



UNIVERSITY
TECHNOLOGY,
MAURITIUS

School of Innovative Technologies and Engineering

Department of Creative Arts, Film and Media Technologies

BA (Hons) Film and Video Production

PROGRAMME DOCUMENT

BFVPv2.0
July 2021

University of Technology, Mauritius

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BA (Hons) Film & Video Production

A. Programme Information

The Bachelor of Arts in Film and Video Production programme was designed to give students the opportunity to explore the full potential of digital cinema and provides professional practice to prepare learners for a career in the film industry. The BA (Hons) Film & Video Production programme was mounted in 2017 in collaboration with Board of Investment Mauritius (BOI), Mauritius Film Development Corporation (MFDC) and the Mauritius Broadcasting Corporation (MBC).

This three-year programme of study covers the different aspects of film production from pre-production phase to post-production. During the first stages of the course, students learn the essential video production skills from scriptwriting to filming and editing. In upcoming stages, students refine and improve their film making skills through film theory and the production process. By the end of the course students should be able to easily direct and produce short films and videos with added special effects.

Job Prospects:

The increasing need for video content in the web & film industry provides new opportunities for the sector of video and film production including Post-Production Editors, Technical Coordinators, Lighting Designers, Colour Graders, Digital Imaging Technicians, Producers and Directors, amongst others.

B. Programme Aims

Digital technologies offer opportunities for independent filmmakers to produce at lower costs for corporate promotions, events and festivals. The aim of the programme is to:

- Provide students with the necessary skills to work in film and video production sector;
- Build and enforce student's creativity and skills to produce high quality stories;
- Provide an exposure to the environment and workflow of digital video allowing students to operate at different levels of the industry from pre-production to post-production;
- Help learners use their imagination, creativity and develop fluency in the techniques of cinematography and broadcast representation;
- Encourage learners to operate as entrepreneurs.

C. Programme Objectives

After successful completion of the Programme, the graduate will be able to:

- Understand the whole workflow of digital film production from pre to post production;
- Understand and apply the principles for creative scriptwriting and storytelling;
- Operate at post-production level for video editing, colour grading, application of Special Effects (sfx) and sound design;
- Produce films, short videos and documentaries;
- Handle and operate the camera properly;
- Understand and work with different lighting conditions;
- Understand and work with compositing and keying techniques for film production;
- Understand, design and plan the integration of 3D Animation and Special Effects (sfx) in the digital video workflow.

PART I - Regulations

D. General Entry Requirements

As per UTM'S Admissions Regulations, and 'Admission to Programmes of Study at Degree Level' or APL / APEL requirements.

E. Programme Entry Requirements

To enrol in the programme, students should be equipped with their own Digital Single Lens Reflex (DSLR) camera having a minimum video recording capability of Full HD 1080p at 24 fps or more.

F. Programme Mode and Duration

Full Time:	Minimum 3 years, Maximum 6 years	(Minimum 6 semesters, Maximum 12 semesters)
Part Time:	Minimum 4.5 years, Maximum 7.5 years	(Minimum 9 semesters, Maximum 15 semesters)

G. Teaching and Learning Strategies

- Lectures, Tutorials and Practical Sessions;
- Class Tests and Assignments;
- Structured Discussions & Self-Directed Study;
- Workshops and Seminars;
- Case Study of real-world problems;
- Work Placement.

Work Placement:

The programme encourages students to go for work placement during semester breaks. Work placement is optional and will be carried out amongst others in one of the following:

- MBC
- MFDC
- Advertising Agencies
- Local film production companies.

Professional & Practical Exposure:

Students will have the opportunity to gain professional / practical exposure during film & video production with local and international film producers.

H. Student Support and Guidance

Each cohort of the programme is allocated a Programme coordinator who acts as a liaison between the students and school management and provides support for academic management of the programme.

I. Attendance Requirements

As per UTM's Regulations and Policy.

J. Credit System

The programme adopts the European Credit Transfer System (ECTS) which promotes a unified procedure for academic recognition of student periods performed. The system introduces standard for assessment and comparison of study levels in various academic institutions and enables to recognition of diplomas at the European job market. ECTS credits are assigned to each module in the programme amounting to 60 credits for each level.

- Each level of study carries 60 credits. On average there are 10 modules per level and 1500 hours of learning. The number of credits for each module is typically 6 with the exception of final year project module which shall comprise of 12 credits. Work placement carries 6 credits and are carried out during the semester break.
- Each module will consist of 150 hours of learning comprising of 45 hours of delivery which could be any combination of face to face, blended, online, seminar, workshop or joint session. The remaining 105 hours will cover self-learning, self-study, guest lecture etc.

For the award of a Certificate, a minimum of 60 credits are required.

For the award of a Diploma, a minimum of 120 credits are required.

For the award of an Honours Degree, 180 credits are required.

Awards on the basis of accumulated credits may exceptionally be considered on a case to case basis.

K. Student Progress and Assessment

The programme is delivered mainly through lectures (L), tutorials (T), and practical (P) sessions in blended mode. Students are expected to be as autonomous as possible and self-development activities may include reading research articles, delivering presentations, taking part in quizzes, case-studying, organize and participate in photo and/or video shooting sessions, amongst others.

For the award of the Degree, all modules must be passed overall with passes in the examination, coursework and other forms of assessment.

Each module carries 100 marks and unless otherwise specified and will be assessed as follows:

- Continuous assessment carries a minimum of 30% and a maximum of 50% of the total marks. Continuous assessment can be based on a combination of assignments, field study, workshops, surveys, practical and class tests;
- Modules 'Cinematography I', 'Script Development', 'Cinematography II', 'Visual Effects' and 'Makeup for film' will be assessed by 100% coursework. The coursework must consist of at least one class test and two assignments;
- Modules 'Communication skills & Public performance', 'Animation', 'Audiography', 'Camera & Lighting', 'Costume Design', 'Film Direction', 'Video Editing Essentials', 'Advanced Video Editing', 'Creative writing & storytelling', 'Production management' and 'Motion Capture' will be assessed by 100% coursework. The coursework must consist of at least two assessments.

Module Grading Structure

Grade	Marks x (%)	Remarks
A	$70 \leq x \leq 100$	Excellent
B	$60 \leq x < 70$	Very Good
C	$50 \leq x < 60$	Good
D	$40 \leq x < 50$	Satisfactory
F	$x < 40$	Referred

L. Evaluation of Performance

The percentage mark at Level 1 contributes a 20% weighting towards the degree classification.
The percentage mark at Level 2 contributes a 30% weighting towards the degree classification.
The percentage mark at Level 3 contributes a 50% weighting towards the degree classification.

M. Award Classification

1) Overall weighted mark y (%) Classification

$y \geq 70$	1 st Class Honours
$60 \leq y < 70$	2 nd Class 1 st Division Honours
$50 \leq y < 60$	2 nd Class 2 nd Division Honours
$45 \leq y < 50$	3 rd Class Honours
$40 \leq y < 45$	Pass Degree
$y < 40$	No Award

N. Programme Organisation and Management

Programme Committee members for the setup of the first version of the programme in 2017 were: Mr. Nanda Narrainen (BOI), Ms. Trishilla Benydin-Koolwont (BOI), Mr. Sachin Jootun (MFDC), Mr. Vinay Bacorisen (MFDC), Mr. Amoordalingum Pather (MBC), Dr. (Mrs) Sharmila Pamela Seetulsingh-Goorah (UTM) , Dr. (Mrs) Sandhya Armoogum (UTM), Mr. Riyad Dhuny (UTM), Ms. Leila Denmamode (UTM), Mr. Ajit Gopee (UTM) .

Programme Director: Mr. Dhuny Riyad

Contact Details:

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Part II - Programme Structure

O. BA (Hons) Film & Video Production – Full Time (version 2.0)

YEAR 1 (Level 1)							
Semester 1				Semester 2			
Code	Modules	Hrs/Wk L/T/P+SD	Credits	Code	Modules	Hrs/Wk L/T/P+SD	Credits
BFVP1101c	<i>Introduction to film studies & Digital filmmaking</i>	3 + 7	6	BFVP1106c	<i>Communication skills & Public performance</i>	3 + 7	6
BFVP1102c	<i>Creative writing & Storytelling</i>	3 + 7	6	BFVP1107c	<i>Production Management</i>	3 + 7	6
MULT1105c	<i>Video Editing Essentials</i>	3 + 7	6	BFVP1108c	<i>Cinematography I</i>	3 + 7	6
GRPH2101c	<i>Photography</i>	3 + 7	6	BFVP1109c	<i>Script Development</i>	3 + 7	6
BFVP1111c	<i>Camera & Lighting</i>	3 + 7	6	BFVP1110c	<i>Audiography</i>	3 + 7	6
Certificate Level exit point →							

YEAR 2 (Level 2)							
Semester 1				Semester 2			
Code	Modules	Hrs/Wk L/T/P+SD	Credits	Code	Modules	Hrs/Wk L/T/P+SD	Credits
MULT2106c	<i>Advanced Video Editing</i>	3 + 7	6	BFVP2106c	<i>Cinematography II</i>	3 + 7	6
BFVP2102c	<i>Law for film and media</i>	3 + 7	6	BFVP2107c	<i>Principles of Management & Entrepreneurship</i>	3 + 7	6
BFVP2103c	<i>Film Direction</i>	3 + 7	6	BFVP2108c	<i>Field based mini-project</i>	-	6
BFVP2111c	<i>Animation</i>	3 + 7	6	PROJ2119c	<i>Work Placement*</i>	-	6
BFVP2105c	<i>Screenwriting & Characters</i>	3 + 7	6	GRPH1104c	<i>Basic 3D Animation</i>	3 + 7	6
*Work placement will be carried out off semester between the first and second semesters of level 2.							
Diploma Level exit point →							

YEAR 3 (Level 3)							
Semester 1				Semester 2			
Code	Modules	Hrs/Wk L/T/P+SD	Credits	Code	Modules	Hrs/Wk L/T/P+SD	Credits
BFVP3101c	<i>3D Animation for film</i>	3 + 7	6	BFVP3105c	<i>Digital Media & Online presence</i>	3 + 7	6
BFVP3102c	<i>Costume Design</i>	3 + 7	6	UTM2101	<i>Life skills & Good practices</i>	3 + 7	6
BFVP3103c	<i>Makeup for film</i>	3 + 7	6	BFVP3107c	<i>Audience Development & Marketing</i>	3 + 7	6
BFVP3104c	<i>Visual Effects</i>	3 + 7	6	BFVP3110c	<i>Motion Capture</i>	3 + 7	6
BFVP3108c	<i>Project</i>						12

P. BA (Hons) Film & Video Production – Part Time (version 2.0)

YEAR 1 (Level 1)							
Semester 1				Semester 2			
Code	Modules	Hrs/Wk L/T/P+SD	Credits	Code	Modules	Hrs/Wk L/T/P+SD	Credits
BFVP1101C	<i>Introduction to film studies & Digital filmmaking</i>	3 + 7	6	BFVP1107C	<i>Production Management</i>	3 + 7	6
BFVP1102C	<i>Creative writing & Storytelling</i>	3 + 7	6	BFVP1108C	<i>Cinematography I</i>	3 + 7	6
MULT1105C	<i>Video Editing Essentials</i>	3 + 7	6	BFVP1111C	<i>Camera & Lighting</i>	3 + 7	6
GRPH2101C	<i>Photography</i>	3 + 7	6				

YEAR 2 (Level 1)				YEAR 2 (Level 2)			
Semester 1				Semester 2			
Code	Modules	Hrs/Wk L/T/P+SD	Credits	Code	Modules	Hrs/Wk L/T/P+SD	Credits
BFVP1109C	<i>Script Development</i>	3 + 7	6	MULT2106C	<i>Advanced Video Editing</i>	3 + 7	6
BFVP1110C	<i>Audiography</i>	3 + 7	6	BFVP2102C	<i>Law for film and media</i>	3 + 7	6
BFVP1106C	<i>Communication skills & Public performance</i>	3 + 7	6	BFVP2103C	<i>Film Direction</i>	3 + 7	6
				BFVP2111C	<i>Animation</i>	3 + 7	6
Certificate Level exit point →							

YEAR 3 (Level 2)							
Semester 1				Semester 2			
Code	Modules	Hrs/Wk L/T/P+SD	Credits	Code	Modules	Hrs/Wk L/T/P+SD	Credits
BFVP2105C	<i>Screenwriting & Characters</i>	3 + 7	6	BFVP2107C	<i>Principles of Management & Entrepreneurship</i>	3 + 7	6
BFVP2106C	<i>Cinematography II</i>	3 + 7	6	BFVP2108C	<i>Field based mini-project</i>	-	6
GRPH1104C	<i>Basic 3D Animation</i>	3 + 7	6	BFVP2112C	<i>Digital Media Portfolio</i>	-	6
Diploma Level exit point →							

YEAR 4 (Level 3)							
Semester 1				Semester 2			
Code	Modules	Hrs/Wk L/T/P+SD	Credits	Code	Modules	Hrs/Wk L/T/P+SD	Credits
BFVP3101C	<i>3D Animation for film</i>	3 + 7	6	BFVP3105C	<i>Digital Media & Online presence</i>	3 + 7	6
BFVP3102C	<i>Costume Design</i>	3 + 7	6	UTM2101	<i>Life skills & Good practices</i>	3 + 7	6
BFVP3103C	<i>Makeup for film</i>	3 + 7	6				
BFVP3104C	<i>Visual Effects</i>	3 + 7	6	BFVP3108C	<i>Project</i>		-

YEAR 4 ¹/₂ (Level 3)**Semester 1**

Code	Modules	Hrs/Wk L/T/P+SD	Credits
BFVP3110C	<i>Motion Capture</i>	3 + 7	6
BFVP3107C	<i>Audience Development & Marketing</i>	3 + 7	6
BFVP3108C	<i>Project</i>		12