutory/Regulatory body (if applicable) | |
| N/A | |

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| 6. | Apprenticeship Standard (if applicable) | N/A |
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| 7. Final qualification(s) available | |
| Target Award Title(s) | |
| BA Hons Film | |
| Exit Award Title(s) | |
| BA Film | |
| DipHE Film | |
| CertHE Film | |

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| 8. Academic year effective from | 2025-26 |
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| 9. Criteria for admission to the programme | |
| <p>We welcome a diverse student cohort to support diverse and inclusive creative practice.</p> <p>Applicants usually achieve 112 UCAS points or a relevant equivalent qualification. Please see https://www.ucas.com/ucas/tariff-calculator to help you calculate your tariff points. After completing the UCAS process, applicants may be required to submit a portfolio of their work to support their application. Additionally, in certain cases, applicants might be invited for an interview. Further instructions will be provided after submitting the application.</p> | |

The Arts and Creative Industries Foundation Year at Middlesex University is available for those applicants no or very limited practical experience, before progressing onto year 1 of the BA Film programme.

Overseas applicants must possess an IELTS 6.0 qualification in each category. Those who do not meet this English language proficiency level are strongly advised to enrol in the Pre-sessional English course and/or the Foundation Year programme to adequately prepare for the full degree course.

There are no restrictions to admission to the programme based on disability. Students with disabilities will receive support to fully participate in the programme (refer to section 16 for details).

Direct entry to Year 2 or Year 3 of the programme is evaluated on an individual basis. While Year 3 entry is seldom suitable, applications for it will be reviewed by the programme team. Any applications for entry with prior accreditation or advanced standing will undergo assessment following the University's standard procedures.

We welcome applicants from Foundation, HND, or BTEC courses. We also welcome applicants with relevant experience from industry, as well as those without evidenced work experience or formal qualifications, as long as they demonstrate an aptitude for learning and a commitment to film.

If an applicant has substantial work experience, specialist expertise or previous awards/qualifications, it is possible to have this experience recognised and claim university credit through the Recognition of Prior Learning (RPL) process.

10. Aims of the programme

The programme aims to:

- Enable students to gain specialised and in-depth knowledge about professional screen production practices, workflow and an understanding of industry working environments.
- Foster critical enquiry in aesthetic, legal, ethical, political cultural and social aspects of screen production to enable students to be responsible, confident and reflective in their creative output.
- Build upon existing partnerships with industry practitioners, organisations and communities to continually offer students relevant and rich experiences in key aspects of film/tv production processes and practices that will support employability.
- Inspire students with a wide range of learning opportunities to produce relevant creative content.
- Encourage students to explore diverse and inclusive ideas, practices and voices in screen production.
- Create a collaborative environment in which ideas are developed, effectively communicated, managed and resourced, and technically accomplished to enable students to become confident filmmakers and content producers who can work with others.

11. Programme Learning Outcomes

Programme - Knowledge and Understanding

On completion of this programme the successful student will have a knowledge and understanding of:

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| 1. how to work with and across a range of different specialised screen production practices, tools and workflows depending on aims, function and purpose; |
| 2. professional working practices, industry roles and collaborative working; |
| 3. critical enquiry in aesthetic, legal, ethical, political and social aspects of screen media and their role as critique, challenge and force of social change; |
| 4. research processes and methodologies as an integral element of practice, along with methods and approaches to identify appropriate ideas and stories to develop for a variety of screen production opportunities; |
| 5. ways to approach different audiences, contexts and platforms for screen production; |
| 6. evaluative processes to chart creative development and career identity. |
| Programme - Skills |
| On completion of this programme the successful student will be able to: |
| 7. articulate complex ideas and arguments, in a range of formal and informal settings, via audio-visual, verbal and written language; |
| 8. recognise and engage with equitable, diverse and inclusive practices and voices in screen production; |
| 9. integrate aesthetic, critical and theoretical consideration into own practice and decision-making; |
| 10. plan, research, negotiate, organise and manage projects from ideation to completion, including being able to budget, schedule and raise appropriate contracts for cast, participants and crew, applying relevant numeracy skills to resource creative projects; |
| 11. demonstrate advanced levels of competency in screen production processes and practices to produce quality creative content; |
| 12. work professionally and collaboratively and deploy problem solving skills and at a high level. |

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| 12. Teaching/learning methods |
| <p>Students gain knowledge and understanding through:</p> <ul style="list-style-type: none"> • participation and engagement in ideation and production workshops, seminars, screenings, critiques, production meetings and tutorials; • critical analysis and evaluation of screen language, forms and readings; • learning and using digital technologies and creative processes to develop to technical competencies; • Industry speakers, specialist interactive sessions and masterclasses; • engaging with briefs co-designed with industry and community partners; • personal development including diagnostic explorations to identify development goals and trajectory; strengths, and developmental needs; • reflective practices on both work created and own performance. <p>Students learn skills through:</p> <ul style="list-style-type: none"> • presenting work in a variety of ways (screenings, oral presentations, personal development planning, essays, pitches, treatments, synopses, reports); • seminars and workshops to develop the storytelling and editorial skills necessary for planning, developing and delivering productions; • workshops and briefs to develop and hone specialist skills; • gaining experience in screen production and collaborating with others; • engaging with briefs co-designed with industry and community partners; • collaborative working as well as individual research and skills-based acquisition. |

13. Employability

13a Placement and work experience opportunities (if applicable)

Engagement with industry is a key driver for employability. Therefore, we will encourage a range of experiences throughout the degree allowing students to undertake work experience, placements, produce work from client-led briefs and, where possible, training, as well as mentoring and leadership opportunities.

Students are supported/encouraged to find opportunities on their own and/or supported on group briefs to deliver for industry or community partners. Opportunities will also be offered through the staff team who, through their industry and community connections, can assist students in linking up with placement partners, freelancing opportunities and/or in-house work experience that can be assessed.

A range of career-boosting activities including networking and career planning is embedded in the programme to support new entrants to secure employment on graduation.

We partner with our employability colleagues, MDX Works to offer information, support and workshops around employability skills e.g., CV and cover letter writing, interview techniques and networking, as well as with CAPE to identify and provide CPD for staff. The programme also partners with MDX industry engagement colleagues to support students with connecting to and working with industry practitioners and relevant networking opportunities.

The Outreach team also supports students who want to engage with education-based opportunities such as running school workshops.

13b Future careers / progression

We expect to build on our already excellent record in progressing our graduates into media industry careers. The students go into entry level positions such as runners in production and postproduction, kit hire providers, researchers, and assistant floor managers, sound assistants, assistant gaffers, standby props, set decorators, location assistants, etc.

Graduates tend to move through the production hierarchies quickly, becoming junior production managers, production coordinators, camera operators, focus pullers, edit assistants, etc.

Our students go into diverse employment across the screen industries including broadcast, features, commercial, corporate, campaign, advertising, music videos, social media and streaming content. Our graduates have gone on to work at major institutions such as the BBC, Granada, ILM, ENVY, Bandicoot TV, and ITV. Others have set up their own small businesses, attracting both commercial work and funded commissions, such as Speeding Films, Good Egg Media and Two Fresh Productions. We actively foster this network of alumni to support our current students.

14. Assessment methods

Students' knowledge and understanding is assessed by:

- analytical and creative writing;
- production exercises and practice-led research;
- practical project work;
- vivas and debriefs;

- evidence of industry engagement and/or employability-related activities;

Students' knowledge and understanding is assessed by presenting portfolios of their work. Some elements will be responses to briefs, others assessments include:

- pitches, presentations and vivas;
- participation in workshops;
- evidence of engagement in collaborative projects and/or additional employability-related activities;
- portfolios of preparatory work, independent research and practical exercises;
- practical filmmaking projects; placements, collaborative projects and live briefs.

15. Programme Structure (level of study, modules, credits and progression requirements)

Structure is indicative for Part-time routes.

Students must take all of the compulsory modules and choose following programme requirements from the optional modules.

Non-compensatable modules are noted below.

Full Time

Year 1

| Code | Type | Module Title | Credits at FHEQ Level |
|---------|------------|-----------------------------|-----------------------|
| SOF1204 | Compulsory | Creative Production 2025-26 | 30 at Level 4 |
| SOF1203 | Compulsory | Documentary 2025-26 | 30 at Level 4 |
| SOF1202 | Compulsory | Production Skills 2025-26 | 30 at Level 4 |
| SOF1201 | Compulsory | Visual Storytelling 2025-26 | 30 at Level 4 |

Year 2

| Code | Type | Module Title | Credits at FHEQ Level |
|---------|------------|---------------------|-----------------------|
| FLM2506 | Compulsory | Screencraft 2026-27 | 30 at Level 5 |

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|---------|------------|--------------------------|---------------|
| FLM2503 | Compulsory | Screen and World 2026-27 | 30 at Level 5 |
| FLM2501 | Compulsory | Story Lab 2026-27 | 30 at Level 5 |
| FLM2504 | Compulsory | The Short Film 2026-27 | 30 at Level 5 |

Year 3

| Code | Type | Module Title | Credits at FHEQ Level |
|---------|------------|---|-----------------------|
| FLM3501 | Compulsory | Industry & Collaboration Hub 2027-28 | 30 at Level 6 |
| FLM3504 | Compulsory | Major Project: Production 2027-28 | 30 at Level 6 |
| FLM3502 | Compulsory | Major Project: Research & Development 2027-28 | 30 at Level 6 |
| FLM3503 | Compulsory | The Film Professional 2027-28 | 30 at Level 6 |

Part Time

Year 1

| Code | Type | Module Title | Credits at FHEQ Level |
|---------|------------|---------------------------|-----------------------|
| SOF1203 | Compulsory | Documentary 2025-26 | 30 at Level 4 |
| SOF1202 | Compulsory | Production Skills 2025-26 | 30 at Level 4 |

Year 2

| Code | Type | Module Title | Credits at FHEQ Level |
|-------------|-------------|-----------------------------|------------------------------|
| SOF1204 | Compulsory | Creative Production 2026-27 | 30 at Level 4 |
| SOF1201 | Compulsory | Visual Storytelling 2026-27 | 30 at Level 4 |

Year 3

| Code | Type | Module Title | Credits at FHEQ Level |
|-------------|-------------|--------------------------|------------------------------|
| FLM2506 | Compulsory | Screencraft 2027-28 | 30 at Level 5 |
| FLM2503 | Compulsory | Screen and World 2027-28 | 30 at Level 5 |

Year 4

| Code | Type | Module Title | Credits at FHEQ Level |
|-------------|-------------|------------------------|------------------------------|
| FLM2501 | Compulsory | Story Lab 2028-29 | 30 at Level 5 |
| FLM2504 | Compulsory | The Short Film 2028-29 | 30 at Level 5 |

Year 5

| Code | Type | Module Title | Credits at FHEQ Level |
|-------------|-------------|---|------------------------------|
| FLM3502 | Compulsory | Major Project: Research & Development 2029-30 | 30 at Level 6 |
| FLM3503 | Compulsory | The Film Professional 2029-30 | 30 at Level 6 |

Year 6

| Code | Type | Module Title | Credits at FHEQ Level |
|---------|------------|--------------------------------------|-----------------------|
| FLM3501 | Compulsory | Industry & Collaboration Hub 2030-31 | 30 at Level 6 |
| FLM3504 | Compulsory | Major Project: Production 2030-31 | 30 at Level 6 |

*Please refer to your programme page on the website re availability of option modules

16. Programme-specific support for learning

To ensure a high quality, interactive and experiential learning experience, students are provided with the following:

- An academic adviser to help manage the journey through higher education and provide regular sessions along with information and support at any point in the academic year.
- Outstanding technical facilities including a television studio complex designed by Sony, digital media workshops with high-spec computers and all the software you need. 13 post-production suites for editing, colour grading and sound editing, a sound dubbing studio for mixing Dolby Atmos, sound studios for recording ADR and foley, and a motion capture and greenscreen virtual production studio.
- Expert technical staff who contribute their expertise to facilitate the realisation of film productions and offer training in using our specialised spaces, which encompass studios, production galleries, recording studios, digital media workshops, edit suites, and green screen and motion capture studios.
- The Kit Hub, our loan store with an extensive range of equipment including a range of high-end digital cinecameras, with a wide range of lenses, location lighting kits, professional sound equipment, and host of other amazing stuff to support your creative output. This is a free service.
- Technical induction programme for the safe and professional use of all specialist equipment held at the Kit Hub.
- Library facilities and resources, including specialist books, journals, videos, DVDs, slides, special collections, and computer programmes. There is a fine collection of Cinema books, journals and videos/DVDs of recorded programmes on cinema.
- The Learning Enhancement Team and the Subject Librarian in the Sheppard Library support students with different aspects of academic study and research to develop essential skills in these areas.

- MyLearning, our online learning support platform containing a raft of learning materials, including reading materials and videos.
- LinkedIn Learning free subscription to this website packed full of videos, tutorials and fully curated courses taught by recognised industry experts. It is an incredibly valuable resource, with which you can learn new business, technology, and creative skills to achieve your personal and professional goals.
- Adobe Creative Cloud free subscription whereby you can install your personal copy of creative cloud software on your computer to assist you with your studies. Creative Cloud is collection of software titles that help bring all your creative ideas to life and includes Photoshop, Premiere-Pro and After Effects, along with many other titles.
- MDXworks: Careers & Employability Service support students in developing employability skills.

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| 17. HECos code(s) | 100058: Film Studies |
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| 18. Relevant QAA subject benchmark(s) | Communication, Media, Film and Cultural Studies 2024 |
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19. University Regulations

This programme will run in line with general University Regulations: [Policies | Middlesex University](#)

This programme will run in line with general University Regulations:

<https://www.mdx.ac.uk/about-us/policies#regulations>

20. Reference points

This Programme Specification has been written with reference to the following:

- QAA Communication, Media, Film and Cultural Studies (2019) benchmarks (https://www.qaa.ac.uk/docs/qaa/subject-benchmark-statements/subject-benchmark-statement-communication-media-film-and-cultural-studies.pdf?sfvrsn=28e2cb81_4)
- ScreenSkills <https://www.screenskills.com>
- Middlesex University 2031 strategy (<https://mdxstrategy2031.co.uk/priorities-and-implementation>)
- Middlesex University Learning Framework 2031 strategy Transforming our Educational Approach (mdx.ac.uk)
- Middlesex University Inclusive Curriculum Framework <https://www.intra.mdx.ac.uk/about-us/services/centre-for-academic-practice-enhancement/inclusivity-in-the-curriculum-edi/LTC21-10-Inclusive-Curriculum-Framework-update-Oct-21-final.pdf>
- Middlesex University Learning and Quality Enhancement Handbook (<https://www.mdx.ac.uk/about-us/policies/academic-quality/handbook>)

•Credit Level Descriptors for Higher Education <https://seec.org.uk/wp-content/uploads/2021/03/SEEC-Credit-Level-Descriptors-2021.pdf>

21. Other information (*if applicable*)

None

Please note programme specifications provide a concise summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve if they take full advantage of the learning opportunities that are provided. More detailed information about the programme can be found in the rest of your programme handbook and the university regulations.

21. Curriculum map for BA Film

This section shows the highest level at which programme outcomes are to be achieved by all graduates, and maps programme learning outcomes against the modules in which they are assessed.

Programme learning outcomes

Knowledge and understanding

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|----|---|
| A1 | how to work with and across a range of different specialised screen production practices, tools and workflows depending on aims, function and purpose; |
| A2 | professional working practices, industry roles and collaborative working; |
| A3 | critical enquiry in aesthetic, legal, ethical, political and social aspects of screen media and their role as critique, challenge and force of social change; |
| A4 | research processes and methodologies as an integral element of practice, along with methods and approaches to identify appropriate ideas and stories to develop for a variety of screen production opportunities; |
| A5 | ways to approach different audiences, contexts and platforms for screen production; |
| A6 | evaluative processes to chart creative development and career identity. |

Skills

| | |
|----|---|
| B1 | articulate complex ideas and arguments, in a range of formal and informal settings, via audio-visual, verbal and written language |
| B2 | recognise and engage with equitable, diverse and inclusive practices and voices in screen production |
| B3 | integrate aesthetic, critical and theoretical consideration into own practice and decision-making; |
| B4 | plan, research, negotiate, organise and manage projects from ideation to completion, including being able to budget, schedule and raise appropriate contracts for cast, participants and crew, applying relevant numeracy skills to resource creative projects; |
| B5 | demonstrate advanced levels of competency in screen production processes and practices to produce quality creative content; |
| B6 | work professionally and collaboratively and deploy problem solving skills and at a high level. |

Programme outcomes

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|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| A1 | A2 | A3 | A4 | A5 | A6 | A7 | B1 | B2 | B3 | B4 | B5 | B6 | B7 | B8 |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|

Highest level achieved by all graduates

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|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|

| Module Title | Module Code by Level | A1 | A2 | A3 | A4 | A5 | A6 | B1 | B2 | B3 | B4 | B5 | B6 |
|---|----------------------|----|----|----|----|----|----|----|----|----|----|----|----|
| Visual Storytelling | SOF1201 | | | X | X | | | X | | | | | |
| Production Skills | SOF1202 | X | | | | | X | | | | | | |
| Documentary | SOF1203 | | | | X | X | | | X | X | | | |
| Creative Production | SOF1204 | X | X | | | | X | | | | X | | X |
| Story Lab | FLM2501 | | | X | | X | | | X | X | | | |
| Screencraft | FLM2506 | X | X | | | | X | | | | X | | X |
| Screen and World | FLM2503 | | | X | X | X | | X | | | | | |
| The Short Film | FLM2504 | X | X | | | | | X | | | X | | X |
| Industry & Collaboration Hub | FLM3501 | X | X | | | | X | | | | X | | X |
| Major Project: Research and Development | FLM3502 | X | X | X | X | X | | X | X | X | X | X | X |
| The Film Professional | FLM3503 | X | X | | | | X | X | | | | X | |
| Major Project: Production | FLM3504 | X | X | X | X | X | | X | X | X | X | X | X |