

Module Specification

Module Summary Information

1	Module Title	Story Development Planning
2	Module Credits	40
3	Module Level	7
4	Module Code	MED7377

5	Module Overview
<p>The purpose of this module is for you to develop a 'Pre-Production asset pack'. You will build a detailed development structure and production plan within the following areas.</p> <p>Design – To enhance the design process and establish a more refined art-style for the pre-production process. This will include more detailed mood boards, refined concept designs for both characters and environments and Production illustrations for key scenes.</p> <p>Writing - To explore 'show don't tell' methods within story structure opens narrative holes or blockers, or suggest much more effective and entertaining ways to develop story structure. It is important for the story development team to contribute to the writing process within this stage of the development.</p> <p>Story – To iterate block storyboards focusing on 3 major scenes within the film. Developing one into a full animatic, setting the style and performance quality levels required for the future development.</p> <p>Production – To formulate a detailed pre-production schedule and asset breakdown by outlining key deliverable milestones within a project management methodology. To create an initial Forecast budget for Production (based on the 3 key scenes within the Pre-Production asset pack)</p>	

6	Indicative Content
<ul style="list-style-type: none"> • Subject specific workshops to introduce technical knowledge and skills relevant to the project and discipline. • An opportunity to work in groups and individually to create a project in response to a set or self-determined brief, supported by tutorials. • Workshops to introduce research skills and the use of an online portfolio. This also allows students to begin sharing information and understand the importance of digital networks for learning and research. • Lectures/ Workshops to introduce the context for selected art & design mediums, principles and techniques, and to introduce appropriate professional working practices. • Group activities during workshop led sessions, to enable students to experience cooperative working practices and interdisciplinary communication. 	

7		Module Learning Outcomes
		On successful completion of the module, students will be able to:
	1	Acquire and demonstrate a strong understanding of a discipline specific method to facilitate the completion of a commercially-viable, feature to professional standards.
	2	Organise and plan the development of a feature film within a multidisciplinary team.
	3	Critically reflect and adapt through a film pre-production cycle in order to develop a coherent and engaging experience.
	4	Analyse and apply research techniques then critically reflect upon the completed feature film pre-production assets using effective communication methods

8		Module Assessment		
Learning Outcome				
		Coursework	Exam	In-Person
1-2		X		
3-4				X

9		Breakdown Learning and Teaching Activities	
Learning Activities		Hours	
Scheduled Learning (SL) includes lectures, practical classes and workshops, peer group learning, Graduate+, as specified in timetable		64 HRS of SL allocated time	
Directed Learning (DL) includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning, as directed on VLE		Self Directed Study within group – 116 HRS – with floating contact with SL & VT (Approx 20hrs)	
Private Study (PS) includes preparation for exams		200	
Total Study Hours:		400	