

CIGN Module Descriptor

Title of Module:	Visual Narrative Forms 2		
Module ID:	TBC		
Credits (national system):	20	ECTS:	10
Responsible Institution:	UWS		
Module Coordinator:	Blane Savage		
Module Type:	practice based course		
Language:	<i>English</i>		
Prerequisites:	N/A		

Summary of Module:

Students will explore and develop visual narrative development techniques

They will further develop their narrative development techniques utilising

- digital image production and use of manipulation packages
- film visual editing techniques
- creative film and post production development
- supporting sound based material

Students will be expected to produce a visual narrative as the main outcome of the module. This narrative will utilise storyboarding, in the development of a short film

Students' visual narrative forms could be developed within digital environments using film editing and post production software (such as Final Cut and Motion or Adobe Premier and After Effects) to create a narrative form, understanding and utilising film visual editing techniques.

They will also develop supporting sound based materials

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Learning Outcomes:

At the end of this module the student will be able to:

- L1. demonstrate a broad understanding of visual linear narrative forms and structures
- L2. Create a visual storyline utilising a range of filmic techniques
- L3 Produce a film/post production based narrative artifact

Learning Objectives:

Theoretical Principles	30%
Analyses	10%
Conception	10%
Realization	50%

Specialist Skills:

- Level 1: recognize & reproduce
- Level 2: comprehend & apply
- Level 3: compare & evaluate
- Level 4: connect, deepen & develop

Module Delivery Method(s): classroom

Learning & Teaching Activities:

Learning Activities

During completion of this

module, the learning activities undertaken to achieve

the module learning outcomes are stated below: (Normally totalling 200 hours):

(Note: Learning hours include both contact hours and hours spent on other learning activities)

Lecture/Core Content Delivery	30 hours
Laboratory/Practical Demonstration/Workshop	10 hours
Asynchronous Class Activity	10 hours
Independent Study	150 hours
	200 Hours Total

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Learning Material:

The module is designed to be delivered within a blended learning model, employing mixed modes of learning, teaching and assessment.

Indicative Resources / Obligatory Readings:

Hart J, The art of the storyboard : storyboarding for film, TV, and animation

Artists on comic art, Mark Salisbury Comics, comix & graphic novels : [a history of graphic novels] Sabin,Roger

Irving, David K, & Rea, Peter W. Producing and Directing the Short Film and Video. Focal Press, 2006.

Jones, Chris & Jolliffe, 2005, Genevieve. Guerilla Film-Makers Handbook. Continuum International Publishing Group.

Straczinski, 1996, J Michael. Scriptwriting. Writers Digest Books

Tirard, L, 2003, Moviemakers' Master Class: Private Lessons from the World's foremost Directors. Faber and Fabe.

Watkinson, John 1994, An Introduction to Digital Video. Newton, MA, Focal Press,

Feedback and Assessment Method(s):

Practical Assessment 100% of mark, covering Learning outcomes 1, 2 & 3

Costs of Subscription:

N/A