Bachelor of Film and Screen Production (BFSP) - BFilmScreen

QTAC code (Australian and New Zealand applicants): Screen Production (Online: 909965); Unspecified (Toowoomba campus: 909961; Springfield campus: 929961)

CRICOS code (International applicants): 103178F

(3) apply a high level of critical and cultural reflexivity and reflectivity in the design, implementation and evaluation of individual and group screen related projects

(4) be flexible and innovative in their approach to practicing creativity and engaging the cinematic arts in the wider community and in a range of professional industries

(5) communicate in a range of academic and industry related verbal, written and visual forms that will enable effective engagement with relevant organisations, industry bodies and professional networks

(6) actively engage with the advocacy and pursuit of ongoing research in the cinematic arts and their role in cultural growth.

Australian Qualifications Framework

The Australian Qualifications Framework (AQF) is a single national, comprehensive system of qualifications offered by higher education institutions (including universities), vocational education and training institutions and secondary schools. Each AQF qualification has a set of descriptors which define the type and complexity of knowledge, skills and application of knowledge and skills that a graduate who has been awarded that qualification has attained, and the typical volume of learning associated with that qualification type.

This program is at

equivalent level, tertiary, preparatory, professional or v

- Year 2, Sem 1 and 3: SCA2001 Cultural Responsibilities and Creative Communities
- Year 2, Sem 2 and 3: SCA2002 Arts Business: Making and Managing Your Arts Career

Major studies

Film Production major:

The Film Production major is designed for the digital age. It provides flexibility and a broad range of practical film industry skills while encouraging students to develop their abilities in producing, writing, editing, sound, cinematography or directing, among others. Students will learn skills used in audio-visual media, gain business and leadership skills, and knowledge of how the entertainment industry works. Regardless of your chosen specialisation, this broad base of skills will make you attractive to employers, set you up to better take control of your freelance career or create your own media business. Graduates will be film industry ready for the career path you choose to pursue. You will gain experience in your specialisation by working with other students to produce creative works in film, documentary, scripted television, web series and other related media.

Screen Production major:

The Screen Production major prepares students to work in areas of content creation and post-production for multi-platform distribution across traditional and new interactive broadcast channels which is a specialised, but rapidly growing, area of the film industry. Students will develop both practical and theoretical skills in the field of content creation and post production including visual effects, editing, graphic design, image creation, motion design, branding and interactive design. Students will build expertise in both contemporary and emerging post-production practices, through real-world design projects, a culture of designing for public exhibition and broadcast, ongoing industry engagement, and a strong foundation of creative experimentation and critical thinking. Graduates emerge industry-ready for multiple future-focused and innovative career paths in both the traditional film and television industry or in emerging digital/web production.

Minor Studies

Minor studies are designed to enable students to widen their knowledge and perspectives.

As part of the eight units of complementary studies (see Program Structure above), if students are not undertaking a second major, they must take at least one of the Minors indicated in the Minor studies section of the USQ handbook. The remaining courses can be used to undertake a second minor, or a maximum of 4 electives.

All of the discipline areas of the Creative Arts will of

IT requirements

Students should visit the USQ minimum computing standards to check that their computers are capable of running the appropriate software and versions of Internet web browsers and to check the minimum and recommended standards for software.

Students should refer to https://www.usq.edu.au/current-students/ict.

Access to high-level computers is necessary. On-campus students will access appropriately equipped laboratories, but should consider acquisition of their own computer. Students should visit the USQ minimum computing standards to check that their computers are capable of running the appropriate software and versions of Internet web browsers and to check the minimum and recommended standards for software.

External students should be able to access a computer with the minimum standards as advised by the University. All students should have access to email and the Internet via a computer running the latest versions of Internet web browsers such as Internet Explorer or Firefox. The University has a wireless network for on-campus students' computers. In order to take advantage of this facility and further enhance their on-campus learning environment, students should consider purchasing a notebook/laptop computer with wireless connectivity. A notebook/laptop may be required for some courses.

Other program requirements

Students undertaking this programme will require personal storage space (e.g. portable external hard drive, cloud storage).

Articulation

Students undertaking aspects of degrees in the School of Creative Arts as an extension of TAFE studies, or through any of our current Articulation Agreements (such as the College of Creative Arts in Melbourne), are encouraged to visit the USQ Arts program listings for current advice on enrolments.

Exit points

Students who, for whatever reason, are unable to complete the Bachelor of Film and Screen Production and who satisfy all of the requirements may exit with a Diploma of Creative Arts (DCRA) or the Associate Degree of Creative Arts (ADCA).

Students may exit with the Diploma of Creative Arts (DCRA) if they have completed 8 courses as follows:

- A minimum of 2 SCA-coded Core courses from the Bachelor of Film and Screen Production and
- 6 other courses from the Bachelor of Film and Screen Production.

Students may exit with the Associate Degree of Creative Arts (ADCA) if they have completed 16 courses as follows:

- A minimum of 4 SCA-coded Core courses from the Bachelor of Film and Screen Production and
- 12 other courses from the Bachelor of Film and Screen Production, with no more than ten Level 1 courses.

Credit

Credit will normally only be granted on the basis of formal studies of equivalent material undertak

which is a pre-requisite for another course. Refer to the section entitled Credit and Exemption Procedure Credit and Exemption Procedure in the Guide to policies and procedures.

Students who have completed a Diploma or Advanced Diploma in an area specifically related to one of the majors in this program within the last five years, will normally be eligible for up to 8 credits and up to 12 credits respectively.

Course transfers

Students wishing to transfer from another degree into the Bachelor of Film and Screen Production (BFSP) may do so. However, in addition to your USQ application, you are required to audition and/or interview for the major of your choice. Please see Admission Requirements above. It is the responsibility of the student to register for this process.

Honours

Students wishing to undertake further study, and who meet the entry requirements, may apply to enrol in the Bachelor of Creative Arts (Honours) program. Honours pathways are available in the Music, Theatre, and Visual Arts specialisations. Further information is available at BCAH Bachelor of Creative Arts (Honours).

Enrolment

All students are urged to adhere to the recommended enrolment patterns as detailed in relevant sections of this handbook. Completion of enrolment requirements will be necessary before a student will be permitted to enrol in more advanced courses.

Students should also heed the following advice:

- In addition to the School Cores and a choice of 12-unit major (see Program Structure above), one second major of eight units OR one minor study of four units OR four elective units may be taken from non-Creative Arts undergraduate programs with approval of the Faculty of Business, Education, Law and Arts;
- on-campus students should take courses in the on-campus (ONC) mode and will only be permitted to take courses externally during Semester 1 and 2 with the approval of the Faculty of Business, Education, Law and Arts or where a course is only available in online or external mode.
- students are required to monitor their own enrolments and seek help immediately the SoCA Programs Director or the discipline convenor if anomalies or confusion occurs.

Recommended enrolment pattern – Film Production (12-unit major)

Students are able to enrol in any offered mode of a course (on-campus, external or online), regardless of the program mode of study they enrolled in.Arts or w.8345.218.971 55.808 1 982971 55.808 1 882971 75.808 1 882971 65