

## COURSE SPECIFICATION DOCUMENT

<b>Academic School / Department:</b>	Communications, Arts and Social Sciences
<b>Programme:</b>	MA Film: Science Fiction and Fantasy
<b>FHEQ Level:</b>	7
<b>Course Title:</b>	Graduate Internship in Film: Science Fiction and Fantasy
<b>Course Code:</b>	FLM 7902
<b>Course Leader:</b>	Dr Caleb Turner
<b>Student Engagement Hours:</b>	200-240
Independent / Guided Learning:	200-240
<b>Semester:</b>	SUMMER
<b>Credits:</b>	20 UK CATS credits 10 ECTS credits 4 US credits

### **Course Description:**

A 3-5/days a week work placement of approximately three months (depending on the requirements of the organization in question; a minimum of 9 weeks) within an organization to enable students to participate in graduate level experiential learning and so develop hands-on skills and professional experience which will prepare them for work in the fields of performing arts management and administration. 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 the MA internship faculty supervisor work closely with each student and the organisation 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 particular professional environment

- To prepare students for work in a range of film, television, arts and other 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 the course, the student 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:**

By the end of this course, successful students are expected to be able to:

- 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 Assessment Norms approved at Academic Board.

**The following should apply to all intention causes**

- 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 encounters with the phenomena or discipline being studied and the learning is achieved through reflection upon my everyday experiences’ (Houle 1980). The Internship program utilises these ideas and assists students with the process of self-learning support by a faculty supervisor. Faculty supervision will be given in a combination of meetings, correspondence through email, and assessment of written work.

**Bibliography:**

- 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 Registry Services
