

Bachelor of Screen Production (272JA.1)

Please note these are the 2015 details for this course

Domestic students

Selection rank	
Delivery mode	
Location	
Duration	3.0 years
Faculty	Faculty of Arts and Design
Discipline	School of Arts and Communications
UAC code	
English language requirements	An IELTS Academic score of 6.0 overall, with no band score below 6.0 (or equivalent).
View IELTS equivalences	

International students

Academic entry requirements	To study at UC, you'll need to meet our academic entry requirements and any admission requirements specific to your course. Please read your course admission requirements below. To find out whether you meet UC's academic entry requirements, visit our academic entry requirements page.
View UC's academic entry requirements	

Delivery mode	
Location	
Duration	3.0 years
Faculty	Faculty of Arts and Design
Discipline	School of Arts and Communications
CRICOS code	079275J
English language requirements	<p>An IELTS Academic score of 6.0 overall, with no band score below 6.0 (or equivalent).</p> <p>View IELTS equivalences</p>

About this course

Craft a career in the movie business

Do you have a passion for writing and directing but worry about the business end of filmmaking? Maybe you're keen to tackle the film industry but need to fine tune and shape your creative skills?

The Bachelor of Screen Production is the foundation you need to launch your career in the movie business.

Choosing between units in animation or live action as your major, you'll experience screen industry, production design and techniques, writing for the screen and the business of moviemaking.

Study a Bachelor of Screen Production at UC and you will:

- understand how to take charge of funding and budgets, casting and, schedules
- have strong insight into visual narrative and how to critically evaluate scripts
- analyse and apply the history and theory of film and media industries
- get valuable insight into entities that run and promote the industry
- understand legal and copyright issues
- offer a critical understanding of the moving image, its history and movements
- develop craft from pre to post production in disciplines such as direction, scriptwriting, planning and promotion
- link creative and technical skills in cinematography, lighting, sound and special effects
- design and produce content for a range of media formats.

Career opportunities

Want to work in film and television as an independent producer? Planning a career with a production house or network? Or do you see yourself as an advocate or consultant to the industry and media?

This degree will equip you with the essentials of craft and management, and the knowledge and skills needed for a career that can take you anywhere in the world.

Other opportunities

With communications and leisure industries expanding, the Bachelor of Screen Production can shape and develop your potential in an expanding range of industries by:

- further shaping your professionalism and social responsibility
- developing appreciation of how to work creatively and do problem solving with others
- identifying and developing a range of specific creative and business disciplines.
- preparing for the possibility of entry into a Bachelor of Arts (Honours) at the Canberra campus.

Admission requirements

Applicants must meet normal University requirements for admission to an undergraduate course or hold qualifications deemed to be equivalent.

Additional admission requirements

Applicants must attend an interview, at which they are required to: - Present a folio of work and any other materials that indicate an aptitude for design, drawing and problem solving; and - Demonstrate a high level of presentation and communication skills.

UC Melbourne Applicants only: This course is taught from the 2nd year. To commence, all students must be eligible for at least 1 year (24 credit points) of advanced standing.

Assumed knowledge

None.

Periods course is open for new admissions

This course is not open for new admissions.

Credit arrangements

There are currently no formal credit transfer arrangements for entry to this course. Any previous study or work experience will only be considered as part of the application process in accordance with current [course rules and university policy](#).

Course requirements

Bachelor of Screen Production (272JA) | 72 credit points

Location - UC Melbourne - Waverley Campus Campus

[Expand All](#) | [Collapse All](#)

Required - Must pass 39 credit points as follows

History of the Moving Image (9234) | 3 credit points — Level 1

Emerging Media (9235) | 3 credit points — Level 1

Digital Media (9236) | 3 credit points — Level 1

Storytelling for the Screen (9238) | 3 credit points — Level 1

Screen Industry Organisations and Business Structures (9241) | 3 credit points — Level 1

Film Theory and Analysis (9244) | 3 credit points — Level 2

Performance for Screen (9245) | 3 credit points — Level 2

Screen Writing and Editing (9246) | 3 credit points — Level 2

Visual Effects 1 (9247) | 3 credit points — Level 2

[Legal and Copyright Issues \(9248\) | 3 credit points — Level 2](#)

[Visual Effects 2 \(9257\) | 3 credit points — Level 3](#)

[Promotion \(9258\) | 3 credit points — Level 3](#)

Production Management (9482) | 3 credit points — Level 1

Restricted Choice - Must select 1 of the following

Live Action - Must pass 33 credit points as follows

Major in Live Action (Restricted) (MJ0231) | 21 credit points

Required - Must pass 18 credit points as follows

Live Action Post-Production (9250) | 3 credit points — Level 2

Minor Live Action Project (9254) | 3 credit points — Level 2

Live Action Production 2 (9256) | 3 credit points — Level 2

[Major Live Action Project - Pre-Production \(9260\) | 3 credit points — Level 3](#)

[Major Live Action Project - Production \(9264\) | 3 credit points — Level 3](#)

[Major Live Action Project - Evaluation and Critique \(9266\) | 3 credit points — Level 3](#)

Restricted Choice - Must pass 3 credit points from the following

Live Action Pre-Production 2 (9252) | 3 credit points — Level 2

Live Action Pre-Production 2 (9481) | 3 credit points — Level 2

Live Action Pre-Production 1 (9240) | 3 credit points — Level 1

Live Action Production 1 (9243) | 3 credit points — Level 1

[Major Live Action Project - Post-Production \(9441\) | 6 credit points — Level 3](#)

Animation - Must pass 33 credit points as follows

Major in Animation (Restricted) (MJ0230) | 21 credit points

Required - Must pass 21 credit points as follows

Animation Post-Production (9249) | 3 credit points — Level 2

Animation Pre-Production 2 (9251) | 3 credit points — Level 2

Minor Animation Project (9253) | 3 credit points — Level 2

Animation Production 2 (9255) | 3 credit points — Level 2

[Major Animation Project - Pre-Production \(9259\) | 3 credit points — Level 3](#)

[Major Animation Project - Production \(9263\) | 3 credit points — Level 3](#)

[Major Animation Project - Evaluation and Critique \(9265\) | 3 credit points — Level 3](#)

Animation Pre-Production 1 (9239) | 3 credit points — Level 1

Animation Production 1 (9242) | 3 credit points — Level 1

[Major Animation Project - Post-Production \(9442\) | 6 credit points — Level 3](#)

In addition to course requirements, in order to successfully complete your course you must meet the inherent requirements. Please refer to the [inherent requirements statement](#) applicable to your course

Typical study pattern

UC Melbourne - Waverley Campus

Major in Animation

Standard Full Time, Semester 1 Commencing

Year 1

Semester 1

Digital Media (9236)

History of the Moving Image (9234)

Screen Industry Organisations and Business Structures (9241)

Storytelling for the Screen (9238)

Semester 2

Animation Pre-Production 1 (9239)

Animation Production 1 (9242)

Emerging Media (9235)

Production Management (9482)

Year 2

Semester 1

Animation Pre-Production 2 (9251)

Animation Production 2 (9255)

Film Theory and Analysis (9244)

Screen Writing and Editing (9246)

Semester 2

Animation Post-Production (9249)

Minor Animation Project (9253)

Performance for Screen (9245)

Visual Effects 1 (9247)

Year 3

Semester 1

[Legal and Copyright Issues \(9248\)](#)

[Major Animation Project - Pre-Production \(9259\)](#)

[Major Animation Project - Production \(9263\)](#)

[Visual Effects 2 \(9257\)](#)

Semester 2

[Major Animation Project - Evaluation and Critique \(9265\)](#)

[Major Animation Project - Post-Production \(9442\)](#)

[Promotion \(9258\)](#)

Major in Live Action

Standard Full Time, Semester 1 Commencing

Year 1

Semester 1

Digital Media (9236)

History of the Moving Image (9234)

Screen Industry Organisations and Business Structures (9241)

Storytelling for the Screen (9238)

Semester 2

Emerging Media (9235)

Live Action Pre-Production 1 (9240)

Live Action Production 1 (9243)

Production Management (9482)

Year 2

Semester 1

Film Theory and Analysis (9244)

Live Action Pre-Production 2 (9481)

Live Action Production 2 (9256)

Screen Writing and Editing (9246)

Semester 2

Live Action Post-Production (9250)

Minor Live Action Project (9254)

Performance for Screen (9245)

Visual Effects 1 (9247)

Year 3

Semester 1

[Legal and Copyright Issues \(9248\)](#)

[Major Live Action Project - Pre-Production \(9260\)](#)

[Major Live Action Project - Production \(9264\)](#)

[Visual Effects 2 \(9257\)](#)

Semester 2

[Major Live Action Project - Evaluation and Critique \(9266\)](#)

[Major Live Action Project - Post-Production \(9441\)](#)

[Promotion \(9258\)](#)

Course information

Course duration

Standard six semesters full-time or equivalent. Maximum twenty semesters.

Learning outcomes

Learning outcomes	Related graduate attributes
<p>The course will integrate theoretical and practical knowledge of specific areas within the Screen Production industry including:</p> <ul style="list-style-type: none">- History, theory and analysis of the film industry and the media at international and local levels;- Screen Industry organisations, business structures and film promotion;- Legal and copyright issues relating to film and media;- Pre-production, production and post-production requirements.	<p>Analysis and enquiry</p>
<p>On completing the course students should be able to:</p> <ul style="list-style-type: none">- Critically analyse the history of the moving image and emerging film movements;- Critically evaluate scripting procedures and practices;- Demonstrate historical knowledge of and skills in creating visual narrative;- Design content for a range of emerging media formats;- Establish procedures for overseeing production budgets, casting, productions schedules and various business arrangements.	<p>Analysis and enquiry</p> <p>Professionalism and social responsibility</p> <p>Working independently and with others</p> <p>Problem Solving</p>

<p>On completing the course students should be able to:</p> <ul style="list-style-type: none"> - Demonstrate design, critical thinking and problem solving skills in the production and editing of live action or digital animation visual narratives; - Exhibit good communication skills in the management of personnel and business relationships. 	<p>Analysis and enquiry</p> <p>Communication</p> <p>Working independently and with others</p> <p>Problem Solving</p>
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<p>On completing the course students should be able to:</p> <ul style="list-style-type: none"> - Investigate and analyse current trends in the screen industry and related technology; - Identify opportunities for on-going learning to maintain currency within the screen production industry; - Complete a critical analysis or exegesis of short films; - Collaborate successfully with fellow filmmakers and directors on the post production phase of a documentary, drama or experimental short film. 	<p>Analysis and enquiry</p> <p>Communication</p> <p>Working independently and with others</p> <p>Problem Solving</p>
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Majors

- [Major in Live Action \(Restricted\) \(MJ0231\)](#)
- [Major in Animation \(Restricted\) \(MJ0230\)](#)

Awards

Award	Official abbreviation
Bachelor of Screen Production	B ScreenProd

Honours

High performing students may be eligible for entry into the Bachelor of Arts and Design (Honours) course offered at the UC Canberra campus.

Enquiries

Student category	Contact details
Prospective Domestic Students	Email study@canberra.edu.au or Phone 1800 UNI CAN (1800 864 226)

Prospective International Students

Email international@canberra.edu.au or Phone +61 2 6201 5342

Current and Commencing Students

Email UC.enquiry@canberra.edu.au

Download your course guide



Scholarships

Find the scholarship that's the right fit for you

[Explore Scholarships](#)

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CRICOS 00212K

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UC acknowledges the Ngunnawal people, traditional custodians of the lands where Bruce campus is situated. We wish to acknowledge

and respect their continuing culture and the contribution they make to the life of Canberra and the region. We also acknowledge all other First Nations Peoples on whose lands we gather.