

Module Code:	MCT301					
Module Title:	Media Culture					
Level:	3 Credit Value: 20			20		
Cost Centre(s):	GACT	JACS3 c	ode:	P300		
Faculty:	Faculty of Arts, So and Technology	cience	Module         Dr Stephen C. Kenyon-Owen			)wen
Scheduled learning and teaching hoursGuided independent studyPlacementModule duration (total hours)				40 hrs 160 hrs 0 hrs 200 hrs		
Programme(s) in which to be offered (not including exit awards) BA (Hons) Media and Communications (with Foundation Year) SUBJECT TO VALIDATION				Core ✓	Option	
BSc (Hons) Music Technology (with Foundation Year)				✓		
BSc (Hons) Sound Technology (with Foundation Year)				✓		
BSc (Hons) Television Production Technology (with Foundation Year)					✓	
BSc (Hons) Live Sound (with Foundation Year)					✓	
BA (Hons) Sound Design (with Foundation Year)					✓	
BA (Hons) Radio production (with Foundation Year)				<ul> <li>✓</li> <li>✓</li> </ul>		
BSc (Hons) Professional Sound and Video (with Foundation Year)				✓ ✓		
BA (Hons) Social & Cultural History (with Foundation Year)					✓ ✓	
BA (Hons) Social & Cultural History & English (with Foundation Year)				✓		
BA (Hons) Social & Cultural History & Creative Writing (with Foundation Year)				~		
BA (Hons) Creative Writing				✓		
BA(Hons) Theatre, Television and Performance (with Foundation Year)						
BA (Hons) Creative Writing & English (with Foundation Year)					✓	



# **Pre-requisites**

# Office use only

Initial approval:12/12/2018With effect from:01/09/2019Date and details of revision:

Version no:1

Version no:



# Module Aims

This module will provide an introductory overview of the media landscape, and will:

- Introduce students to historical contexts of media production.
- Provide contextual basis of the understanding of media texts.
- Assist in developing analytical and critical thinking.

#### Intended Learning Outcomes

Key skills for employability

- KS1 Written, oral and media communication skills
- KS2 Leadership, team working and networking skills
- KS3 Opportunity, creativity and problem solving skills
- KS4 Information technology skills and digital literacy
- KS5 Information management skills
- KS6 Research skills
- KS7 Intercultural and sustainability skills
- KS8 Career management skills
- KS9 Learning to learn (managing personal and professional development, selfmanagement)
- KS10 Numeracy

1       Identify key elements of varied forms of media production.       KS5       KS6         2       Analyse content from a variety of media products.       KS1       KS3         3       Engage with the changing face of the media landscape.       KS1       KS2	At the end of this module, students will be able to		Key Skills	
2     Analyse content from a variety of media products.     KS1     KS3       3     Engage with the changing face of the media landscape.     KS1     KS2	1	Identify key elements of varied forms of modia production	KS5	KS6
2       Analyse content from a variety of media products.       KS5       KS6         3       Engage with the changing face of the media landscape.       KS1       KS2			KS9	
KS9       Second and scape.	2	Analyse content from a variety of media products.	KS1	KS3
3 Engage with the changing face of the media landscape. KS1 KS2			KS5	KS6
3 Engage with the changing face of the media landscape.			KS9	
KS7	3	Engage with the changing face of the modia landscape	KS1	KS2
		Lingage with the changing face of the media landscape.	KS7	

# Transferable skills and other attributes

Communication, content creation, working in teams, individual dependency, information assimilation.

# Derogations

None





# Assessment:

Indicative Assessment Tasks:

A portfolio of material led by discussion topics presented in-session, with sample questions presented by the tutor.

Examples of such topic areas could include:

- The changing manner of brand marketing in an increasingly digital media environment
- Representation of identity within media
- The impact of sharing spaces upon our own sense of self
- Content and the user-producer
- etc.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)	Duration (if exam)	Word count (or equivalent if appropriate)
1	1-4	Portfolio	100	n/a	2,500

# Learning and Teaching Strategies:

The delivery of the module will include a range of teaching methods and learning styles. These include lectures, seminars, case studies, project work, presentations, individual and group tutorials, use of VLE – Moodle.

# Syllabus outline:

Content will include introductory contextual, historical and theoretical approaches to a variety of media, which may include:

- TV
- Film
- Video Game
- Music
- Emergent screen-based Media



#### Indicative Bibliography:

# **Essential reading**

Relevant reading will be supplied to students as per each sub-block of study

Jenkins, H (2006) Convergence Culture. New York and London: Portland press.

# Other indicative reading

Castronova. E. (2007). Exodus to the Virtual World. New York: Palgrave Macmillan

Murray, J. (1997). Hamlet on the Holodeck. Cambridge, Massachusetts: MIT Press.

King, G. (2005). The Spectacle of the Real. Portland: Intellect