

Content

The course explores how media products are constructed to engage and create meaning for audiences.

Across the course you will explore film and television, video games, magazines and comic books, newspapers and interactive media. The course will explore media industries and audiences. You will also be taught how to create your own media products using industry standard software.

Assessment

Assessment is by means of coursework and external examination.

Facilities and Equipment used

- Hardware: Video cameras, DSLR (still image) cameras, lighting rig, lapel mics, boom mics, tripods, dolly tripods, Chroma Key (green screen)
- Software: Adobe Creative Cloud (including Photoshop and Premiere)

Outside Learning Opportunities

- Independent Cinema and local business trips.
- In the past we have visited New York and Paris; these have been organised according to demand.
- Filming/Photography sets have included Dartmoor, Cornish coastline, Tin Park stables, Royal William Yard, professional photography studios, Plymouth Hoe, urban environments etc.
- Plymouth University and Marjons Media Arts experience days.

Related Careers

- Journalism
- Advertising
- Film, TV, Music Production
- Graphic Design, Multimedia Authoring, Web Design
- Gaming Industry

For further information contact

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