Film and TV Production

Autumn 2025 (1. semester)

Screenwriting	FTV1008 5 sp
Postproduction	FTV1014 5 sp
Production Sound	FTV1012 5 sp
Directing Fundamentals	FTV1011 5 sp
Cinematography	FTV1013 5 sp
Producing Fundamentals	FTV1009 5 sp

Spring 2026 (2. semester)

Production 1	FTV1018 10 sp
Contextual Practice	FTV1017 10 sp
Motion Design Fundamentals	FTV1016 5 sp
Art Fundamentals	FTV1015 5 sp

Autumn 2026 (3. semester)

Innovation and Professional Development	FTV2103 10 sp
Sound Design	FTV2101 10 sp
Intermediate Directing	FTV1022 5 sp
	FTV1019

Intermediate Producing

5 sp

Spring 2027 (4. semester)

Production 2

FTV2003

30 sp

Autumn 2027 (5. semester)

Production 3

FTV2105

30 sp

Spring 2028 (6. semester)

Bachelor Production

CGA2001

30 sp

Programme description

This programme gives you industry standard knowledge of film and TV production. The programme has a special focus on production in new media and on cost-effective productions through the innovative use of technology. The programme also focuses on how these skills can be used in other market areas to strengthen the opportunities for a wider job market for candidates.

What is common for all disciplines is the ability to form and convey meaning, create and communicate great stories, believable characters, characters and worlds in all media.

The courses are hosted at Nord University campus in Levanger where you will use state of the art computer labs, editing suites, and studios. Students also have access to excellent camera equipment, sound and lighting equipment and other equipment needed for such productions. All labs are equipped with the latest software required for such kind of production. It is expected that you have basic IT skills and good English skills so you are able to read English literature, write reports and follow classes in English.

Film and TV production: Film and television production is a key component of the bachelor's programme. You will gain television production expertise within single- and multi-camera productions (fiction, documentary, reportage, events). There is also a strong focus on directing related to these productions along with cinematography, post production and digital workflow. All this is provided through basic courses during the first year. During the second year you can choose to focus more towards film production, script development and directing or select multi-camera production inside our production course. In that course you can choose short fiction/TV drama series or multicam productions. Multi-camera production may include larger sports and event productions/concerts. The productions are distributed either live online, on the big screen or on-demand.

In the third year, you will be introduced to more professional work in production groups and choose your focused area inside of a larger production. The bachelor's programme ends with a bachelor production where students themselves set up and plan a pilot production or work with the industry in an internship. In your bachelor production there is a larger focus on reflection and use of relevant theory and methodology for your production.

Project work and entrepreneurship: The programme has a strong focus on project work and teamwork. As a

student, you will be linked to external clients from industry and must learn to handle problems both individually and in groups. We also work a lot with entrepreneurship: organise entrepreneurial camps and have a separate course where the focus is on production management. Several students choose to start their own student companies during their studies, and we have a structure to help you with this together with partners.

Software: As a student you have access to industry standard software, such as:

Adobe Creative Cloud
ProTools
BlackMagic DaVinci Resolve
Special software that fits to your projects

Learning outcomes

Upon graduating the candidate will have attained the following learning outcomes:

Knowledge:

The candidate has knowledge about main subjects within:

Storytelling/screenwriting and directing
Production techniques for film and TV
The role of the producer
Media innovation
The candidate can also utilise theoretical concepts within these main areas to make appropriate decisions in the production phase.
The candidate is familiar with relevant R&D areas and artistic research within film and TV production, i.e. innovative production techniques, changes in consumer behaviour and new distribution channels.
The candidate can find relevant information and theory to stay updated within the disciplinary field. The candidate has acquired production experience, knowledge of the business and a historic perspective within the discipline.

Skills:

The candidate can utilise results and experiences from literature and artistic research/productions to make appropriate choices within discipline/business.
The candidate can reflect on his/her work, document this and know how to adjust execution in light of constructive feedback.
The candidate has, by being exposed to multiple subjects, been introduced to a wide variety of material that functions as a foundation to better comprehend issues.
The candidate is proficient in the techniques and tools to produce various film and TV productions within several genres, as well as how to distribute and publish the finished products. Herein includes professional camera and lighting equipment, editing hard- and software, production plans and documentation.

General competence:

The candidate has been exposed to multiple topic questions from research projects and industry professionals that provide a deeper understanding of the craft. Herein is included ethical norms and rules, intellectual property and other relevant regulations and best practice principles.
The candidate has attained the ability to work in teams and improved on relational skills. He/she can give and receive constructive criticism in the service of achieving the best possible outcome. The candidate can also focus on independence and innovative problem solving, as well as awareness of the demands of the business.
The candidate has attained a wide foundation of various presentation techniques to present subject-specific topic questions, what theories are relevant and individual experiences from different productions.
The candidates can express themselves well verbally, communicate with partners and have constructive discussions.
The candidate has been given an academic and practical foundation, thereby affording the candidate a skillset that allows him/her to find new solutions in a business in constant technological development.
The candidate has insight into the international development in the field and actively participates in the

international academic activities and environment.

Admission requirements

1. Higher education entrance qualification. English language proficiency.
View general admission and documentation requirements
2. Artistic portfolio - Information about portfolio: Nord University – Applicants to Media Technology Studies

Career opportunities

Relevant work areas will be the digital media industry, media houses, TV companies, production houses, digital information communication and the media industry in general. The programme's emphasis on practical work will enable candidates to work on developing new innovative media products in established companies or as entrepreneurs in areas where development is in its early stages. Please view our web site film.nord.no for examples of jobs students have landed upon completing our bachelor's programme in film and TV production.

Further education

After completing the bachelor's degree programme, students may apply for admission to master's degree studies in the field both at home and abroad.

Study abroad

It is becoming increasingly common for students to take a semester abroad as a part of their bachelor's degree. Please contact your programme coordinator or your student advisor upon starting this programme should you want further information about exchange opportunities.

The following institutions are included in Erasmus+ exchange agreements linked to this study programme:

NTHV Breda University of Applied Sciences, the Netherlands
Saxion University of Applied Sciences, the Netherlands

Students can primarily go on exchange the fourth or fifth semester of the programme.

Costs

No tuition fees for EU/EEA/EFTA students. Costs for semester registration and course literature apply.

Travel costs will incur related to productions at various locations. Several productions take place at night or during weekends. We recommend students to also invest in some equipment themselves: Wacom tablet (Intuos 4 or more recent), memory stick, external hard drive, headset etc.

From the academic year 2023/2024, non-EU/EEA/EFTA applicants are required to pay tuition fees at Nord university, for each academic year.

Tuition fees will be charged to international students with citizenship from outside the EU/EEA/EFTA, as of the academic year 2023/2024.

Students who have started their study programme before the autumn semester 2023 are not required to pay tuition fees.

Please note that some applicants can apply for an exemption from paying tuition fees.

Nord university does not offer scholarships or grants.

Tuition fees for international students (nord.no)

Assessment methods

Assessment of the course is based on practical exercises, reflection notes, portfolio examinations and oral presentations.

Programme evaluation

The programme is evaluated via student questionnaire, as well as by the programme director. The evaluations form a part of the University's quality assurance system.

Qualifications requirements and regulations

Please refer to the applicable legislation, regulations and related guidelines.

Course description for 2025/26

Screenwriting

FTV1008

Course description

Students will explore the craft of storytelling in terms of story development and script writing. The course will have a particular focus on short films and documentaries, but will also include the principles and craft of other platforms and genres.

Access regulation

Only for students accepted at the Bachelor program Film and TV production

Learning outcomes

On successful completion of the course, students should be able to:

Skills:

Utilize essential storytelling concepts and tools.
Communicate ideas and narratives clearly and functionally.

Knowledge:

Identify and evaluate use of principles within classic story structures.
Recognize and examine the craft of visual storytelling in written works.

General Competence:

Develop, structure and format short cinematic story.
Write and rewrite a screenplay.

Course type

Mandatory

Learning activities

Lectures and practical exercises

Course evaluation

The study program is evaluated by the students yearly through the final evaluation. These evaluations are included in the quality assurance system of the university.

Exam description

Portfolio

Grade: Pass or Fail

Examination aids

Generating responses using ChatGPT or similar generative artificial intelligence and submitting them wholly or partially as your own work is considered plagiarism.

Course description for 2025/26

Postproduction

FTV1014

Course description

Students will work with digital non-linear editing software and be able to recognize and use appropriate editing styles and techniques to effectively tell the story.

Access regulation

Only for students accepted at the Bachelor program Film and TV production

Learning outcomes

On successful completion of the course, students should be able to:

Skills:

Plan the strategic use of and operate non-linear editing systems (NLE).
Assess video footage for selective editing to serve the story.
Use grading tools in an NLE to interpret, adjust and enhance color.

Knowledge:

Explain the terms used in motion picture editing.
Implement different editing styles, the flow of images or scenes, how picture and sound work together, and the complex nature of deliverables.
Recognize and make use of appropriate file formats for edit workflows and export

General Competence:

Design and implement digital workflows.
Edit and finalize videos in a professional manner using digital non-linear editing techniques

Costs

No tuition fees. Semester fees and cost of course literature apply.

Course type

Mandatory

Learning activities

Theory-based lectures, practical demonstrations, independent practical exercises.

Course evaluation

Evaluation using mid-term and final surveys. Students are also encouraged to participate in the central quality surveys.

Exam description

Portfolio: (individual)

Two deliverables. An edit exercise and a production.

Grade: Pass or Fail

Examination aids

Generating responses using ChatGPT or similar generative artificial intelligence and submitting them wholly or partially as your own work is considered plagiarism.

Course description for 2025/26

Production Sound

FTV1012

Course description

Production Sound will include a mixture of theory and practice. Theory includes discussion of Level, Microphones, Meters, and Mixers, while the practical portion focuses on ear training, microphone technique, location sound recording, studio Voice Over (VO) and Sound Effects (SFX) recording, and basic post-production sound manipulation .

Access regulation

This course is primarily for students accepted into the Bachelor program of Film and TV production. However, it may be possible for students from related study programs to join as an elective.

Learning outcomes

Upon completion of this course, the student should be able to:

 Skills:

Capture usable dialogue and sound effects in a variety of field and studio situations
Perform basic boom operator tasks, and plan microphone placement
Perform basic audio cleanup, editing, and mixing in standard non-linear video editors and/or digital audio workstations

Knowledge:

Select different microphones for use in different situations
Define subtle differences in the sonic texture of a sound
Assess field situations for proper microphone selection and noise avoidance
Clearly identify and assess relative quality of recorded tracks through acquired critical listening skills (Ear training)

General Competence:

Make critical decisions in a time-constrained environment
Create a plan and execute it, with enough flexibility to make last-minute changes and still maintain the integrity of the plan
Focus on details in a critical fashion
Implement existing or new technology to develop one's own artistry

Costs

No tuition fees. Semester fees and cost of course literature apply. It is also recommended that students have a 2TB pocket hard drive (ExFat format), a 128GB USB stick (ExFat format), and a good pair of wired headphones.

Course type

Mandatory

Learning activities

Lectures and practical exercises.

Course evaluation

The study program is evaluated annually by the students through course evaluations and study program evaluation. These evaluations are included as part of the university's quality assurance system

Exam description

Portfolio:

Grade: Pass or fail

Examination aids

Generating responses using ChatGPT or similar generative artificial intelligence and submitting them wholly or partially as your own work is considered plagiarism.

Directing Fundamentals

FTV1011

Course description

Directing takes students through their first journey in independent film production by providing them with the fundamental knowledge, skills, and experience to produce a zero-budget short film. By the end of the term, students have taken a film from the script stage all the way to production and be ready to take it into the next stage of post-production and distribution.

Students learn the following disciplines:

Visualization tools.
Professional casting processes, contracts.
Table readings, read-throughs, blocking, rehearsals and recording.
Different roles among staff at all levels within film and television production.

Access regulation

Only for students accepted at the Bachelor program Film and TV production

Learning outcomes

On successful completion of the course, students should be able to:

Skills:

Create a short film incorporating the artistic considerations of directing for film and tv
Illustrate insight into the art of direction by directing a short film
Demonstrate how to direct actors within a short film

Knowledge:

Implement the production process/timeline of production and set procedures
Recognise the importance of scheduling

General Competence:

Demonstrate how to successfully take a script through the stages of pre-production, production and post-production
Identify artistic and technical limitations of directing a short film

Costs

No tuition fees. Semester fees and cost of course literature apply.

Course type

Mandatory

Learning activities

Lectures and practical exercises

Course evaluation

Evaluation using mid-term and final surveys. Students are also encouraged to participate in the central quality surveys.

Exam description

Portfolio:

Grade: Pass or fail

Examination aids

Generating responses using ChatGPT or similar generative artificial intelligence and submitting them wholly or partially as your own work is considered plagiarism.

Course description for 2025/26

Cinematography

FTV1013

Course description

Cinematography is designed to facilitate the learning of basic cinematographic theories, technical camera skills, and apply it to a production for either live action, virtual or CG production. Central focus will be placed on understanding camera functions and movement, framing, lighting a scene, and how to use these tools to enhance the story in a production.

Access regulation

Only for students accepted at the Bachelor program Film and TV production, and Bachelor i CG Art og animasjon

Learning outcomes

On successful completion of the course, students should be able to:

Skills:

Plan the strategic use of and operate cameras, and lighting in either a virtual or physical environment.
Prepare camera and lighting plans.
Identify and operate appropriate tools for camera movement.

Knowledge:

Know the terms used in cinematography & lighting
Use basic camera and framing theory, and apply fundamental lighting principles.

Recognize how shutter speed, exposure, ISO and lens affects a scene

General Competence:

Know the importance of visuals when telling a story.
Think a project through from conception to final delivery
Become comfortable with the technology and allow artistry to develop in a production.

Costs

No costs except semester registration fee and in some cases, syllabus literature.

Course type

Mandatory

Learning activities

Theory-based lectures, practical demonstrations, independent practical exercises.

Course evaluation

Evaluation using mid-term and final surveys. Students are also encouraged to participate in the central quality surveys.

Exam description

Portfolio: (individual)

Grade: Pass or fail

Two deliverables are required for the exam. A short film and a production book containing a camera & lighting plan.

Examination aids

Generating responses using ChatGPT or similar generative artificial intelligence and submitting them wholly or partially as your own work is considered plagiarism.

Course description for 2025/26

Producing Fundamentals

FTV1009

Course description

Producing takes students through their first journey in independent film production by providing them with the fundamental knowledge, skills, and experience to produce a low budget short film. By the end of the term, students have taken a film from the initial concept through the script stage all the way to production and be ready to take it into the next stage of post-production and distribution.

Students learn the following disciplines:

Producing for multiple genres.
From idea to screen.
Different roles among staff at all levels within film and television production.

Access regulation

Only for students accepted at the Bachelor program Film and TV production

Learning outcomes

On successful completion of the course, students should be able to:

Skills:

Create a short film incorporating the considerations of producing for film and tv

Knowledge:

Recognise the varied roles of a producer
Implement the production process/timeline of production and set procedures
Recognise the importance of call sheets/scheduling
Recall how studios operate

General Competence:

Demonstrate how to successfully take a script through the stages of pre-production, production and post production
Recall production matters (health & safety, crew management, catering, contracts, funding and location permits)

Costs

No tuition fees. Semester fees and cost of course literature apply.

Course type

Mandatory

Learning activities

Lectures and practical exercises

Course evaluation

Evaluation using mid-term and final surveys. Students are also encouraged to participate in the central quality surveys.

Exam description

Portfolio:

Grade: Pass or fail

Examination aids

Generating responses using ChatGPT or similar generative artificial intelligence and submitting them wholly or partially as your own work is considered plagiarism.

Course description for 2025/26

Production 1

FTV1018

Course description

Students will be divided into groups. They will learn about teamwork, project management and production of different types of content.

Access regulation

This course is primarily for students accepted into the Bachelor program of Film and TV production. However, it may be possible for students from related study programs to join as an elective.

Learning outcomes

On successful completion of the course, students should be able to:

Skills:

Consolidate existing learning in a practical project.
Communicate and collaborate effectively within a team.
Plan and execute projects according to the client's concepts and aesthetic preferences
Work within the confines of schedule and budget

Knowledge:

Describe the relationship between client and service provider
Construct and maintain a production schedule
Describe the various types of productions, and the difference in artistic approach to each
Identify the core purpose and message of a project

General Competence:

Develop group dynamic skills
Effectively complete a project, and deliver on time, according to the advisor's specifications
Use their creativity within the confines of the advisor's desires
Accept and implement the advisor's feedback
Negotiate with advisors to achieve mutual satisfaction

Costs

No tuition fees. Semester fees and cost of course literature apply.

Course type

Mandatory

Learning activities

Students will have mostly self-organized group planning and work sessions, with Instructors supervising and guiding those activities. The semi-independent nature of this project helps to build confidence within the students, fostering independent thought, and greater intrinsic motivation.

Course evaluation

The study program is evaluated annually by the students through course evaluations and study program evaluation. These evaluations are included as part of the university's quality assurance system. Evaluation is accomplished using end-of-term surveys. Students are also encouraged to participate in the central quality surveys.

Exam description

Portfolio

Grade: A to F

Examination aids

Generating responses using ChatGPT or similar generative artificial intelligence and submitting them wholly or partially as your own work is considered plagiarism.

Recommended prerequisites

All other designated 1st year courses.

Course description for 2025/26

Contextual Practice
FTV1017

Course description

This course will introduce students to ways of thinking about motion pictures as art and medium, from a brief introduction into ancient and early modern visions and technologies of moving images, via how the development of the camera changed the path of art history, to contemporary film theory. Students will learn about how human visual perception has shaped and is shaping artworks and media technologies, including how conventions from the media of painting and drawing have affected the developments of photography and motion pictures. The course has a strong reflection element and will encourage students to reflect about the implications of motion pictures in society, taking into account the impact of particular stories, consideration of the voices of others and minority perspectives.

Access regulation

Restricted to students at the Bachelor studies in CG art and Animation, Games and Entertainment Technology, Film and TV production and connected study programs at our international partner institutions

Learning outcomes

On successful completion of the course, students should be able to:

Knowledge

Communicate the technical and creative concepts of motion pictures using appropriate vocabulary.
Connect developments in the history of art in Europe, America and Asia to the development of the technologies and methods that underpin today's moving pictures industries.
Analyse the role of adaptations in visual storytelling.

Skills

Reflect upon implications of motion pictures in society.
Connect theoretical concepts and ideas such as form, style, and genre to practical execution.
Utilise the understanding of human perception when working with different technologies.

General Competence

Trace and describe the history of moving images as part of a wider art and media history, focusing on the development of important film movements that have shaped our current ideas about what motion pictures can be.
Articulate the practical, social and ethical implications of storytelling through motion pictures in a range of contemporary and historical contexts.

Costs

No tuition fees. Semester fees and cost of course literature apply.

Course type

Mandatory

Learning activities

The course will be composed of interactive lectures, seminars and practical exercise sessions.

Course evaluation

Evaluation using mid-term and final surveys. Students are also encouraged to participate in the central quality surveys.

Exam description

Individual assessment

Video Essay

Graded: A-F

Examination aids

Generating responses using ChatGPT or similar generative artificial intelligence and submitting them wholly or partially as your own work is considered plagiarism.

Course description for 2025/26

Motion Design Fundamentals
FTV1016

Course description

In this course, students will be introduced to fundamentals of motion design and digital workflow. The necessary skills to be able to create basic animated graphics for Film/TV, branding, web, social media platforms etc. will be covered. The course starts with foundational training in different raster- and vector graphic software as well as 2D animation software, and the workflow used between them.

Based on this the students will plan and produce a short motion design piece by creating a storyboard and production ready digital graphical assets/illustrations with different effects and motion applied. Finally, the animation is presented as a rendered sequence.

Access regulation

Only for students accepted at the Bachelor program Film and TV production

Learning outcomes

On successful completion of the course, students should be able to:

Skills:

Adopt a digital workflow for compatibility between different software
Render and output a sequence in appropriate format
Create graphical elements in a vector/raster graphic based software
Animate graphical elements to create visually interesting content

Knowledge:

Develop a motion design piece from an idea, brief or pitch.
Create a storyboard for a digital production
Adhere to an appropriate digital workflow to stay efficient and organised.

General Competence:

Plan an animated sequence
Use a proper file-structure and adhere to naming conventions
Collaborate with others to give and receive feedback

Learning activities

Lectures, Lab work on assignments

Course evaluation

Evaluation using mid-term and final surveys. Students are also encouraged to participate in the central quality surveys.

Exam description

Exam Description

Portfolio Consisting of a Storyboard & Animation

Grade: Pass or fail

Examination aids

Generating responses using ChatGPT or similar generative artificial intelligence and submitting them wholly or partially as your own work is considered plagiarism.

Course description for 2025/26

Art Fundamentals

FTV1015

Course description

The course aims to develop observational drawing technique, with particular attention paid to figure, form, light, perspective and composition. The course will use traditional materials in a studio environment. The ability to draw from observation is a fundamental skill for someone looking to work in the creative industries.

Access regulation

Only for students accepted at the Bachelor program Film and TV production

Learning outcomes

On successful completion of the course, students should be able to:

Skills:

Capture figure, form and light from observation in hand drawn images.
Portray perspective in a composition.
Effectively use a range of traditional drawing materials.

Knowledge:

Recognise anatomical structure, mass and volume through the reproduction of the physical form.

Identify standards and conventions within a production pipeline specific to their field of study.

General Competence:

Critically review work and reflect on their development.

Costs

No tuition fees. Semester fees and cost of course literature apply.

Course type

Mandatory

Learning activities

Lectures, Lab work on assignments

Course evaluation

Evaluation using mid-term and final surveys. Students are also encouraged to participate in the central quality surveys.

Exam description

Exam Description

Compound Assessment

Portfolio Consisting of a Storyboard & Animation

Grade: Pass or fail

Examination aids

Generating responses using ChatGPT or similar generative artificial intelligence and submitting them wholly or partially as your own work is considered plagiarism.

Overlapping courses

Overlap refers to a similarity between courses with the same content. Therefore, you will receive the following reduction in credits if you have taken the courses listed below:

CGA1001 - Art Fundamentals - 5 credits

Course description for 2025/26

Innovation and Professional Development
FTV2103

Course description

In this course students will learn the basics inside of the creative industry.

Access regulation

Only for students accepted at the Bachelor program Film and TV production

Learning outcomes

On successful completion of the course, students should be able to:

Skills:

Write a business plan
Establish and running a student company
Calculate a budget for Film and TV productions
Write contracts and deal with clients
Operate an accounting systems

Knowledge:

Know the creative industry and market potentials
Know the meaning of innovation and entrepreneurship inside of creative industry
Start a student company on their own.
Know different marketing channels
Write applications for funding film and TV productions
Use business concepts and etiquette
Know the basic industry standards within creative business
Handle deadline and deliverance for clients

General competence:

Know about marketing and media strategies.
Handle production management and economic routines in the creative business.
Know the principles of running a production company thru their student company

Costs

No costs except semester registration fee.

Course type

Mandatory

Learning activities

Lectures and practical exercises
Running your own student company with other students
External mentors from industry and internal advisors from faculty

Course evaluation

The study programme is evaluated by the students yearly through the final evaluation. These evaluations are included in the quality assurance system of the university.

Exam description

Portfolio:

1 business plan for your student company (production groups/student companies).
2 selected productions for clients (production groups).
1 reflection paper (individual).

Obligatory attendance (OD): 80%

Examination aids

Generating responses using ChatGPT or similar generative artificial intelligence and submitting them wholly or partially as your own work is considered plagiarism.

Recommended prerequisites

Production 1

Only for students accepted at the Bachelor program Film and TV production

Overlapping courses

Overlap refers to a similarity between courses with the same content. Therefore, you will receive the following reduction in credits if you have taken the courses listed below:

FTV2000 - Media Innovation - 10 credits

Course description for 2025/26

Sound Design
FTV2101

Course description

Aimed at second year Film and TV students, Sound Design will focus largely on post-production sound, with the intention of building a solid foundation for the editing and mixing of clear and dynamic soundtracks for all future productions. Editing and mixing of Dialogue, Backgrounds, Sound Effects, and Music will be highlighted.

Access regulation

Only for students accepted at the Bachelor program Film and TV production

Learning outcomes

On successful completion of the course, students should be able to:

Skills:

Operate a digital audio workstation, to adequately construct a complete soundtrack
Effectively use sound shaping tools including EQ, Dynamics, and Reverb to enhance the aesthetic appeal of the soundtrack
Identify and implement useable production dialogue elements
Record or select alternate dialogue elements including VO and ADR
Record or select appropriate sound effects elements including backgrounds
Create or select, edit, and mix appropriate music elements
Effectively edit dialogue, sound effects, and music as required
Effectively mix all sound elements together to form a unified soundtrack

Knowledge:

Describe how elements combine to create a total effect
Identify subtle differences in the sonic texture of sounds when used in combination
Assess the sound needs of any particular production to enhance picture
Assess relative quality of recorded tracks through acquired critical listening skills (Ear training)

General Competence:

Make critical decisions in a time-constrained environment
Create a plan and execute it, with enough flexibility to make changes and still maintain the integrity of the plan
Focus on details in a critical fashion
Work in a task-specific way, yet within a larger group or dynamic

Costs

No costs except semester registration fee.

Course type

Mandatory

Learning activities

Classes will consist of lecture / demonstrations on theoretical material, including gain structure, metering, editing and mixing theory, session construction, and aesthetic considerations for each specific element in a soundtrack. The role of music as an emotion generator will also be highlighted.

Labs will consist of practical application of theoretical principals and instructional procedures, including instruction in the set-up and operation of Pro Tools or other DAWs, the development of sound editing, mixing, and exporting skills, and effective music production. Assignments will consist of various creation, editing, and mixing tasks.

Lab exercises may be conducted in small groups to foster discovery and collaboration, at the discretion of the instructors. Group or individual grading will apply to all practical mandatories, consistent with the assignment structure. Paper mandatories and portfolio submissions will receive individual grades.

Relevant reading material and videos may be assigned throughout the course, to arm the students with additional insight going into the lab periods.

Classes will be held on-campus or online, or a combination of both.

Course evaluation

The study programme is evaluated by the students yearly through the final evaluation. These evaluations are included in the quality assurance system of the university.

Exam description

Portfolio

Grade: A-F

Examination aids

Generating responses using ChatGPT or similar generative artificial intelligence and submitting them wholly or partially as your own work is considered plagiarism.

Recommended prerequisites

Film and TV Production

Only for students accepted at the Bachelor program Film and TV production

Overlapping courses

Overlap refers to a similarity between courses with the same content. Therefore, you will receive the following reduction in credits if you have taken the courses listed below:

FTV2010 - Sound 2 - 5 credits

Course description for 2025/26

Intermediate Directing
FTV1022

Course description

This course will take a deeper look into theoretical and practical aspects within the role of the director. Students will gain further insights into the function and execution of communicating structure, character, action, descriptions, themes and subject.

Students learn the following disciplines:

Mastering structure and story.
Visualization tools.
Lighting for film and television.
Professional casting processes.
Read-throughs, blocking, rehearsals and recording.
Review classic acting techniques.

Access regulation

Only for students accepted at the Bachelor program Film and TV production

Prerequisites

Directing Fundamentals

Learning outcomes

On successful completion of the course, students should be able to:

Skills:

Demonstrate an improved understanding of story structure and plot development
Recall how to develop a character arc across a short film
Recognise the ability to communicate ideas within a production crew as well as to the audience
Identify the visualisation of an idea from a director's perspective

Knowledge:

Identify and interpret meaning and drama, and portray it with precise intent and narrative clarity
Recognise different types of writing across various genres.

General Competence:

Recognise structure within films and tv
Identify further understanding of artistic considerations within film and tv

Costs

No tuition fees. Semester fees and cost of course literature apply.

Course type

Mandatory

Learning activities

Lectures and practical exercises

Course evaluation

Evaluation using mid-term and final surveys. Students are also encouraged to participate in the central quality surveys.

Exam description

Portfolio:

Grade: A-F

Examination aids

Generating responses using ChatGPT or similar generative artificial intelligence and submitting them wholly or partially as your own work is considered plagiarism.

Course description for 2025/26

Intermediate Producing
FTV1019

Course description

This course will take a deeper look into theoretical and practical aspects within the role of the producer, as well as examining production techniques for multi-camera studio shows, multi-camera concert productions, commercials, music videos, documentaries, interviews etc.

Students learn the following disciplines:

Production planning.
Crewing.
Producing for multiple genres - documentary, commercials, music concerts/videos, multi-camera productions
Legal issues, contracts, funding, music clearance, etc.

Access regulation

Only for students accepted at the Bachelor program Film and TV production

Prerequisites

Producing Fundamentals

Learning outcomes

On successful completion of the course, students should be able to:

Skills:

Demonstrate an improved understanding of producing for multiple genres in film and tv
Communicate ideas within a production crew

Knowledge:

Recognise the decision-making process of being the creative leader of a production team

General Competence:
Identify further understanding of artistic considerations within film and tv across multiple genres - documentary,

commercials, music concerts/videos, multi-camera productions

Costs

No tuition fees. Semester fees and cost of course literature apply.

Course type

mandatory

Learning activities

Lectures and practical exercises

Exam description

Portfolio:

Grade: A-F

Examination aids

Generating responses using ChatGPT or similar generative artificial intelligence and submitting them wholly or partially as your own work is considered plagiarism.

Course description for 2025/26

Production 2
FTV2003

Course description

Students will work either as an independent production unit developing their own projects, or as interns in professional production companies. Students are encouraged to work in production teams, taking an idea through a rigorous pre-production process in order to better manage a project through to completion. The course is inter-disciplinary and projects can include, but are not limited to: live-action short film, animated short film, multi-cam production and any combination of these.

Access regulation

Only for students accepted at the Bachelor program Film and TV production

Prerequisites

Production 1

Learning outcomes

On successful completion of the course, students should be able to:

Skills:

Work effectively - individually, within a team or in an internship - to contribute to one or several production(s).

Knowledge:

Identify roles, responsibilities and best practice within a production team.
Identify reflective models used in the process of continuous learning.

General Competence:

Develop skills and knowledge through independent study.
Formalise self-reflection through critical analysis and action planning.

Course type

Mandatory

Learning activities

Lectures, seminars, review sessions, independent and group practice-based professional learning.

Course evaluation

The study program is evaluated by the students yearly through the final evaluation. These evaluations are included in the quality assurance system of the university.

Exam description

Portfolio.

Grade: A-F

Examination aids

Generating responses using ChatGPT or similar generative artificial intelligence and submitting them wholly or partially as your own work is considered plagiarism.

Overlapping courses

Overlap refers to a similarity between courses with the same content. Therefore, you will receive the following reduction in credits if you have taken the courses listed below:

FTV2104 - Production 2 - 30 credits

Course description for 2025/26

Production 3
FTV2105

Course description

In this course students will continue the learning process from both Production 1 and 2 and learn more about collaboration on live-action or multi camera productions. Based on their preferred specialization, the following departments are established: Production; Writing & Directing; Cinematography & Postproduction; Sound.

One student per department will take the role as Department Lead, under supervision by a dedicated faculty member per department.

Concepts for Main Live Action Production will determine the activity of all departments in the 1sthalf, to be viewed as Pre-Production. Here, each department will identify technical, artistic, logistic or storytelling challenges present in the Main Production concept(s) and Research and Develop solutions to these challenges, by testing them out on external industrial productions, such as music videos, commercials etc.

This activity builds towards one or more Main Live Action Production (TV-show pilot, short fiction, live TV-show e.g.), to be executed in the 2nd half of the semester.

For those students who choose to do an internship …

The objective with the internship program is to give students the opportunity to combine work experience with studies in a manner that enhances their learning in both situations. By working in an enterprise, the students get to use theories and models they have learnt at NORD to solve practical tasks. This brings forth the relevance of the academic knowledge. At the same time, the course gives them the opportunity to systematically reflect on their practical work experiences. This prepares them for working life. The business community gets access to updated academic knowledge, able hands and the opportunity to address their needs for new knowledge as they prepare the internship activities for their interns. The student is responsible for finding an internship company.

Access regulation

Only for students accepted at the Bachelor program Film and TV production

Prerequisites

Production 2

Learning outcomes

On successful completion of the course, students should be able to:

Skills:

Apply communication skills to express ideas and opinions clearly and constructively in a creative production setting
Demonstrate methodical problem solving through proof-of-concept trials.

Knowledge:

Identify the limitations and strengths of a live action or multi camera production pipeline

General Competence:

Display professionalism in collaboration with both clients and fellow team members.
Reflect upon one's own contribution and that of others in a production

For those students choosing to do an internship ...

Learning outcomes - Knowledge

Know about the key operative function in an enterprise and their interconnections.
Have an overview of the formal management systems of the enterprise.
Understand how informal rules and business culture shape everyday work

Learning outcomes - Skills

Ability to define and negotiate a realistic and productive work plan with manager
Know how to identify and use relevant and reliable information, theories and models, in writing as well as orally.
Ability to reflect on own professional development

General Competence

Respect for the complexities involved in doing business.
Independence and responsibility.
Critical reflection

Costs

No tuition fees. Semester fees and cost of course literature apply.

Course type

Mandatory

Learning activities

In part 1 of the semester the class is divided into specialized departments for workshops, R&D and external productions with faculty guidance. In part 2 the students will employ new knowledge and skill gained from Part 1 in one or more larger production(s) with less faculty involvement.

Production
Joint production meetings
Department production meetings
Joint reflection sessions
Department reflection sessions
Client approval meetings

Course evaluation

Evaluation using mid-term and final surveys. Students are also encouraged to participate in the central quality surveys.

Exam description

Portfolio:

2 assignments (production groups). 1 reflection paper (individual).

For those students who choose to do an internship, the internship examination consists of a reflection paper, one project upload and a signed confirmation letter from the internship company that the internship is completed, and an assessment

of the results in relation to the learning contract.

Examination aids

Generating responses using ChatGPT or similar generative artificial intelligence and submitting them wholly or partially as your own work is considered plagiarism.

Overlapping courses

Overlap refers to a similarity between courses with the same content. Therefore, you will receive the following reduction in credits if you have taken the courses listed below:

FTV2001 - Media Project 3 - 30 credits

Course description for 2025/26

Bachelor Production
CGA2001

Course description

As the final course on their program of study, students will have the freedom to embark on their own topic of enquiry. The course gives students the opportunity to consolidate their learning and bring together ideas and techniques from throughout their study. By building on the knowledge and skills that they have developed so far, this thematic project will allow students to develop their research and communication skills by applying theory to practice.

Bachelor Production is a supervised project that can be an industry inspired project, a design and innovation project or a research and development project. Wider social, ethical and legal considerations will be embedded in the project work as appropriate.

Access regulation

Only for students enrolled on the Bachelor programs "Film and TV Production"

Prerequisites

To begin this course your must have completed at least 90 ECTS within "Film and TV Production"

Learning outcomes

On successful completion of the course, students should be able to:

Skills:

Formulate a good synopsis for your bachelor production and pitch this for supervisors and (if relevant) external clients. Refer to relevant theory that is adapted to the bachelor production

Collaborate with others on a bachelor production
Present idea, script, storyboard, production plan and cost estimate for your bachelor production
Do a survey on the target group for your bachelor production
Present your final bachelor production

Knowledge:

Use professional production pipeline
Use relevant theory for your bachelor production
Use appropriate methodology for developing your bachelor production
Relate answers from your survey to your research questions

General competence:

Be more reflective inside productions for creative industry.
Know the industry standards

Costs

No costs except semester registration fee

Course type

Mandatory

Learning activities

Lectures, practical work/internship and advisory meetings

Course evaluation

Evaluated annually by the students through course surveys. Evaluation is part of the university's quality assurance system.

Exam description

Compound assessment of a portfolio of work and a written thesis.

Graded A-F

Examination aids

Generating responses using ChatGPT or similar generative artificial intelligence and submitting them wholly or partially as your own work is considered plagiarism.