

UNIVERSITI TEKNOLOGI MARA FDC661: FILM PRODUCTION INDUSTRIAL PROJECT

Course Name	FILM PRODUCTION INDUSTRIAL PROJECT APPROVED				
(English) Course Code	FDC661				
000100 0000	1 20001				
MQF Credit	20				
Course Description	The course provides the students with the opportunity to engage and learn directly from the film production industries by being introduced and inducted by various industry practitioners (known as mentors) of relevant fields. Also known as work-based learning or apprenticeship, the course is designed to allow the students to prepare for the work environment especially in areas that require immediate and skilled talent. The students will be attached to the workplace for the duration of one or two semesters and are expected to gain appropriate knowledge and experience in order to allow them performing effectively within a daily work setting. This notion of experiential learning allows the students to acquire and develop the much-needed skills for the 21st century workforce. Throughout the duration of the semesters, the students will be under the patronage of respective mentors. Emphasis of the course is on the students' ability to adapt to the working environment and contribute to their respective employers in a professional manner as they learn the trade. The students are expected to perform and contribute whole-heartedly to the companies or organizations they are attached to in order to ensure that the full engagement is experienced. This experience will allow the students to develop their portfolios and establish liaison with the industry practitioners.				
Transferable Skills	Transferable Skills Film Production and Self-directed learning				
Teaching Methodologies	Blended Learning, Industrial Training, Case Study, Practical Classes, Workshop, Directed Self-learning, Supervision, Collaborative Learning, Project-based Learning, Problem-based Learning, Work-based Learning				
CLO	CLO1 Determine ethical values and professionalism in completing filmmaking tasks. CLO2 Organise effective communication, leadership and teamwork skills in completing filmmaking tasks. CLO3 Adapt managerial and entrepreneurial filmmaking skills in identifying and addressing relevant problems and their possible solutions. CLO4 Create and design creative content independently and acquiring lifelong learning skills.				
Pre-Requisite Courses	No course recommendations				
Topics					
-	1. Introduction to the creative industries				
2. Introduction to the company/firm/organisation 2.1) N/A					
3. Introduction to communication 3.1) N/A					
4. Roles and responsibilities 4.1) N/A					
5. Understanding the workplace 5.1) N/A					
6. Health and safety requirements 6.1) N/A					
7. Understanding w 7.1) N/A	7. Understanding work contracts 7.1) N/A				

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8. Developing CVs and portfolios 8.1) N/A

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Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment				
	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Supervisor Report 1) Supervisor will make industrial visit to students' respective organisation. 2) Supervisor are required to evaluate students through supervisor's evaluation form.	10%	CLO1
	Portfolio/Log Book	Digital Portfolio 1) Students need to produce a show-reel of the work they made in the organisation. 2) The project will serve as the students' portfolio	20%	CLO4
	Portfolio/Log Book	V- Log 1) Students are required to upload monthly report on the tasks they performed in the organisation. 2) Supervisors will evaluate the students' v-log monthly.	40%	CLO2
	Practical	Industrial Supervision/Mentoring 1) Students need to maintain good rapport with the supervisor throughout the industrial training. 2) Students are required to provide progressive reports to the supervisor.	30%	CLO3

Reading List	Recommended Text	2012, <i>Dasar Industri Kreatif Negara.</i> , https://www.kkmm.gov.my/pdf/Dasar/dikn.pdf/			
	Reference Book Resources	Dawson, P. & Andriopoulos, C. 2017, <i>Managing change,</i> creativity and innovation., Harvard Business School Publishing Corporation. USA			
		Khaire, M. 2017, Culture and commerce: The value of entrepreneurship in creative industries, Stanford Business Books. Stanford			
		Ross, A., <i>The industries of the future.</i> , Simon & Schuster. NY, USA			
		Jones, C. & Lorenzen, M. 2015, <i>The Oxford handbook of creative industries.</i> , Oxford University Press. Oxford			
		DeFillippi, R. & Wikstrom, P. 2014, International perspectives on business innovation and disruption in the creative industries: Film, video and photography., Edward Elgar Pub Cheltenham, UK			
		Guffey, M.E. & Loewy, D., <i>Essentials of business</i> communication., Cengage Learning. Mason, OH			
		Masters, A. & Wallace, H.R., <i>Personal development for life</i> and work., South-Western Educational Pub. Mason, OH			
		Hattersley, M.E. & McJannet, L.M. 2007, <i>Management communication: Principles and practice.</i> , McGraw-Hill Education.			
Article/Paper List	This Course does not have any article/paper resources				
Other References	Online Malaysian Communications and Multimedia Commission https://www.mcmc.gov.my/resources/guidel ines/				
	Online Jabatan Kebudayaan & Kesenian Negara http://www.jkkn.gov.my/				
		and Safety Executive, UK .gov.uk/entertainment/thea tre-tv/index.htm			
		nent of Occupational Safety and Health, Ministry of Human o://www.dosh.gov.my/index.php/en/			
	Online National Film Development Corporation (FINAS) http://www.finas.gov.my/en/				

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