

Course Title:	Cinema Production and Postproduction
Course Code:	ARDN701
Descriptor Start Date:	01/01/2021
Descriptor End Date:	31/12/2024
POINTS:	15.00
LEVEL:	7
PREREQUISITE/S:	ARDN603, ARDN604
COREQUISITE/S:	None
RESTRICTION/S:	None

LEARNING HOURS

Hours may include lectures, tutorials, online forums, laboratories. Refer to your timetable and course information in Canvas for detailed information.

Total learning hours: 150

PRESCRIPTOR

A self-determined film or cinematic project. Film industry models of best practice: including working with production notes, collaboration and benchmarks will be explored. There is an emphasis on team-based approaches to making. The final work will be a short film.

LEARNING OUTCOMES

1. Utilise creative technologies, within the moving image pipeline available, to develop and produce a film project through production and post-production phases within a limited production schedule.
2. Demonstrate a synthetic knowledge of the multiple core elements of film production and post-production processes, applying working methods that reflect contemporary industry practice.
3. Work individually and collaboratively on specific and clearly defined projects under the constraints production schedules.
4. Apply and strategise critical and creative solutions to achieve project outcome.

Disclaimer: Course descriptors may be amended between teaching periods/semesters

CONTENT

- Utilise design and development processes from research and experimentation to incorporate into final film project
- Deliver the film in the format outlined in the course
- Individual and collaborative project driven learning
- Time and resource management within the limitations of realistic but constrained production schedules that are reflective of digital moving image contexts
- Feedback and peer review processes

LEARNING & TEACHING STRATEGIES

The pedagogical approach will emphasise student-centred learning through a blended work environment. There will be a variable mix of individual and group meetings, workshops, seminars, tutorials, presentations, guest critics and the use of Canvas (Learning Management System).

ASSESSMENT PLAN

Assessment Event	Weighting %	Learning Outcomes
Project 1: Pipeline, Rough Cut Assembly and Critique	20.00	1,2,3,4
Project 2: Screening/Installation of Final Project and Reflective Statement	80.00	1,2,3,4

Grade Map

MAP1

A+ A A- Pass with Distinction
B+ B B- Pass with Merit
C+ C C- Pass
D Fail

Overall requirement/s to pass the course:

To gain a pass in this course, a student needs to submit work for all summative assessments and obtain at least a 50% passing grade overall.

LEARNING RESOURCES

There are no prescribed text/s. Required and recommended readings and resources will be indicated at the beginning of the academic year.

For further information, contact: Te Ara Auaha - Faculty of Design & Creative Technologies

Principal Programme: AK3352, Bachelor of Visual Arts Te Tohu Paetahi mō Toi Ataata

Related Programme/s: AK3619

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