

## **COURSE SPECIFICATION DOCUMENT**

|                                      |                                                             |
|--------------------------------------|-------------------------------------------------------------|
| <b>Academic School / Department:</b> | Communications & The Arts                                   |
| <b>Programme:</b>                    | MA Film: Science Fiction and Fantasy                        |
| <b>FHEQ Level:</b>                   | 7                                                           |
| <b>Course Title:</b>                 | Graduate Internship in MA Film: Science Fiction and Fantasy |
| <b>Course Code:</b>                  | FLM 7902                                                    |
| <b>Total Hours Updated</b>           | 200                                                         |
| Timetabled Hours:                    | N/A                                                         |
| Guided Learning Hours:               | N/A                                                         |
| Independent Learning Hours:          | 200                                                         |
| <b>Credits:</b>                      | 20 UK CATS credits<br>10 ECTS credits<br>4 US credits       |

### **Course Description:**

Students will complete at least 6 weeks of full time work or the equivalent part-time within an organization to enable participation in graduate level experiential learning and so develop hands-on skills and professional experience which will prepare students for work in a range of film and creative cultural industries. Placements are supervised, career-related work experiences combined with reflective, academic study that help students 'learn by doing'. During the internship, the staff of the Internship Office and a faculty supervisor work closely with each student and the organization to ensure that the placement is a successful one.

**Prerequisites and/or Co-requisites:** MA Film: Science Fiction and Fantasy students only, Students not taking the 4/20 credit internship may opt to take the 12/60 credit Extended Professional Research Project.

**Aims and Objectives:**

- To provide students with an opportunity to participate in graduate-level experiential learning
- To develop the hands-on skills needed for a particular professional environment
- To prepare students for work in a range of arts and creative cultural industries
- To reflect upon work experience and possible future career paths
- To consider the application of learned academic knowledge within a professional context
- To develop students' professional communication skills, including written and oral communication

**Programme Outcomes**

At the end of this course, the students will have achieved the following programme outcomes: A3, B4, B5, B6, C2, D1.

A detailed list of the programme outcomes is found in the Programme Specification. This is maintained by Registry and located at: <https://www.richmond.ac.uk/programme-and-course-specifications/>

**Learning Outcomes:**

- Demonstrate a critical knowledge of professional practice in film, television, arts and other creative cultural industries
- Show excellent writing skills including logical and structured narratives and arguments supported by relevant primary and secondary evidence
- Demonstrate professional presentation skills including verbal visual analysis, communicated clearly to specialist and non-specialist audiences
- Deploy the skills and experience required to work in the arts and creative cultural industries
- Work effectively as an independent and interdependent researcher and research collaborator
- Apply current technologies to enhance research and be fully computer literate

**Indicative Content:**

- critical reflection on the internship experience
- the range of career pathways possible in the fantasy-based entertainment film, television and other creative media industries
- hands-on skills within a specific sector of film, television, arts and creative industries
- working within a professional context
- verbal communication and presentation skills within a professional context
- how to approach the search for internships

**Assessment:**

This course conforms to the Richmond University Standard Assessment Norms approved at Academic Board and are located at <https://www.richmond.ac.uk/university-policies/>

The following should apply to all internship courses:

- No exams
- Professional Learning Journals are required
- MA level assessment points will be driven by a greater presence of self-directed learning

**Teaching Methodology:**

'Experiential Learning involves direct encounter with the phenomena or discipline being studied and the learning is achieved through reflection upon the everyday experiences' (Houle 1980). The Internship program utilizes these ideas and assists student with the process of self-learning support by a faculty supervisor. Faculty supervision will be in a combination of meetings, correspondence through email, and assessment of written work.

**Indicative Text(s):**

- Greenwald, S., Landry, P. *This Business of Film: A Practical Guide to Achieving Success in the Film Industry*. (Lone Eagle, 2009)
- Moscovitz, J. *Critical Approaches to Writing About Film* (Pearson Hill, 2000)
- Rountree, K. *Writing by Degrees: A Practical Guide to Writing These and Research Papers*. (Auckland: Longman Paul, 1996).
- Trujillo, T. *Intern Insider: Getting the Most Out of Your Internship in the Entertainment Field* (Routledge 2016)
- Webb, M., Miller G. *Setlife: A Guide to Getting a Job in Film (and Keeping It)* (Setlife Publishing 2016)
- Yager F, Yager J, Carradine D. *Career opportunities in the film industry*. (Ferguson 2009)

See syllabus for complete reading list

**Change Log for this CSD:**

| Nature of Change         | Date Approved & Approval Body (School or AB) | Change Actioned by Academic Registry |
|--------------------------|----------------------------------------------|--------------------------------------|
| Revision – annual update | May 2023                                     |                                      |
| Total hours updated      | April 2024                                   |                                      |
|                          |                                              |                                      |
|                          |                                              |                                      |
|                          |                                              |                                      |
|                          |                                              |                                      |

|  |  |  |
|--|--|--|
|  |  |  |
|--|--|--|