University of Suffolk

DEFINITIVE COURSE RECORD 24-25

Course Title	**BA (Hons) Visual Effects and Post-Production [progression route]**
Awarding Bodies	**University of Suffolk**
Level of Award[1]	**FHEQ Level 6**
Professional, Statutory and Regulatory Bodies Recognition	**None**
Credit Structure[2]	**360 Credits** **Level 6: 120 Credits** **Plus advanced standing of 240 credits at levels 4 and 5**
Mode of Attendance	**Full-time**
Standard Length of Course[3]	**1 year full-time**
Intended Award	**BA (Hons) Visual Effects and Post-Production**
Named Exit Awards	**None**
Entry Requirements[4]	**240 credits from a Foundation degree (or equivalent)** **This course is not open to visa sponsored students (those students sponsored by the University under the student route).**
Delivering Institution(s)	**University of Suffolk at East Coast College (Great Yarmouth)**
UCAS Code	**W614**

This definitive record sets out the essential features and characteristics of the BA (Hons) Visual Effects and Post-Production [progression route] course. The information provided is accurate for students entering level 6 in the 2025-26 academic year[5].

Course Summary

This dynamic and exciting BA (Hons) Visual Effects and Post-Production [progression route] degree programme provides a progression route to full Honours degree for students holding an FdA Visual Effects and Post-Production (or similar film/post-production /visual FX level 5 qualification).

[1] For an explanation of the levels of higher education study, see the QAA Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies (2024)
[2] All academic credit awarded as a result of study at the University adheres to the Higher education credit framework for England..
[3] Where the course is delivered both full-time and part-time, the standard length of course is provided for the full-time mode of attendance only. The length of the part-time course is variable and dependent upon the intensity of study. Further information about mode of study and maximum registration periods can be found in the Framework and Regulations for Undergraduate Awards.
[4] Details of standard entry requirements can be found in the Admissions Policy and further details about Disclosure and Barring Checks (DBS) can be found on the University's DBS webpage.
[5] The University reserves the right to make changes to course content, structure, teaching and assessment as outlined in the Admissions Policy.

This course provides a detailed knowledge of the production context and an understanding of related disciplines that informs visual effects practice, emphasising the importance of complementary filming and visual compositing skills. In addition the course is designed to help you evolve from being a learner to a practitioner with strong creative and technical awareness. You will explore many different areas of CGI and visual effects to help you build a wide skill base before focusing on a more specialist area with exactly the skills your chosen industry requires. Immersive technologies and the introduction of virtual production has altered some of the production processes for film making and this is explored within the course to ensure the viability of students' skills and knowledge within the future industry. It is an exciting time to join the Visual Effects industry, with a shortage of skilled creatives in the CGI and VFX industries opening up many career paths.

Students will develop the problem-solving and reflective abilities necessary for study and subsequent work within these industries. The programme has a focus towards film and television post-production editing and visual effects compositing with strong elements in 3D workflow, animation and visual effects – an area in which skills shortages in the industry continue to be identified. The art of Visual Effects and Post-production is being seen more frequently within modern film releases and TV programmes, we aim to give students the opportunity to enter this industry and produce visually stunning pieces of work.

Course Aims
This programme aims to:

- Promote a flexible, reflective approach and the development of growing independence to support a career in visual effects and post-production;
- Develop the key and academic skills which will broaden the range of opportunities for work, employment, self-employment within the Film, TV industry and related industries;
- Encourage the understanding that learning takes place in all areas of visual effects and post-production activity;
- Develop the specific media production and technical competencies required of a Visual Effects and Post-production practitioner;
- Promote understanding of the global nature of the Film and TV production industry;
- Encourage the assumption of responsibility and the ability to make informed decisions;
- Promote personal and inter-personal skills required for progression within the Visual effects production industry;
- Provide widened participation and enable further progression within the visual effects industry.

Course Learning Outcomes

The following statements define what students graduating from the BA (Hons) Visual Effects and Post-Production [progression route] course will have been judged to have demonstrated in order to achieve the award. These statements, known as learning outcomes, have been formally approved as aligned with the generic qualification descriptor for level 4/5/6 awards as set out by the UK Quality Assurance Agency (QAA)[6].

Knowledge and Understanding (K)

On successful completion of the programme students will be able to:

ID	Learning Outcome
K1	Effectively define and appraise the many specific features and principles of digital visual effects in line with the post-production industry standards and working practices through the conceptual and design process.
K2	Effectively demonstrate a systematic understanding of key concepts of the creative process and the constraints imposed by practical considerations.
K3	Engage critically with key thinkers, leading producers, debates and intellectual paradigms within the field of 3D and immersive production in the visual effects industry.
K4	Illustrate through sophisticated practical practice the main key crafting, production processes and professional practices employed relating to 3D and immersive processes within the visual effects production industry.
K5	Implement a range of established research techniques for visual effects projects or associated creative productions, demonstrating the exercise of personal responsibility in decision making.

Analysis and Criticality (C)

On successful completion of the programme students will be able to:

ID	Learning Outcome
C1	Critically evaluate the appropriateness of different problem-solving approaches as applied to different contexts.
C2	Effectively make sound judgements in the visual effects and post production process through critically evaluating data, arguments and assumptions.
C3	Assess and critically evaluate their own work in the context of contemporary practice and with reference to well established academic and professional paradigms
C4	Effectively select and demonstrate production techniques consistent with contemporary industry pipelines to plan and manage work conforming to professional standards.

[6] As set out in the QAA Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies (2024)

Application and Practice (P)

On successful completion of the programme students will be able to:

ID	Learning Outcome
P1	Illustrate competency in the use of a range of established techniques beyond the context in which they were studied in order to deliver a suitable outcome within a fixed time scale.
P2	Effectively generate ideas, proposals for course related projects working independently and or collaboratively as in response to set briefs.
P3	Effectively exercise the qualities and collaborative skills necessary for employment and progression to other qualifications demonstrating personal responsibility and decision making.
P4	Effectively apply experimental and appropriate use of materials, processes, technologies and environments showing understanding of quality standards and attention to detail.
P5	Initiate and develop distinctive visual effects and post production work that implements technical concepts and theories appropriately.

Transferable skills and other attributes (T)

On successful completion of the programme students will be able to:

ID	Learning Outcome
T1	Effectively and competently work with others in groups to sustain exploratory discussions, generate ideas and explore diverse opinions with respect and critical acumen.
T2	Effectively collaborate on practical tasks and presentations offering and accepting constructive criticism, meeting group deadlines, making decisions and fulfilling group objectives.
T3	Effectively communicate results and analysis in a coherent and structured manner which is both reliable and accurate to a team, taking into account the views of others.
T4	Demonstrate clearly the ability to listen, reflect, contribute and lead effectively within a variety of contexts.
T5	Effectively manage their workload demonstrating resilience under pressure.

Course Design

The design of this course has been guided by the following QAA Benchmarks and Professional Standards:

- QAA Framework for Higher Education Qualifications (2014)
- QAA Revised Benchmark Statement for Communication, Media, Film and Cultural Studies (2019)
- https://www.qaa.ac.uk/docs/qaa/subject-benchmark-statements/subject-benchmark-statement-communication-media-film-and-cultural-studies.pdf?sfvrsn=28e2cb81_4
- QAA Revised Benchmark Statement for Art and Design (2020)
- https://www.qaa.ac.uk/docs/qaa/subject-benchmark-statements/sbs-art-and-design-17.pdf?sfvrsn=71eef781_22
- ScreenSkills (Skillset) have informed the design of this programme, specific detail to be found here:
- https://www.screenskills.com/industry/animation/
  https://www.screenskills.com/industry/vfx/

Course Structure

The BA (Hons) Visual Effects and Post-Production [progression route] comprises modules at level 6.

Module Specifications for each of these modules is included within the course handbook, available to students on-line at the beginning of each academic year.

	Module	Credits	Module Type[7]
Level 6			
	Specialist Subject Study	40	M
	Final Project: VFX Enhanced Production	40	M
	Asset Design for Final VFX Project	20	M
	Immersive Production (VP, XR, VR, AR)	20	M

Awards

On successful completion of the course, students will be awarded a BA (Hons) Visual Effects and Post-Production.

Course Delivery

The course is delivered at the University of Suffolk at East Coast College 'The Place' campus (Great Yarmouth). The Place is a purpose built HE centre in the centre of Great Yarmouth, due to be opening for the 2024 new intake.

[7] Modules are designated as either mandatory (M), requisite (R) or optional (O). For definitions, see the Framework and Regulations for Undergraduate Awards.

Students studying full-time on BA (Hons) Visual Effects and Post-Production [progression route] are likely to have approximately 12 contact hours per week for level 6. The contact hours will be a mix of lectures, workshops, tutorials, seminar and practical activity. Students will normally be expected to undertake 25-30 hours of independent study in an average week, but should be prepared for this to vary based on assignment deadlines and class exercises.

Course Assessment

A variety of assessments will be used on the course to enable students to experience and adapt to different assessment styles. The assessment methods used will be appropriate to assess each module's intended learning outcomes. Assessment on the course overall will be 100% coursework (including essays, reports, presentations, group work, reflective learning journals, research projects and practical assessments).

Course Team

The academic staff delivering this course are drawn from a team that includes teaching specialists and current practitioners. All staff are qualified in their subjects with their own specialist knowledge to contribute.

Course Costs

Students undertaking BA (Hons) Visual Effects and Post-Production [progression route] will be charged tuition fees as detailed below.

Student Group	Tuition Fees
Full-time UK	£9,535 per year
Full-time EU	£15,690 per year

Payment of tuition fees is due at the time of enrolment and is managed in accordance with the Tuition Fee Policy.

Students will be required to pay contributions towards trips and visits they attend voluntarily. There is one (optional) major educational trip per year. Student costs are posted in advance. There are no additional costs for equipment and materials although students are expected to develop their own practitioner toolkit. Students have access to a range of professional equipment and resources, these are available to be loaned on a short term basis to complete coursework and assignments. There is a booking system for equipment loans administered through the faculty technician.

Academic Framework and Regulations

This course is delivered according to the Framework and Regulations for Undergraduate Awards and other academic policies and procedures of the University and published on the website.