



TOI MAI

Workforce
Development
Council

PROGRAMME GUIDANCE

for

New Zealand Diploma in Screen Production (Level 5)

Overview

The purpose of this guiding document is to provide guidance for providers intending to offer programmes leading to the New Zealand Diploma in Screen Production (Level 5). It reflects industry expectations for the design and delivery of programmes leading to this qualification.

Qualification Strategic Purpose statement

This qualification is designed for people who are new to the industry or considering a career in film, television, video, game or other related screen production industries.

Graduates will have the skills, knowledge and attributes to operate with supervision in the screen production industry and contribute to a bi- and multi-cultural environment in Aotearoa New Zealand.

Promotion of this qualification should state realistic outcomes that align to the stated employment pathways. Learners should be made aware that this qualification alone may not lead to roles such as screenwriting, director or producer.

General conditions

Programme Entry

It is recommended that potential learners undertake programme and career advisement to ensure programme suitability prior to enrolling.

It is important that learners are counselled to ensure they are well aware of the nature of work in the screen industry, outcomes of the qualification. This may involve discussing career aspirations, and a learner's creative practice experience. Industry have requested this be a part of programme industry as they want to ensure learners are making an informed decision when enrolling in this qualification.

Practical Experience

Programmes must ensure learners are given the opportunity to practice and demonstrate competence within realistic (including simulated) industry settings.

Diversity and Inclusion

Programme design must:

- Influence equitable outcomes for all learners;
- honour ngā kaupapa o te Tiriti o Waitangi (the principles of the Treaty of Waitangi);

- value mātauranga Māori (Māori traditional knowledge); perspectives of Pacific communities, and cultural and educational needs as identified by ākonga/learners;
- support/promote learning that exposes ākonga/learners to a range of cultural values and perspectives that include diverse world views;
- ensure delivery reflects industry best practice and is relevant through engagement with stakeholders.

Programme Guidance

Programmes must reflect industry best practice and include ongoing engagement with industry. This means providers should establish and maintain good working relationships with local industry. The programme design and delivery mechanisms, including assessment, must reflect current screen industry practice and the interconnectedness of the graduate outcomes in an authentic industry environment.

Learners should be exposed to current industry practitioners, this could be via guest speakers, visitors or site visits. Exposure to industry allows learners to be informed of latest technology and practice, and also builds connections for future employment.

Legislation

Programmes leading to this qualification must maintain currency with amendments to, and replacement of, relevant legislation, regulations, rules and Australian/New Zealand Standards.

All learning and assessment within a programme leading to this qualification must be carried out in accordance with the following as relevant:

- legislation including Health and Safety at Work Act 2015 and subsequent amendments;
- ScreenSafe
- Screen industry workers Act
- current industry best practice and industry guidelines (where available)
- Copyright Act

Skills and knowledge to be covered in Graduate Profile Outcomes

Qualification outcomes/ Ngā hua		Skills, knowledge and behaviours to be covered
1.	Apply technical and creative processes across a range of capture, manipulation and delivery methods/platforms to screen productions. Credits 60	
2.	Evaluate storytelling and its application to screen productions. Credits 10	
3.	Apply relevant business practices and processes to screen production. Credits 10	Learning must include: <ul style="list-style-type: none">- Operating as a self-employed contractor including tax obligations, invoicing, ACC- Professional communication, responsiveness, acknowledging

		<ul style="list-style-type: none"> - CV or portfolio
4.	<p>Collaborate with contributors, stakeholders and team members using appropriate communication skills to realise a range of screen productions.</p> <p>Credits 15</p>	<p>For the purposes of this qualification Stakeholders refers to internal and/or external stakeholders as relevant to screen production. This could include co-workers outside of immediate team, artists, management, and contractors.</p> <p>Learning must include:</p> <ul style="list-style-type: none"> - Terminology - Etiquette - Protocol
5.	<p>Apply practical and problem solving skills to a range of screen production processes.</p> <p>Credits 10</p>	
6.	<p>Demonstrate an ethically, culturally and socially responsible approach to screen production.</p> <p>Credits 10</p>	<p>Learning must include:</p> <ul style="list-style-type: none"> - Te Tiriti o Waitangi - Mātauranga Māori as it applies to the screen industry - Ethical and Cultural practices.
7.	<p>Apply relevant health and safety legislation and wellbeing practices in order, to work safely and meet responsibilities in screen production industries.</p>	<p>Learning must include:</p> <ul style="list-style-type: none"> - Screen Safe - Screen Workers Act - Industry guidelines and codes of conduct - First aid - Copyright Act