

Module Details	
Module Title	Screen Realism
Module Code	FAM7008-B
Academic Year	2023/4
Credits	20
School	Department of Media Design and Technology
FHEQ Level	FHEQ Level 7

Contact Hours	
Type	Hours
Lectures	20
Tutorials	2
Seminars	9
Independent Study	169

Availability	
Occurrence	Location / Period
BDA	University of Bradford / Semester 2

Module Aims
This module explores the ways in which screen realism can be understood and put into practice. It develops a mastery of modes of realist practice and advanced skills in the interpretation of its impact on historical, social and political representations.

Outline Syllabus
Theories of screen realism; realist film and television practice; modes of realism and the historical development of realism on screen.

Learning Outcomes	
Outcome Number	Description
01	Evaluate the complex ways in which realist practices, can reflect, create and generate `meanings.
02	Apply a wide range of skills in research, written and oral communication, critical reading skills and be able to summarize complex information.

Learning, Teaching and Assessment Strategy
Key material will be delivered through a lecture programme. Learning outcomes are assessed via a presentation and essay.

Mode of Assessment			
Type	Method	Description	Weighting
Summative	Presentation	Presentation of film season	50%
Summative	Coursework - Written	Programme notes and annotated bibliography	50%

Reading List
To access the reading list for this module, please visit https://bradford.rl.talis.com/index.html

Please note:

This module descriptor has been published in advance of the academic year to which it applies. Every effort has been made to ensure that the information is accurate at the time of publication, but minor changes may occur given the interval between publishing and commencement of teaching. Upon commencement of the module, students will receive a handbook with further detail about the module and any changes will be discussed and/or communicated at this point.