Higher National Unit Specification

General information for centres

Unit title: Video Practice and Theory for New Media

Unit code: DX28 34

Unit purpose: This Unit is designed to enable candidates to gain experience in the practice and theory of video making for new media. It is intended for candidates with an interest in digital film-making, television graphics, web, animation, video performance art and other appropriate applications.

On completion of the Unit the candidate should be able to:

1   Identify video making techniques.
2   Develop a range of video solutions for a new media project.
3   Produce video material for a new media project.

Credit points and level: 1 HN Credit at SCQF level 7: (8 SCQF credit points at SCQF level 7*).

SCQF credit points are used to allocate credit to qualifications in the Scottish Credit and Qualifications Framework (SCQF). Each qualification in the Framework is allocated a number of SCQF credit points at an SCQF level. There are 12 SCQF levels, ranging from Access 1 to Doctorates.

Recommended prior knowledge and skills: Access to this Unit is at the discretion of the centre. However, it would be beneficial if candidates had completed, or were in the process of undertaking, the following HN Units:

Film Theory
Technologies for Computer Arts and Design
Scriptwriting/Narrative for Computer Arts and Design

Core Skills: There are opportunities to develop the Core Skills of Problem Solving, Communication and Working with Others at SCQF level 6 in this Unit, although there is no automatic certification of Core Skills or Core Skills components.

Context for delivery: If this Unit is delivered as part of a Group Award, it is recommended that it should be taught and assessed within the subject area of the Group Award to which it contributes.

General information for centres

Assessment: The Unit will be assessed using a number of assessment instruments including:

♦ research project
♦ illustrated report writing
♦ practical work including the production of video material

There may be opportunities for cross assessment with other practical based units.

Higher National Unit specification: statement of standards

Unit title: Video Practice and Theory for New Media

Unit code: DX28 34

The sections of the Unit stating the Outcomes, knowledge and/or skills, and evidence requirements are mandatory.

Where evidence for Outcomes is assessed on a sample basis, the whole of the content listed in the knowledge and/or skills section must be taught and available for assessment. Candidates should not know in advance the items on which they will be assessed and different items should be sampled on each assessment occasion.

Outcome 1

Identify video making techniques

Knowledge and/or skills

♦ Camera components
♦ Processes and protocols
♦ Digital video formats
♦ Film and video makers

Evidence Requirements

Candidates will need to provide evidence to demonstrate their knowledge and/or skills by showing that they can:

♦ Produce a report, of not less than 500 words, explaining the components of a video camera, with supporting diagrams of appropriate parts. The report will include the description of the process and protocols of filming with a video camera, key video making techniques, terminology and digital video formats.
♦ Deliver a written response (minimum 800 words) or an oral presentation (minimum 6 minutes) analysing the work and practice of a film-maker. The response must include visual examples of work by the film-maker and supported by a folder of collated research and references.

Assessment guidelines

When describing the process and protocols of filming with a video camera candidates could demonstrate they can describe the following: planning a project, filming using a video camera, composing scenes using a range of camera shots and angles, focus and depth of field, lighting sources, use of tripod, recording sound, use of camera menu and time-code, logging shots, labelling and storage of material, outputting recorded material to an appropriate editing facility.

Higher National Unit specification: statement of standards (cont)

Unit title: Video Practice and Theory for New Media

Outcome 2

Develop a range of video solutions for a new media project

Knowledge and/or skills

- ♦ Conceptual development
- ♦ Storyboard development
- ♦ Shooting schedules

Evidence Requirements

Candidates will need to provide evidence to demonstrate their knowledge and/or skills by showing that they can, with reference to a set brief:

- ♦ Develop and produce, in a sketch book, a range of ideas for filming. At least three alternative ideas should be explored.
- ♦ Develop a storyboard, with at least 24 appropriate images, for the sequences to be filmed.
- ♦ Produce a shooting schedule.

Assessment guidelines

The lecturer delivering this Unit will set a brief from which candidates will develop a shooting schedule and storyboards to create sequences to be recorded to complete the practical assessment in Outcome 3. The shooting schedule should include arrangements for permission for location filming and release forms for participants if appropriate. Candidates will provide sketchbooks of the design and development of their ideas.

Outcome 3

Produce video material for a new media project

Knowledge and/or skills

- ♦ Camera components
- ♦ Processes and protocols
- ♦ Digital video formats
- ♦ Video storage

Evidence Requirements

Candidates will need to provide evidence to demonstrate their practical knowledge and/or skills by showing that they can:

- ♦ Produce product evidence which meets the requirement of a given new media brief. This must demonstrate a practical application of the knowledge and skills.
- ♦ Produce at least five minutes of appropriate video material that meets the requirements of the given brief.

Higher National Unit specification: statement of standards (cont)

Unit title: Video Practice and Theory for New Media

Assessment guidelines

Through practical application the candidate could demonstrate that they can use a video camera, compose scenes using a range of camera shots and angles, depth of field, understand lighting sources, record sound, use camera menu functions and time-code, log shots, label and store material, output recorded material to an appropriate editing facility.

The candidate will use their storyboards and shooting schedules, created in Outcome 2, to develop sequences to be recorded. All activities should be completed within stated deadlines and carried out with due regard to current copyright legislation.

Administrative Information

Unit code: DX28 34

Unit title: Video Practice and Theory for New Media

Superclass category: KF

Original date of publication: June 2006

Version: 01

History of Changes:

Version	Description of change	Date

Source: SQA

Higher National Unit specification: support notes

Unit title: Video Practice and Theory for New Media

This part of the Unit specification is offered as guidance. The support notes are not mandatory.

While the exact time allocated to this Unit is at the discretion of the centre, the notional design length is 40 hours.

Guidance on the content and context for this Unit

This Unit should enable candidates to gain practical and theoretical experience of video making for new media.

Outcome 1

Candidates will develop an understanding of the components, processes and protocols of video cameras; detailed research of current video making techniques and terminology.

Candidates should also develop the skills of research through identifying, sourcing, gathering, analysing, organising, documenting, recording and referencing information. They should be able to communicate their findings on video making for new media, from an informed perspective, through the analysis of a range of work by professional film-makers, cinematographer or artist working, for example, in film, television, web, animation, digital or performance art.

Outcome 2

Candidates should develop practical and conceptual skills in video making techniques in response to a set brief through developing ideas for filming, storyboarding, preparing a shooting schedule and planning the filming of material in accordance with the given brief.

Outcome 3

Candidates should develop practical skills in video making by using their storyboards and shooting schedules to produce sequences which the candidate will record. This can achieve this by composing scenes, using a range of camera shots, angles and lighting sources, recording sound, using camera menu functions, storing recorded sequences, and exporting the recorded material to an appropriate editing facility.

Guidance on the delivery and assessment of this Unit

In Outcome 1 the candidate will demonstrate that you can identify key video making techniques and terminology by describing the components, processes and protocols of filming with a video camera, and the range of digital video formats commonly used in new media through the production of an illustrated report (minimum 500 words).

They will also research, identify and analyse the work of a film-maker working in new media and provide an illustrated report on the subject (minimum 800 words or equivalent). They should be gathering and documenting their research and references in hard copy or digital format.

Higher National Unit specification: support notes (cont)

Unit title: Video Practice and Theory for New Media

For Outcome 2 the candidate will develop a range of video solutions for a new media project; they will document their conceptual development of at least three ideas, for filming in a sketchbook. They should produce at least twenty four images in storyboard format; prepare a shooting schedule; and plan and develop the sequences to be filmed.

For Outcome 3 the candidate will produce video material for a new media project of at least five minutes duration which demonstrates that they can use a video camera; compose scenes using a range of camera shots and angles; understand lighting sources; record sound; use camera menu functions; log and label shots; and output recorded material to an appropriate editing facility.

This Unit is likely to form part of a group award that is primarily designed to provide candidates with the background knowledge of different technologies used in the practice of computer arts and design. It is expect that the candidate will have gained some experience of computer art and design before undertaking this unit. It is therefore suggested that this Unit is introduced at a later stage of the delivery of the award so as to allow the candidate to contextualise the given information.

This Unit may be taught alone as an independent unit. However the candidate must demonstrate applied knowledge through practical activities. It is therefore suggested that this unit is delivered in the context of other practical based units.

Assessment should be assessed summatively on completion of all three Outcomes. Interim assessment may also be utilised.

Opportunities for developing Core Skills

Candidates are required as they undertake the unit to analyse and develop a range of solutions in the production of video material for a new media project. They will research, identify and consider a range of variables and analyse the significance of each before producing a sketchbook and storyboards identifying and justifying their approach. The application of knowledge in the design and production of materials and shooting schedules which meet the requirements of a given brief will provide natural opportunities for the development of sophisticated problem solving skills. Evaluation which examines all stages of the potential and actual impact of product and process will be on-going.

Although communication skills are not formally assessed candidates will be expected to analyse, produce and present written and oral materials to professional standards. Skills in developing a search strategy for accessing and evaluating paper based and electronic sources of current complex information on issues and ideas should be developed. The production and discussion of drafts will encourage the development of skills in effective evaluation. Ideas, and information should be presented effectively, and be technically accurate, creatively meeting the needs of the brief. Oral presentations should be supported by non-verbal communication techniques and include a facility to respond to questions in a way that progresses communication.

There are opportunities to foster skills co-operative working with others as candidates discuss the remit with each other or with clients, and they can be encouraged to:

♦ analyse the task and identify the elements comprising the task
♦ negotiate the nature and scope of goals, roles and responsibilities taking account of all resources including strengths and weaknesses of individuals
♦ negotiate rules for effective management of the group

Higher National Unit specification: support notes (cont)

Unit title: Video Practice and Theory for New Media

♦ use working methods consistent with available resources
♦ demonstrate and explain to others
♦ fulfil their own roles and responsibilities
♦ review and evaluate own contribution with justification, supporting conclusions with evidence

Open learning

If this Unit is delivered by open or distance learning methods, additional planning and resources may be required for candidate support, assessment and quality assurance. A combination of new and traditional authentication tools may have to be devised for assessment and re-assessment purposes.

For further information and advice, please refer to the SQA guide *Assessment and Quality Assurance for Open and Distance Learning* (**www.sqa.org.uk**)

Candidates with disabilities and/or additional support needs

The additional support needs of individual candidates should be taken into account when planning learning experiences, selecting assessment instruments or considering alternative Outcomes for Units. For information on these, please refer to the SQA document *Guidance on Alternative Assessment Arrangements for Candidates with Disabilities and/or Additional Support Needs,* which is available on SQA's website: **www.sqa.org.uk**.

General information for candidates

Unit title: Video Practice and Theory for New Media

This Unit will provide you with practical and theoretical knowledge and skills in video making techniques and terminology for new media through detailed research and practical exercises. It is intended to develop your interest in digital film-making, television graphics, web, animation, video performance art and other appropriate creative activities.

The Unit will give you background knowledge of video making techniques through illustrated lectures, screenings, group discussions and activities, practical sessions, and your own research of the work of professional film-makers. It will enable you to identify and analyse video making techniques and understand terminology used in your chosen discipline, placing it in a creative contemporary context and applying it to the production of you own video material.

In Outcome 1 you will demonstrate that you can identify key video making techniques and terminology, describe the components, processes and protocols of filming with a video camera, and the range of digital video formats commonly used in new media through the production of an illustrated report (minimum 500 words). You will also gather and document your research of this area.

You will also research, identify and analyse the work of a film-maker working in new media; provide an illustrated report on the subject (minimum 800 words or equivalent), gathering and documenting your research and references in hard copy or digital format.

For Outcome 2 you will develop a range of video solutions for a new media project; you will document your conceptual development of at least three ideas for filming in a sketchbook; produce at least 24 images in storyboard format; prepare a shooting schedule; plan and develop sequences to be filmed by you.

For Outcome 3 you will produce video material for a new media project of at least five minutes duration which demonstrates that you can use a video camera, compose scenes using a range of camera shots and angles, understand lighting sources, record sound, use camera menu functions; log and label shots; and output recorded material to an appropriate editing facility.