



# Unlocking potential through RPL

**T**  
**DUBLIN**  
TECHNOLOGICAL  
UNIVERSITY DUBLIN

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BHAILE ÁTHA CLIATH

**ACADAMH  
FIONTRAÍOCHTA  
ENTERPRISE  
ACADEMY**



COLLABORATIVE TALENT DEVELOPMENT  
**COMMUNITY OF PRACTICE**

**Talent Development in  
the Screen Sector**



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ENTERPRISE  
ACADEMY

# ENTERPRISE ACADEMY

We are a multi-disciplinary business unit at TU Dublin taking an innovative approach to **Collaborative Talent Development** for workplace learners, and brokering enterprise connections to on-campus learners.

We build and grow active partnerships across **academia and industry** to create value and impact for the TU Dublin community and wider society.

[tudublin.ie/enterprise-academy](https://tudublin.ie/enterprise-academy)

# INDUSTRY FOCUSED

## Driving sectoral innovation & sustainability

**Disciplinary knowledge & entrepreneurship** - our sector-facing team of academics and domain experts, offer partnership resources to facilitate the co-development of flexible talent development solutions.



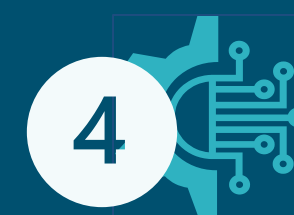
**Engineering,  
Construction &  
Built Environment**



**Creative &  
Cultural**



**Pharma, Food  
& MedTech**



**ICT Fintech**



**Retail, Tourism  
& Hospitality**

# OUR IMPACT

## Key outputs

- **Postgraduate Diploma in Sports Analytics, Technology and Innovation**  
Technology Ireland Digital Skillnet & SportsTech Ireland industry cluster
- Multi-annual **Certificate in Food Entrepreneurship** SuperValu and LEOs
- **3D Modelling & Design + Applied Interactive Game Technologies** Intel
- Multi-annual **Certificate in Strategic Talent Development Planning**  
Skillnet Ireland and IDA Ireland
- **BA in Screen Industry Practice, Certificate in Portfolio Preparation for the Screen Industry** and **Passport to Production** Screen Ireland
- Multi-annual **Certificate in Leadership** for Version 1
- **Certificate in Applied Procurement Management** BT Sourced
- **Postgraduate Certificate in Medical Device Regulation** with SGS
- **Certificate in Product Management Workday**
- **16 Fellowships** that developed repeatable, stackable sector solutions e.g., **Postgraduate Certificate, Postgraduate Diploma** and **Masters in Brewing and Distilling** and **Inclusive 3rd level Education** for people with an intellectual disability and MedTech programmes



VERSION 1



# OUR PANEL TODAY

Joining us for the Community of Practice today are:



**COLMAN FARRELL**

Head of Education and  
Professional Development,  
Screen Ireland



**EMER MAC AVIN**

Skills Development Executive  
Screen Ireland



**DR. MARY ANN BOLGER**

Head of the Discipline of  
Media Arts  
TU Dublin School of Media

# Navigating the RPL Journey

Engaging with the Screen Sector

Hugh McAtamney

Senior Engagement Manager

Creative & Culture Sector

# BACKGROUND RELATIONSHIP

Screen Ireland  
School of Media

Co-Creation at  
the heart of the  
relationship

Industry Experts

## Relationship & Trust

5 years of developing of  
partnership between the school  
of media and screen created a  
strong platform to exploring a  
complex area

Advanced Producers

Creative Leaders

CGI Technical Art  
Apprenticeship

Work Based  
Learning



# EXTERNAL ENGAGEMENT

Enterprise Academy

Screen Ireland

Locations Guild

Develop a shared understanding of RPL

Understand Fears

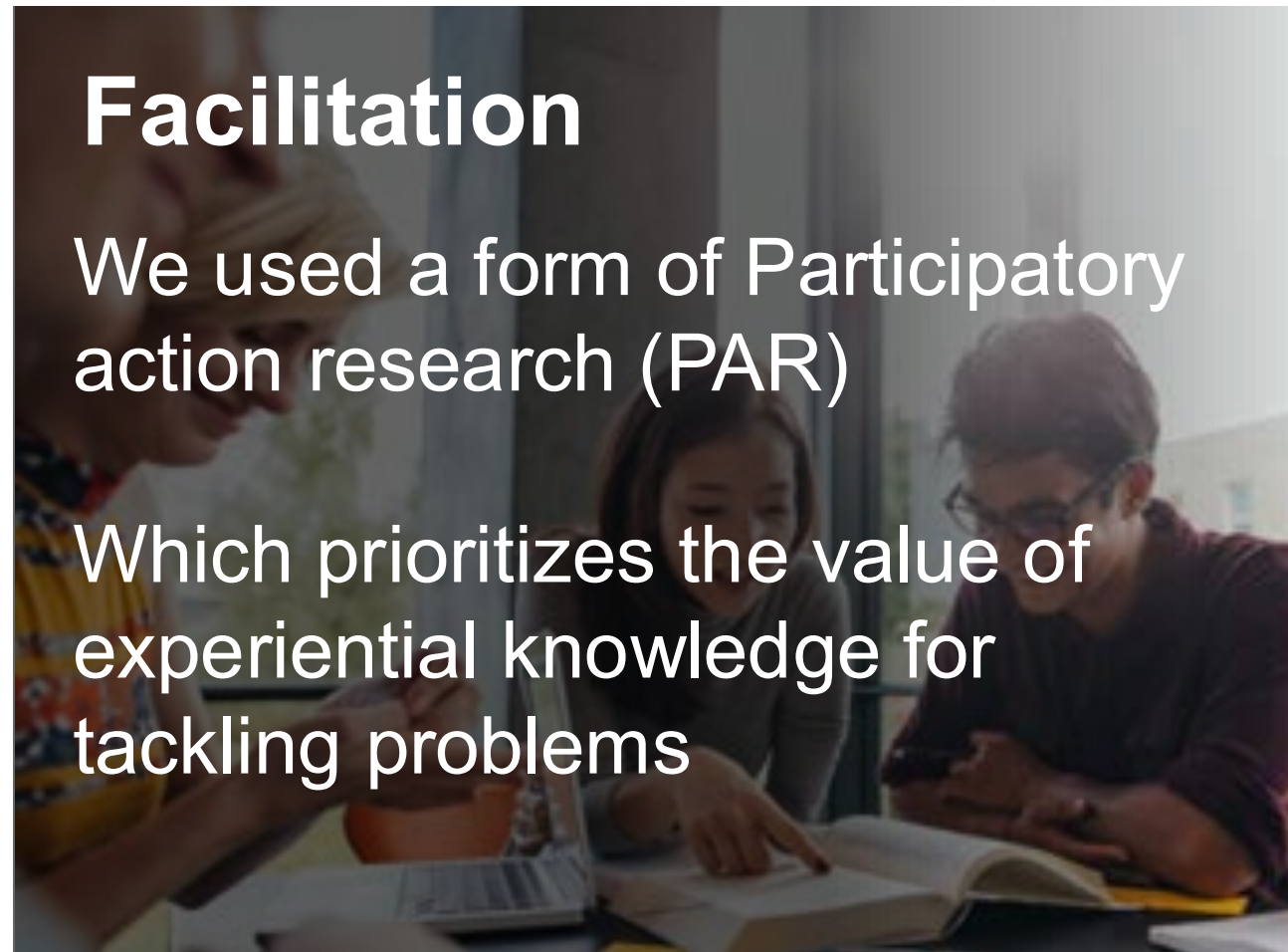
Series of workshops over August & September 2020

All held online in the evening time

## Facilitation

We used a form of Participatory action research (PAR)

Which prioritizes the value of experiential knowledge for tackling problems





# INTERNAL ENGAGEMENT

**Research**

**Hard Evidence**

**School of  
Media**

**Academic  
Community**

**Best Practice**

**Anecdotal Evidence**

**School**

**Pilot Project /THEA**

**Interviews**

**Crew Survey**

**Alignment**

**Socializing Ideas**

**Mapping**

**30% with no a major  
qualification**

**Paperwork Process**

**Critical Friend**

**Enterprise Academy**

# LESSONS LEARNED

## Role of the Enterprise Academy

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Having the bridge / brokering support is a crucial factor in engagement, processes, paperwork, research and validation of ideas.

Helping schools to build engagement capacity & mindset

## Big picture

---

Helping to keep coming back to WHY we are doing this!  
The impact of this programme will be felt down the road beyond this project's lifespan and our contracts.

Continually reassess assumptions and understanding

## Critical Friend & Industry Champion

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Can we formalize the informal socialising of complex and contentious academic challenges

To create sustainable partnership industry needs a TUDublin champion on the inside

## Characteristics

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Acknowledge that it wont be perfect.

You need to have the right skillsets and people characteristics

Importance of a strong partnership







Got a Tip?

Newsletters

U.S. Edition ▾

**VARIETY**

Home > Film > Global

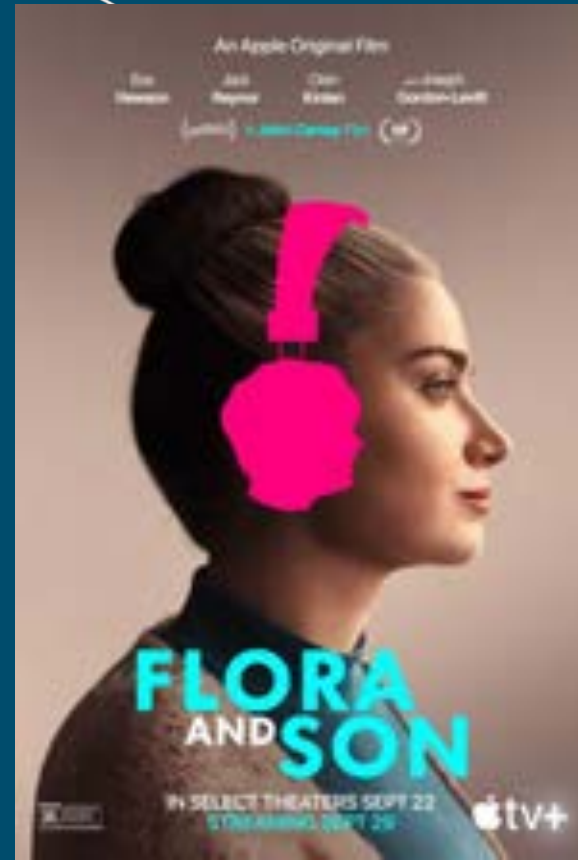
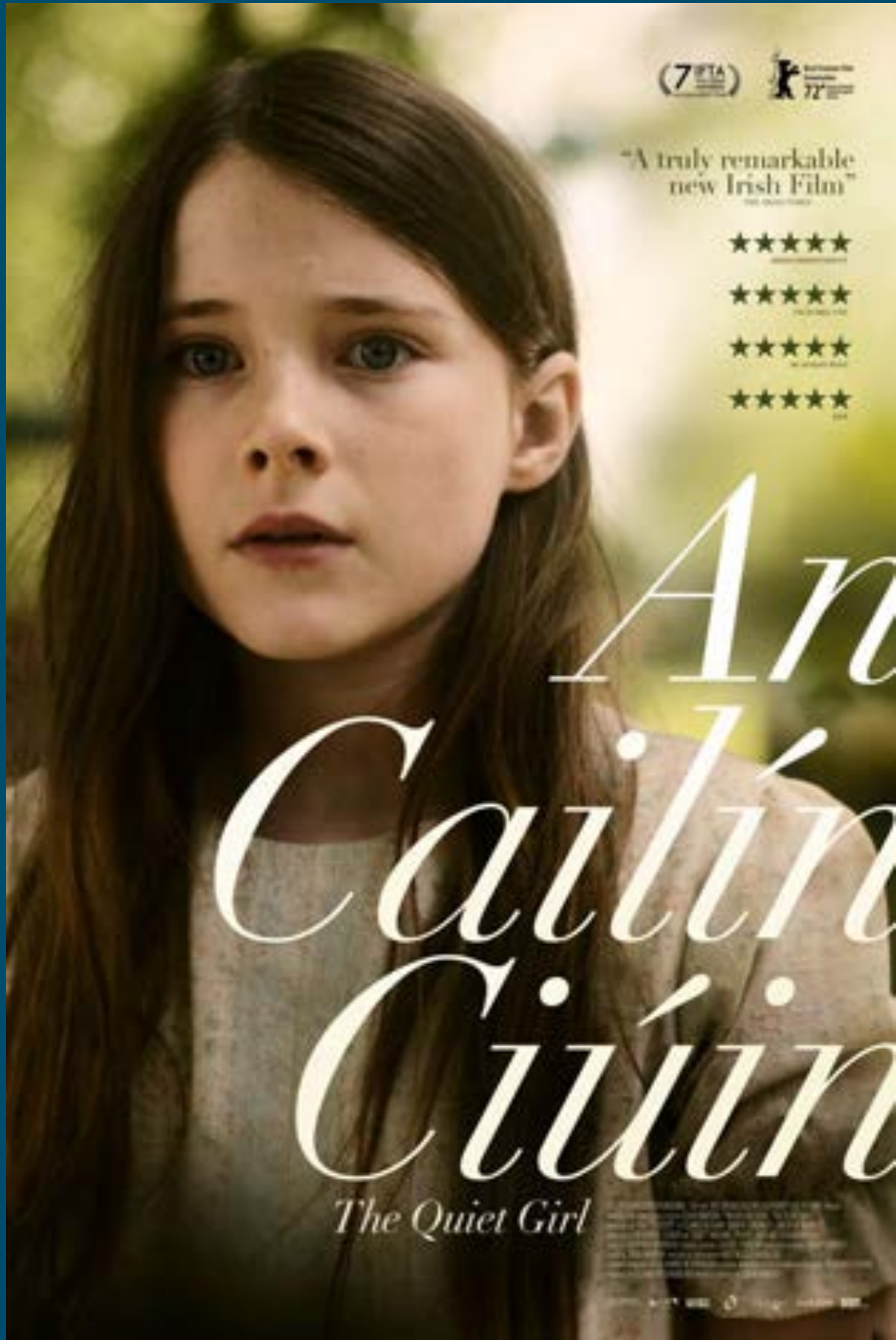
Mar 4, 2024 3:27am PT

## How Ireland's Film Sector Went From a 'Cottage Industry' to a Global Force (and Awards Season Darling)

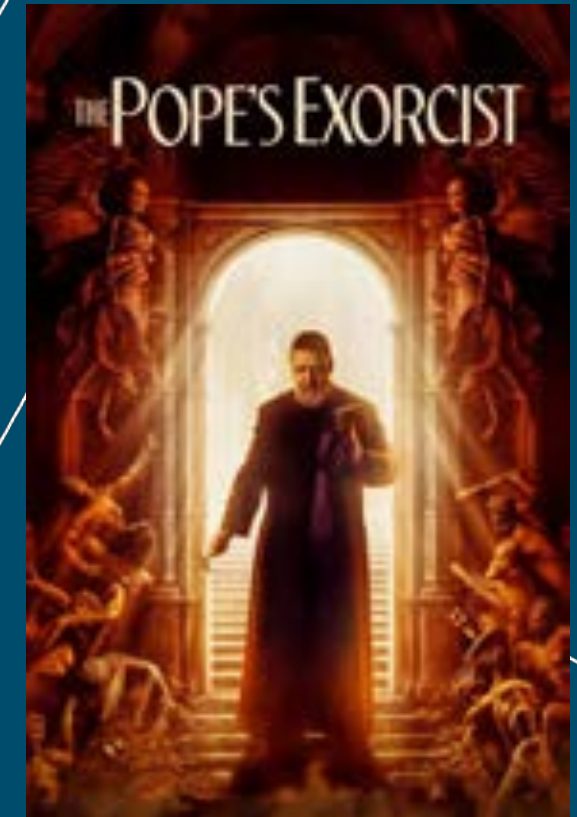
By Alex Ritman ▾



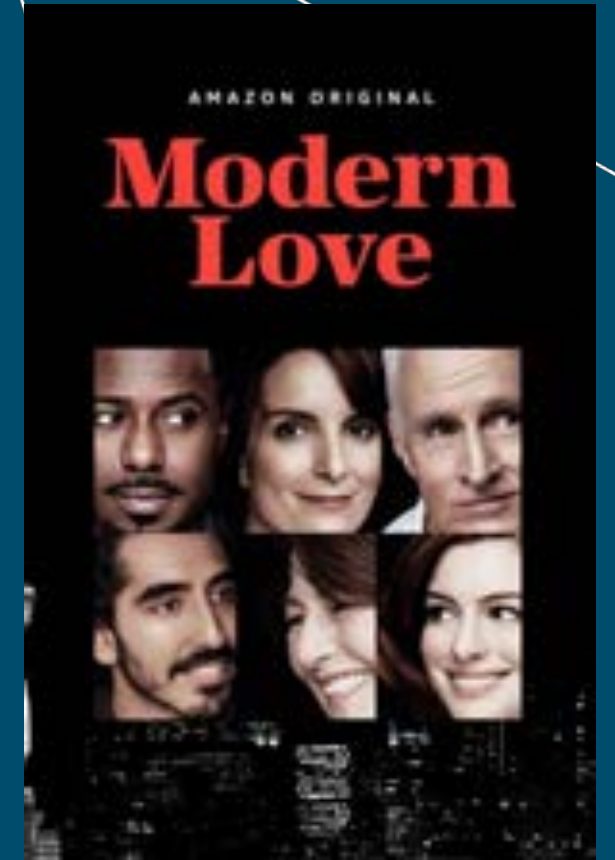
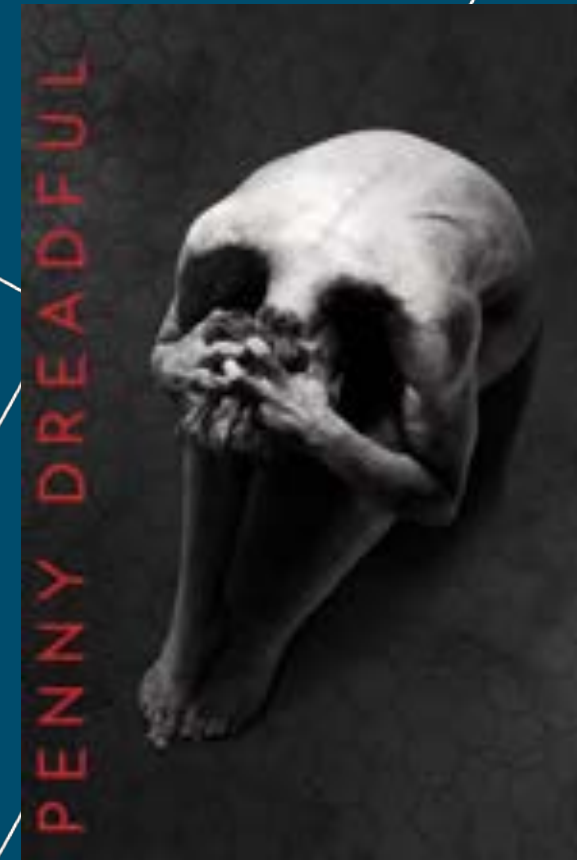
Patrick Redmond/Big Things Films/Universal







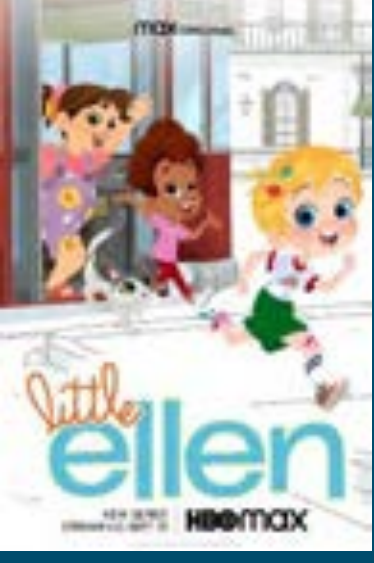
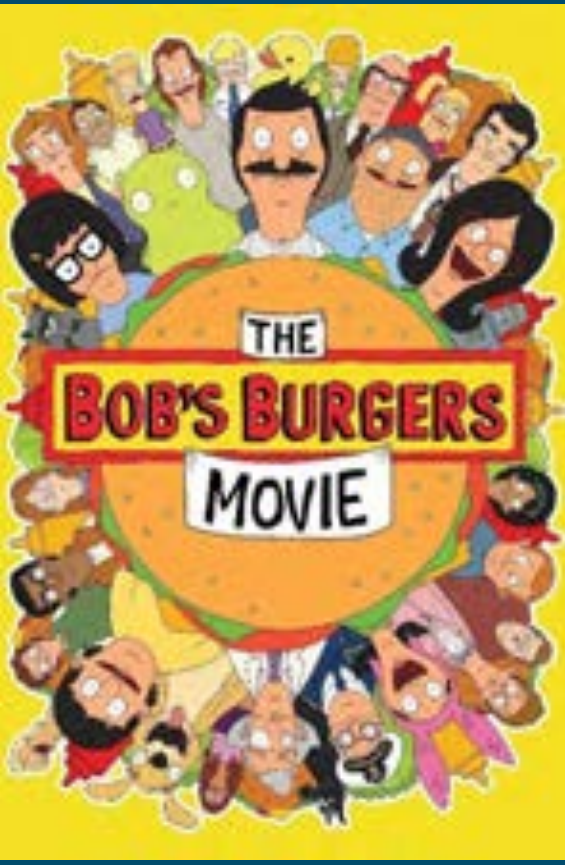








# Irish & International – Animation work done in Ireland





**Complex**

**Bespoke**

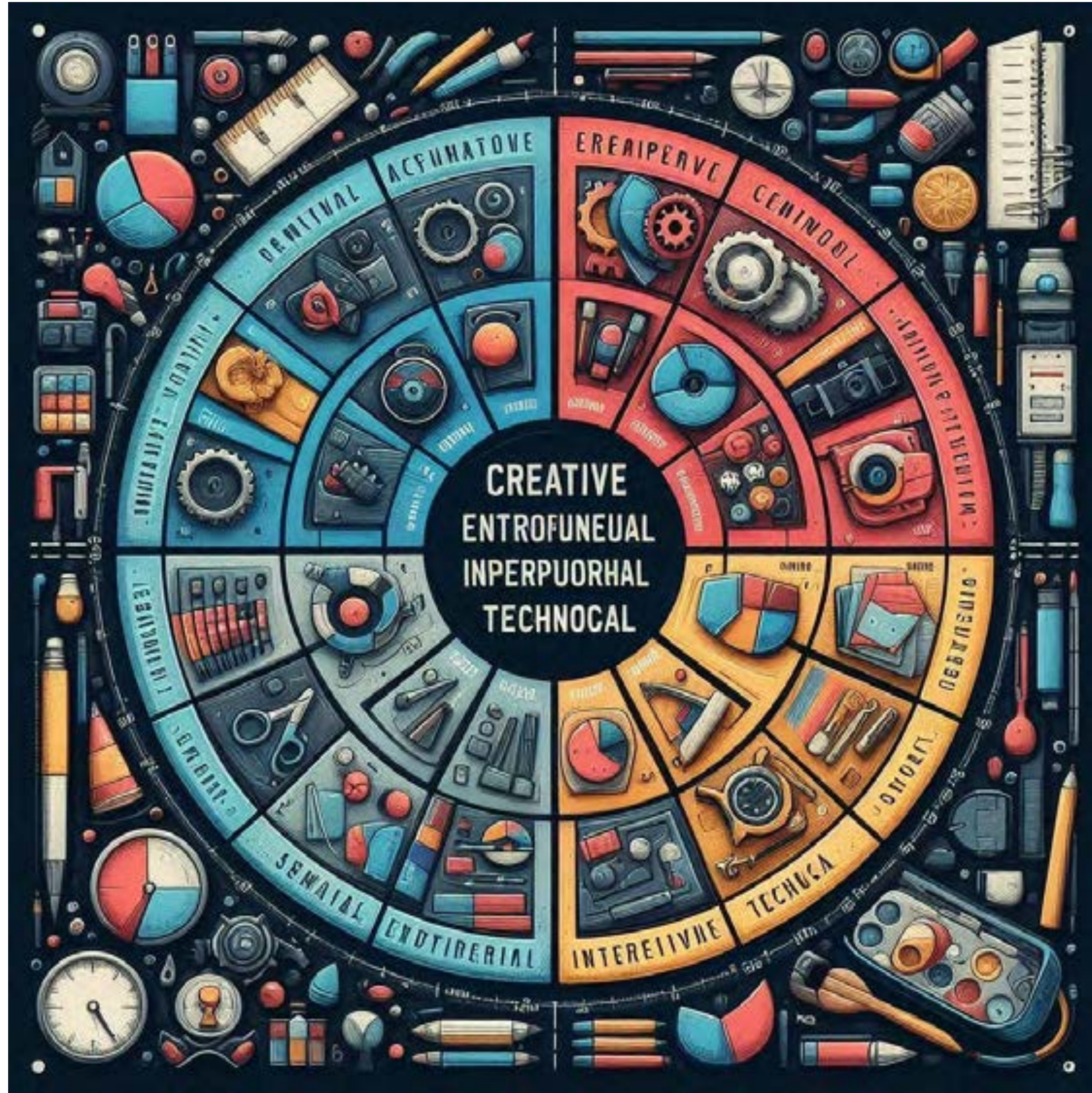


**Craft  
(Techne)**

**'Road Less  
Travelled'**

**Creative**

**Technical**



**Interpersonal**

**Entrepreneurial**



**Global Opportunities**  
**Global Competition**



HALEY JOEL  
OSMENT

JUDE  
LAW



A.I.

A STEVEN SPIELBERG FILM

ARTIFICIAL INTELLIGENCE

WARNER BROS. PICTURES and DREAMWORKS PICTURES  
AMBLIN/STANLEY KUBRICK Production in association with STEVEN SPIELBERG A.I. ARTIFICIAL INTELLIGENCE HALEY JOEL OSMENT JUDE LAW  
FRANCES O'CONNOR BRENDAN GLEESON and WILLIAM HURT Editor: CLARENCE: DESIGNED BY STAN WINSTON STUDIO  
Special Visual Effects & Animation by INDUSTRIAL LIGHT & MAGIC Costume Designer: BOB RINGWOOD Makeup: JEANINE SALLA Music by JOHN WILLIAMS  
Hair Make-up: MICHAEL KAHN, A.C.E. Production Designer: RICK CARTER Director of Photography: JANUSZ KAMINSKI, A.S.C. Executive Producer: JAN HARLAN WALTER E. PARKES  
Screenplay by STEVEN SPIELBERG Based on a Screenplay by IAN WATSON Based on the Short Story by BRIAN ALDISS  
Produced by KATHLEEN KENNEDY STEVEN SPIELBERG BONNIE CURTIS

DREAMWORKS  
PICTURES

Directed by STEVEN SPIELBERG  
SUMMER 2001  
AOL Keyword: A.I. www.AiMovie.com

David is 11 years old.  
He weighs 60 pounds.  
He is 4 feet, 6 inches tall.  
He has brown hair.

His love is real.  
But he is not.



A STEVEN SPIELBERG FILM

ARTIFICIAL INTELLIGENCE

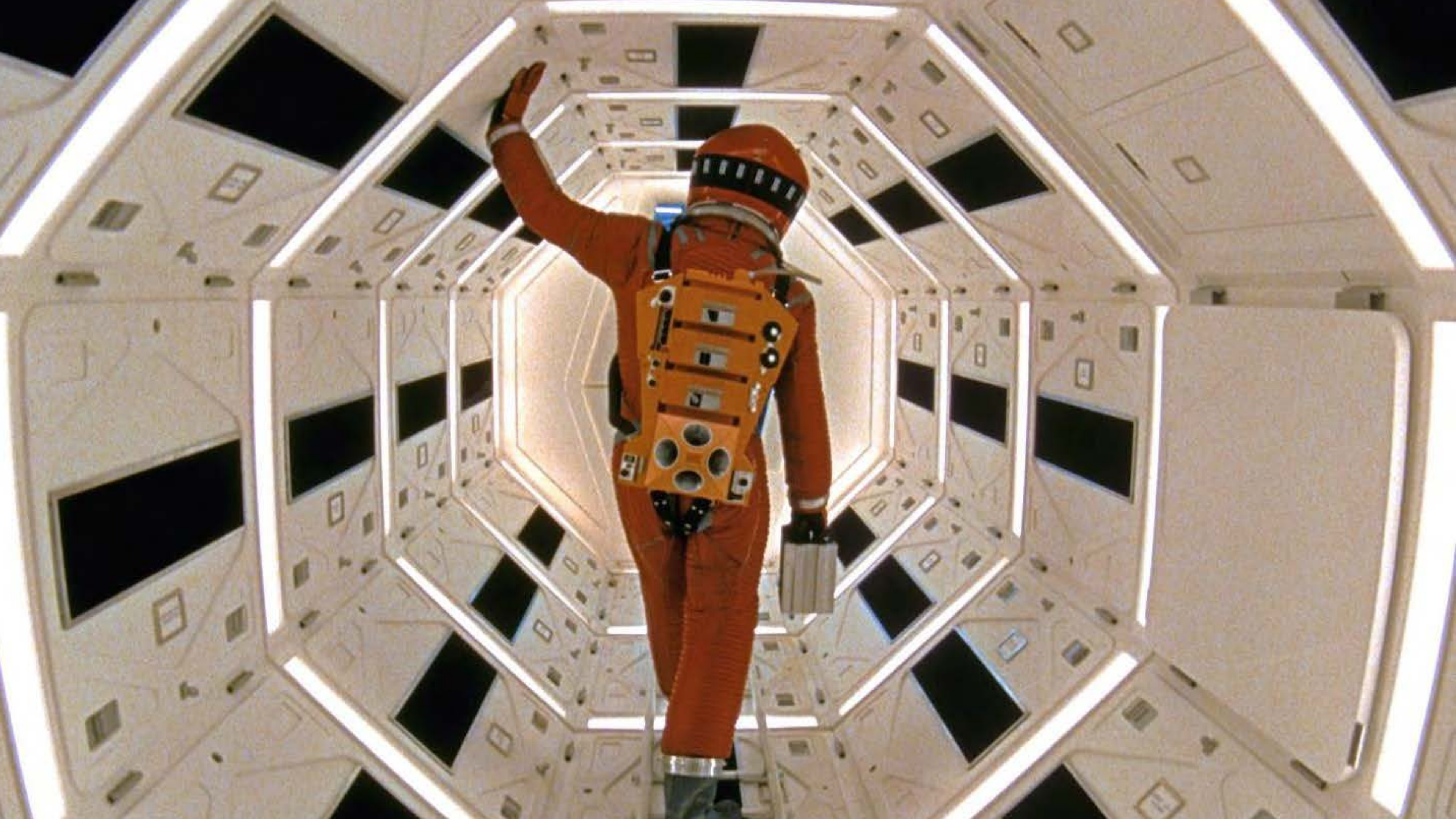
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DREAMWORKS  
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WARNER BROS. PICTURES  
DREAMWORKS PICTURES



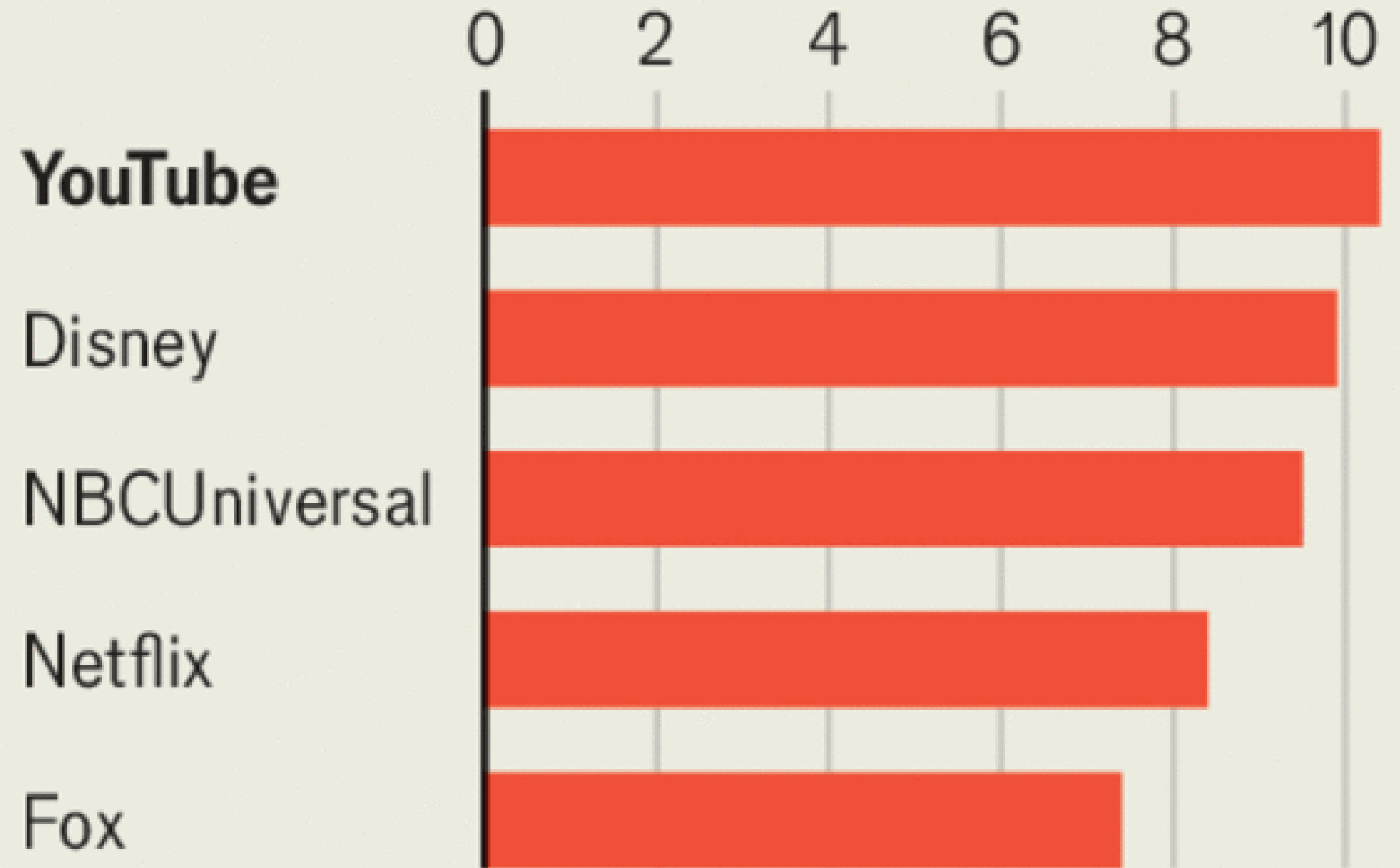


# Sustainability



# Share of television viewing

United States, July 2024, %



Source: Nielsen

**New ways to  
watch & engage**

# LAST OF US

A promotional image for the video game 'The Last of Us'. It features two characters, a man and a woman, standing on a rooftop overlooking a city of overgrown skyscrapers under a dramatic, cloudy sky. The man is in the foreground, looking back over his shoulder, wearing a brown jacket and a backpack. The woman is behind him, also wearing a backpack. The title 'LAST OF US' is written in large, white, distressed font across the top. The text 'IP is King' is at the bottom.

IP is King



For the **Story Makers**



**Fís Éireann**  
Screen Ireland

**Inclusive,  
Nationwide,  
Sustainable  
Sector**



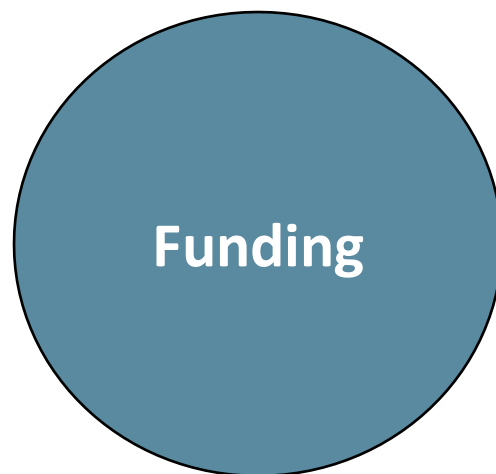
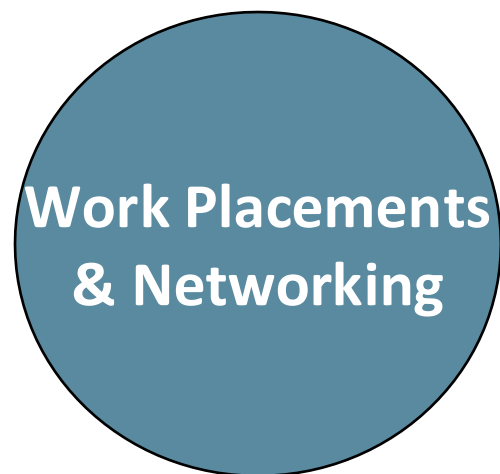


# Attract, Retain & Develop Talent



# Skills Development

## Activities

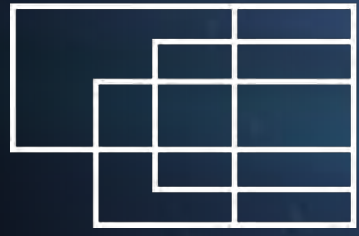




“Screen Ireland welcomed me, my cast, and my entire production team on The Last Duel with open arms and accommodated our every need. The spectacular locations and excellent local crew made our experience one of the best I’ve had.” – Ridley Scott

If you cant o f dasf go alone

Life-Long Learning is Key



**Fís Éireann**  
Screen Ireland

Competency Framework / S481 Work Based Learning

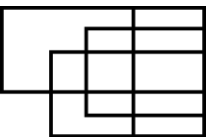
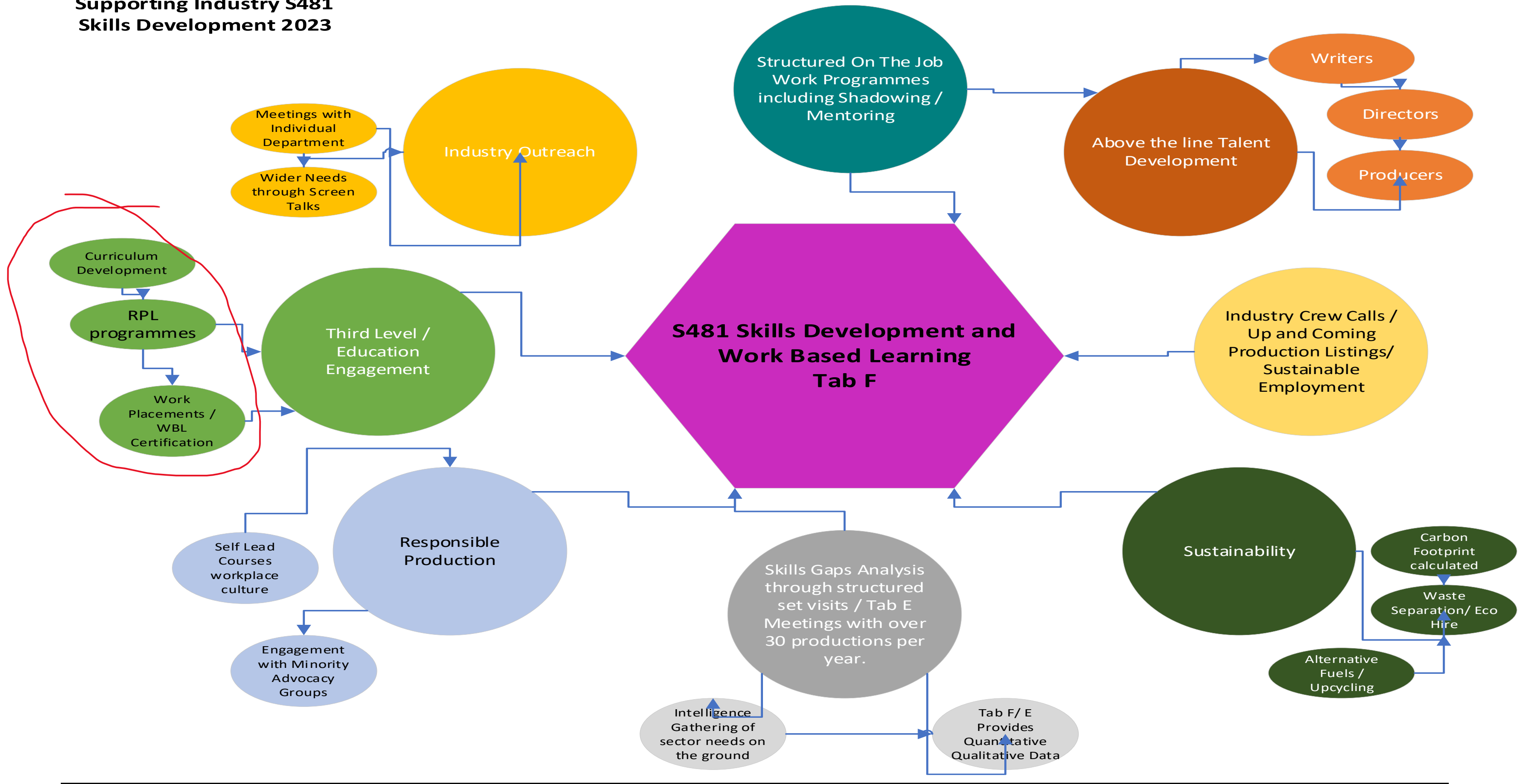
**Emer MacAvin Skills Development Executive Screen Ireland S481 and WBL**

S481 WBL Overview  
Competency Framework  
Passport to Production

## S481 Work Based Learning : Overview

- Screen Ireland tasked to have a skills intervention connected to the S481 Tax break by the Department of Tourism , Culture , Arts , Gaeltacht , Sports and Media
- Addresses Skills Gaps / Individually / Company / Industry
- 48 large scale productions annually through Screen Ireland. ( 48 skills development plans)
- Structured on the job learning for over 400 new entrants / trainees/ People who are Upskilling across various departments. (learners are tracked per project )
- Experienced internal skills team members review S481 plans weekly.

**Skills Development  
Supporting Industry S481  
Skills Development 2023**

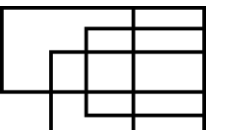
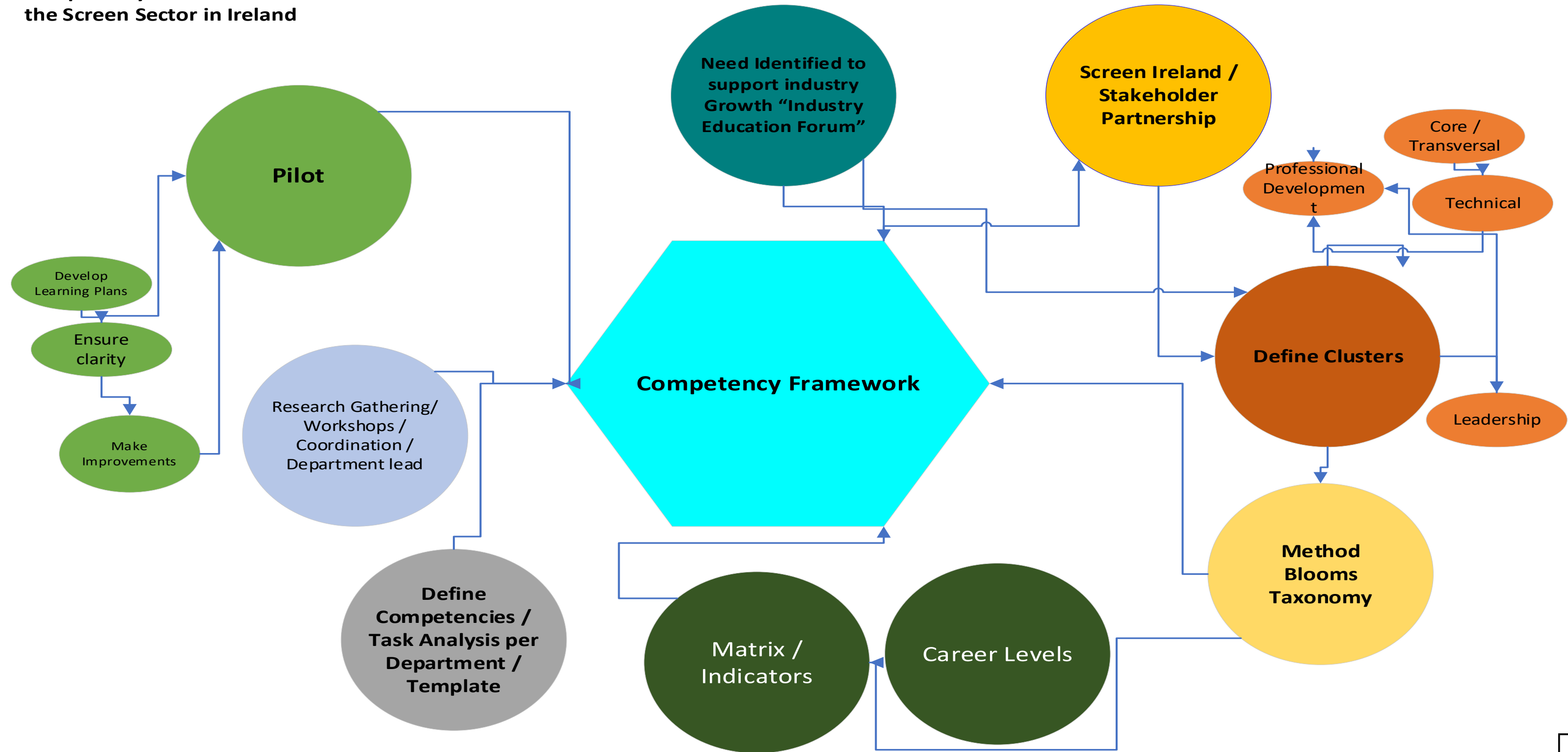




## Competency Framework: Overview

- To identify skills gaps through skills development plans with S481(Individual learning plans against industry standards – S481
- Clear role indicators
- Maps Career Progression
- Motivation / Job Quality / Operational abilities / Efficiencies ( Quality Employment )
- Develops curriculum with third level programmes like the BA in Industry Practise
- Screen Ireland / SGI Competency Framework was presented at Cannes as a best practise model for talent development. AFCI Association of Film Commissioner's International.

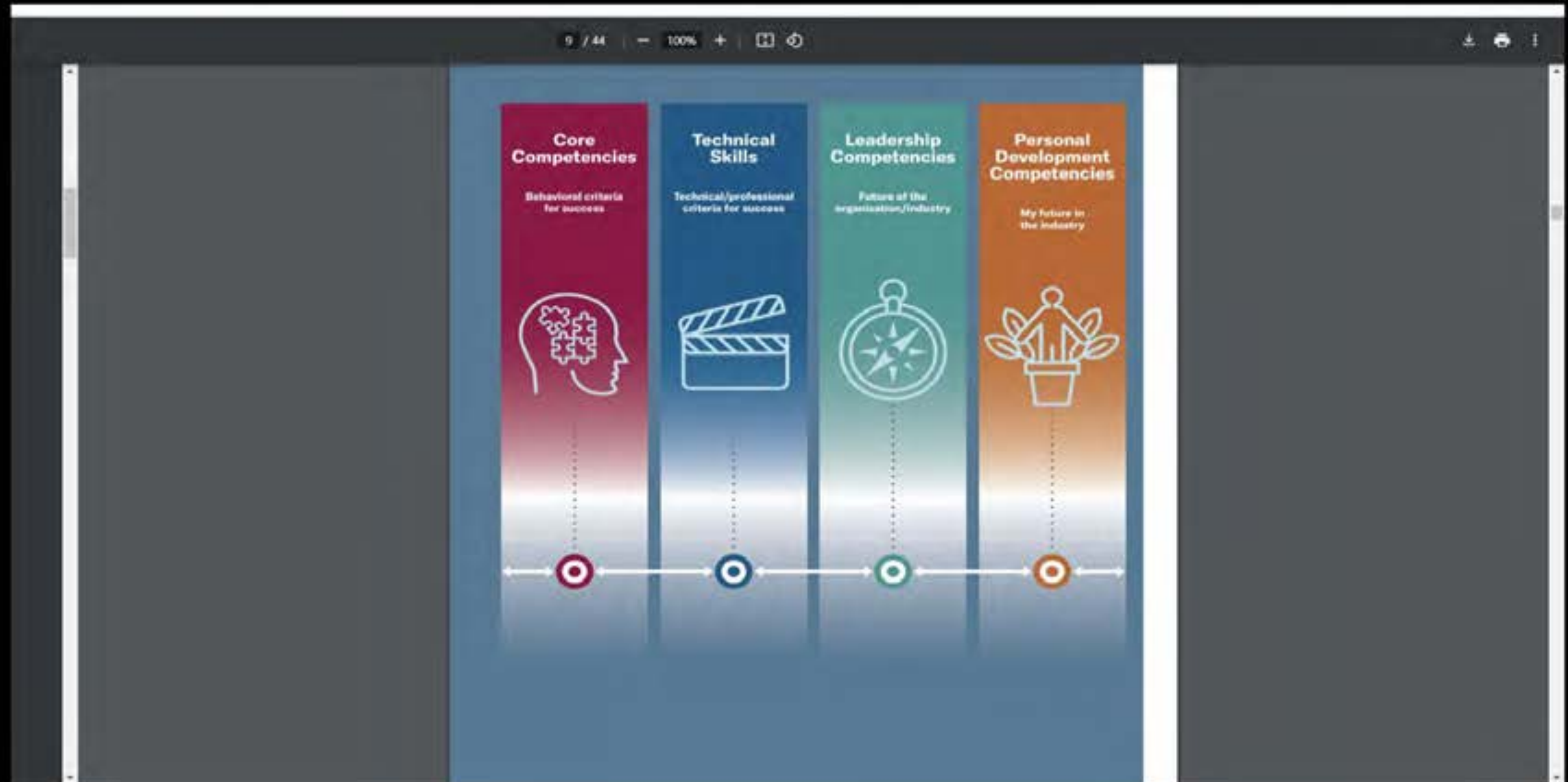
**Competency Framework for the Screen Sector in Ireland**



# Screen Ireland Sectoral Development

Crew Competency Framework (Screen Ireland Screen Guilds of Ireland)	17 Departments	84 Roles
Animation Competency Framework (Animation Ireland Screen Ireland)	7 Departments	81 Roles
VFX Competency Framework (VFX Ireland and Screen Ireland)	7 Departments	72 Roles

# Four Competency Framework Clusters



# Competency Cluster Traits

## Core Competencies

- Creative Thinking
- Adaptability to Change
- Problem Solving and Decision Making
- Collaboration and Team Culture
- Planning and Prioritising
- Dedication and Resilience
- Communication

## Technical Skills (Sample Role Specific)

- Digital Skills
- Basic Coding Principles
- Understanding of Set Etiquette
- Familiarity with Technical Terminology and Jargon
- Camera Knowledge
- Understanding 'Crossing the Line'
- High Speed Drawing Skills
- Efficient Delivery of Tasks
- Health and Safety Knowledge

## Leadership Competencies

- Managing People
- Strategic Thinking
- Integrity, Trust, and Respect for Others
- Inspirational Leadership
- Mentoring and Coaching
- Innovation
- Managing Finance

## Personal Development Competencies

- Listening and Observation
- Self-Awareness
- Proactive Learning
- Freelancer Skills
- Managing Wellbeing
- Industry Knowledge

<b>Manager</b>	<p><b>Manages the team / And supports the overall creative team/ Evaluates / Formulates plans / Investigates and applies scenarios</b></p> <p><b>Liaise with key crew, and key creatives</b></p>	<p><b>Manage, Create, Evaluate, Assess, Manage Inform, organise, Agree, define, senior decision</b></p>	<b>9/8</b>	
<b>Assistant Manager</b>	<p><b>Provides support to team by organising day to day /Supervisor of team /Legal Contracts/Skills/Evaluates requirements for the location. Devise person days schedule.</b></p>	<p><b>Apply, Prepare, organise, identify, implement, devise</b></p>	<b>8</b>	
<b>Assistant</b>	<p><b>Demonstrates and applies requirements for the location/ Supervises and supports Trainees.</b></p>	<p><b>Demonstrate, Apply, assist, supervise, support, implement</b></p>	<b>7</b>	
<b>Trainee</b>	<p><b>Implements Health &amp; Safety makes sure all crew comply with the H&amp;S requirements</b></p> <p><b>Supporting team/Understanding call sheet/ Script breakdown/ Can work through script to understand requirements</b></p>	<p><b>Remember, Understand, report</b></p>	<b>6</b>	
<b>Entry</b>	<p><b>Knowledge of onset etiquette / Learning to</b></p>	<p><b>Learning knowledge</b></p>	<b>5/6</b>	

# Career Mapping

Role Area	Indicators / Performance	Level
Manager	Gives Leadership and guidance to team. Manages and agrees budget with line producer. Creates Processes for team.	Manage, Create, Evaluate, Assess, Manage Inform, organise, Agree, define, senior decision
Assistant Manager	<p>Script Breakdown and distribution / Organises and supports team with Manager.            Puts in place all the Health &amp; Safety requirements.            Prepares cost reports.</p> <p>Works with the Location Manager to organise the reces to locations for all departments and notes the specific location requirements of each department.</p> <p>Identifies parking requirements needed at each location; devises a parking plan for all departments to observe. Manages traffic control on set.</p> <p>Always present during shoot to ensure there is no damage to property and serves as a liaison between crew and location owners.</p> <p>Writes letters to residents informing them completely of all filming plans including dates and times and how they may be affected during filming.</p> <p>Ensures that each location is left clean and is completely reinstated after filming.</p>	Apply, Prepare, organise, identify, implement, devise
Assistant	Supports and assists the assistant manager and managers during prep, shoot and wrap. Supervises and supports Locations Trainees.	Demonstrate, Apply, assist, supervise, support, implement
Trainee	Supports team. Understands brief regarding call sheet script breakdown. Reports back to supervisor.	Remember, Understand, report

# WORKFORCE CAPACITY CASE STUDY SCREEN IRELAND

## 1. CONTEXT

- > Screen Ireland developed a Competency Framework in collaboration with Screen Guilds of Ireland and other key partners in 2022
- > A library of tools to track requisite skills and competencies across Screen production departments, the framework includes information about department-specific roles, task statements, and a competency-tracking tool

## 3. IMPACT OF INTERVENTION

- > New partnerships formalised between Screen Ireland and education providers to expand industry-relevant training opportunities and strengthen pathways
- > Expansion of the framework to digital content production sectors. An example is the Animation Competency Framework launched in October 2023

## 2. SPECIFICS OF BEST PRACTICE

- > Provides a template for tracking skills, and supporting the development of critical crew roles and skills in the Irish Screen production sector
- > The framework demystifies the sector and clarifies entry and progression routes, which improves access to opportunities for all crew through more effective recruitment practices
- > Enables better alignment of training provision with industry needs

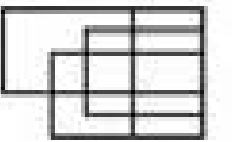
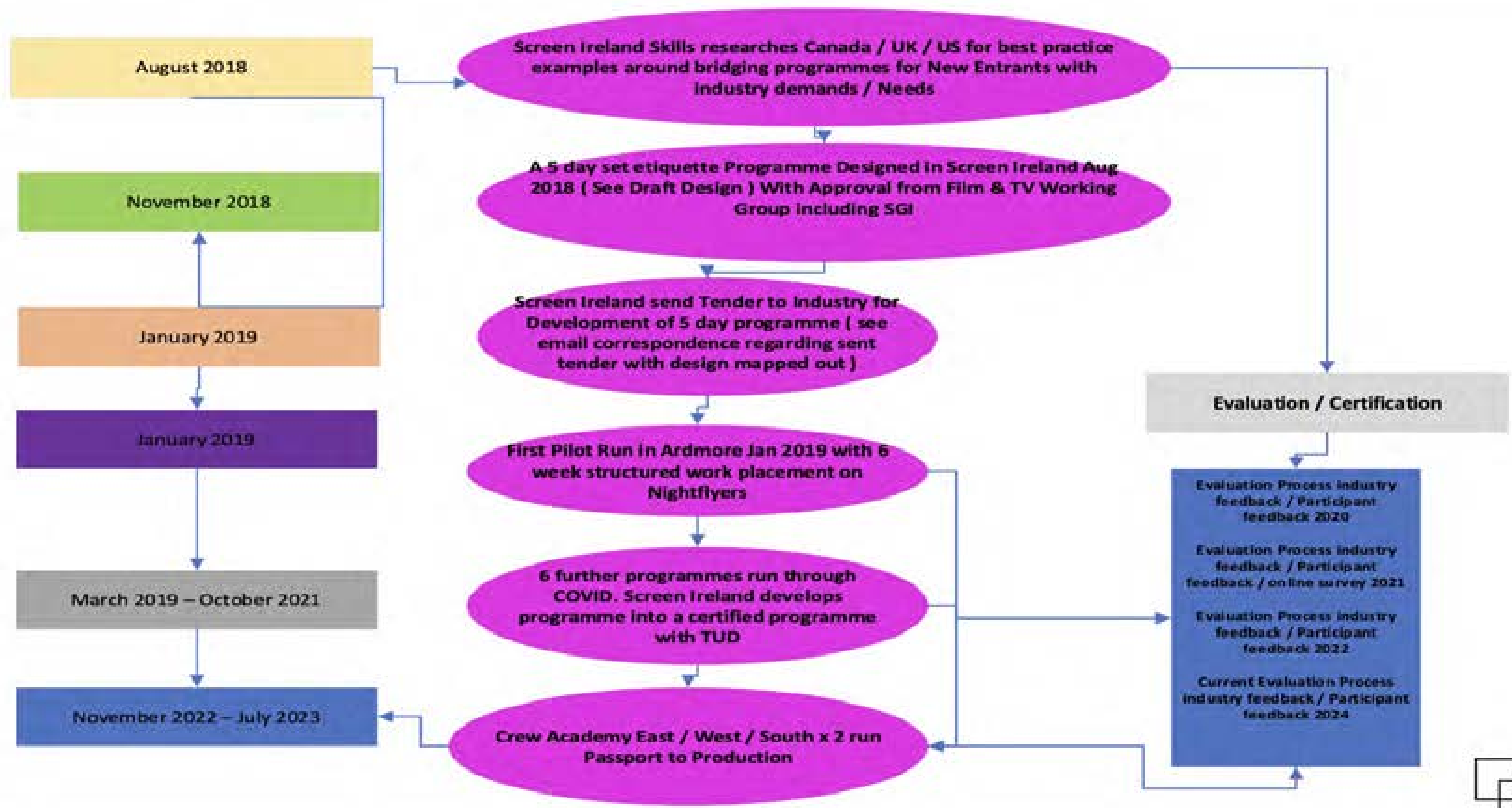
## 4. LESSONS

- > By collaborating with industry guilds, associations, and training providers, Screen Ireland engaged with key partners aware of existing and future workforce needs
- > Delivering the framework as a guide, instead of a binding document, encouraged adoption instead of being onerous for partners
- > A robust and transparent framework that addresses the full range of skills required in the Screen production workforce produces tangible impacts for the sector



## **Passport to Production: Overview**

- Screen Ireland flagship programme developed by Screen Ireland's skills team in 2019 in close consultation with industry. ( Film and TV Advisory group) Maps Career Progression
- **The unique part of this programme is Passport to Production is seen as a stepping stone for graduates and people with from other industries. The programme offers a 3-week structured certified work-based learning element.**
- **Since the programme went through its first iteration a further delivered in 2019 the programme has had over 180 graduates.**
- **It is accredited through TU Dublin's Linked Provider partnership model as a Level 6 QQI 10 ECTS credit programme.**

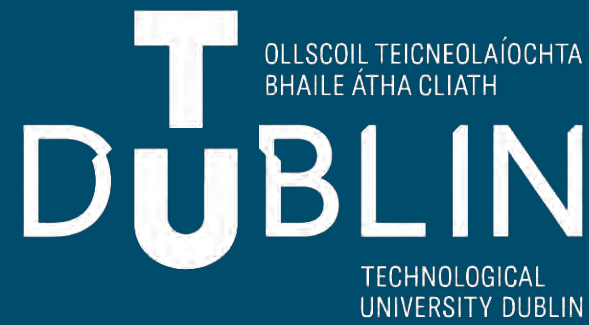


Thank You



**Fís Éireann**  
Screen Ireland

For the **Story Makers**



**SCOIL NA MEÁN**  
**SCHOOL OF MEDIA**



**Fís Éireann**  
**Screen Ireland**

For the **Story Makers**

# BA (Honours) in Screen Industry Practice

Dr Mary Ann Bolger, TU Dublin.

Cultural & Creative Industries Skillnet is co-funded by Skillnet Ireland and network companies. Skillnet Ireland is funded from the National Training Fund and the European Union through the Department of Further and Higher Education, Research, Innovation and Science.



Eolas na Míreanna  
Government of Ireland



Co-funded by  
the European Union

## The BA Screen Industry Practice is:

- an 18-month taught part-time programme, with a focus on critical reflection and self-directed learning.
- comparable to the other BA honours programmes in TU Dublin.
- aimed at experienced practitioners, offering an accelerated route to an honours degree.
- open to applicants across all departments of the Screen Industries with more than seven years' professional experience.
- not a professional or department-specific qualification.
- entered via RPL/RPEL, applicants must demonstrate they have work-based learning equivalent to Level 7 NFQI

## NFQ level descriptors: Level 7

Knowledge – Breadth	Specialised knowledge across a variety of areas.
Knowledge – Kind	Recognition of limitations of current knowledge and familiarity with sources of new knowledge, integration of concepts across a variety of areas.
Know-how and Skill - Range	Demonstrate specialised technical, creative or conceptual skills and tools across an area of study.
Know-how and Skill - Selectivity	Exercise appropriate judgement in planning, design technical and/or supervisory functions related to products, services operations or processes
Competence – Context	Utilise diagnostic and creative skills in a range of functions in a wide variety of contexts.
Competence – Role	Accept accountability for determining and achieving personal and/or group outcomes; take significant or supervisory responsibility for the work of others in defined areas of work.
Competence – Learning to Learn	Take initiative to identify and address learning needs and interact effectively in a learning group.
Competence – Insight	Express an internalised, personal world view, manifesting solidarity with others.

# Screen Ireland/ SGI Competency Framework

Core Competencies	Technical Skills (Sample Role Specific)
<ul style="list-style-type: none"> <li>• Creative Thinking</li> <li>• Adaptability to Change</li> <li>• Problem Solving and Decision Making</li> <li>• Collaboration and Team Culture</li> <li>• Planning and Prioritising</li> <li>• Dedication and Resilience</li> <li>• Communication</li> </ul>	<ul style="list-style-type: none"> <li>• Digital Skills</li> <li>• Basic Coding Principles</li> <li>• Understanding of Set Etiquette</li> <li>• Familiarity with Technical Terminology and Jargon</li> <li>• Camera Knowledge</li> <li>• Understanding 'Crossing the Line'</li> <li>• High Speed Drawing Skills</li> <li>• Efficient Delivery of Tasks</li> <li>• Health and Safety Knowledge</li> </ul>
Leadership Competencies	Personal Development Competencies
<ul style="list-style-type: none"> <li>• Managing People</li> <li>• Strategic Thinking</li> <li>• Integrity, Trust, and Respect for Others</li> <li>• Inspirational Leadership</li> <li>• Mentoring and Coaching</li> <li>• Innovation</li> <li>• Managing Finance</li> </ul>	<ul style="list-style-type: none"> <li>• Listening and Observation</li> <li>• Self-Awareness</li> <li>• Proactive Learning</li> <li>• Freelancer Skills</li> <li>• Managing Wellbeing</li> <li>• Industry Knowledge</li> </ul>

Core	1. Creative Thinking	
Description	Thinking about a situation, problem, or work requirement in a new and fresh way. Using different perspectives to generate new ideas and creative ways to address work challenges.	
New Entrant	✓	You see challenges and requirements from a new perspective to come up with a new idea or way of doing things.
Foundation Trainee	✓	You see challenges and requirements from a new perspective to come up with a new idea or way of doing things.
Experienced	✓ ✓ ✓	<p>You coach others in creative techniques.</p> <p>You create an environment where creative thinking is welcomed when appropriate to generate a better-quality result.</p> <p>You welcome and publicly value the creative thinking of others.</p>
Expert	✓ ✓ ✓	<p>You use your role and industry experience to think around a work problem or situation to create new options on how these might be addressed.</p> <p>You have the ability to come up with alternatives that are relevant to the situation and are valued by others.</p> <p>You can evaluate your new ideas and the ideas of others to ensure that new thinking leads to high standard results.</p>
Leadership HOD	✓ ✓ ✓ ✓ ✓	<p>You carefully assess the risks and sensitivities in making certain decisions and discuss these with appropriate people while respecting confidentiality requirements.</p> <p>You demonstrate the ability to solve complex problems creatively, creating effective and innovative solutions.</p> <p>You identify potential obstacles or barriers that may impede/prevent a particular solution or course of action and you take the appropriate steps to overcome/address these.</p> <p>Where possible, you generate new insights and a range of workable solutions to understanding such situations.</p> <p>You encourage others to think creatively about the work challenges that they face.</p>

Role	Responsibilities	Learning verbs	NFQ level equivalence
<b>Locations assistant</b>	<p>Evaluates requirements for the location and purchases/ hires equipment for the shoot, coordinating vendors deliveries and pickups.</p> <p>Assists Location Manager and Assistant Location Manager in completing tasks during prep, shoot and wrap.</p> <p>Supervises and supports Locations Trainees.</p> <p>Liaises with 1st/3rd AD and other departments regarding location requirements on shoot day.</p> <p>Implements all the Health &amp; Safety requirements and makes sure all crew comply with the H&amp;S requirements at each location.</p> <p>Always present during shoot to ensure there is no damage to property.</p> <p>Ensures that each location is left clean</p>	<b>Demonstrate, apply, assist, supervise, support, implement</b>	<b>7</b>
<b>Production Coordinator</b>	<p>Sets up during prep.</p> <p>Organises logistics in the immediate, medium and long term.</p> <p>Creates and distributes all documentations and paperwork.</p> <p>Oversees documentation relating to cast – cast list.</p> <p>Onboards all cast and crew.</p> <p>Team management.</p> <p>Documents the production for posterity, compliance and delivery.</p> <p>Manages crew training.</p>	<b>Organise, create, train, supervise, document, team-work</b>	<b>7/8</b>
<b>HOD Carpenter</b>	<p>Collaborates and works closely with the Construction Supervisor and Art Department.</p> <p>Proficient at reading scale drawings and breaking down various carpentry elements within the drawings.</p> <p>Ensures work is carried out, assigning components of the various builds to the team of carpenters.</p> <p>Develops a good working relationship with other departments.</p> <p>Ensures there is sufficient stock of materials on site to ensure the build continues without interruption.</p>	<b>Collaborate, demonstrate, explain, ensure, collate, remember, document</b>	<b>7</b>
<b>Key Grip</b>	<p>Attends recces and recruits crew.</p> <p>Sources equipment.</p> <p>Assembles and operates equipment on set.</p> <p>Collaborates with the DP/Director in designing the method for achieving the shot.</p> <p>Manages department resources and budget.</p> <p>Creates safe solutions</p>	<b>Apply, understand, assemble, collaborate, evaluate</b>	<b>7/8</b>



# Bridging the gap...

Not just exchanging experience for qualifications, but providing opportunities for transformative learning experiences.



# Modules include:

- The Reflective Practitioner and Professional Learning
- Contemporary Debates in Screen Industry Practice
- Equality, Diversity and Inclusion
- Media and the Natural World
- Creative Industries Governance
- Narratives of Race, Exclusion and Identity
- Sustainability
- European Cinema
- Introduction To Immersive Audio
- Supervisory Skills for the Screen Industry

## School of Media Vision

- To provide lifelong learning opportunities for learners at every level
- To provide multiple full and part time entry points and clear progression pathways for all
- To link the cultural, technological and societal, to encourage debate, foster lifelong learning, produce imaginative, practical innovations and solutions
- To give voice to the matters that impact on society.

## Admission Process



(<https://www.priorlearning.ie/what-rpl/information-learners>)

- Applicants are encouraged to take advantage of PORT 1000, Screen Industry Portfolio Preparation to help in **Identification** and **Documentation** of evidence of prior learning.
- **Assessment** is based on evaluation of **Documentation**, including a personal statement and evidence of experience, with reference to Competency Frameworks.
- Once on the programme, if the learner successfully gains 60 ECTS credits, **Certification** will take the form of a full Level 8-degree award, encompassing the prior learning and the new skills, knowledge, and competencies achieved on the programme.

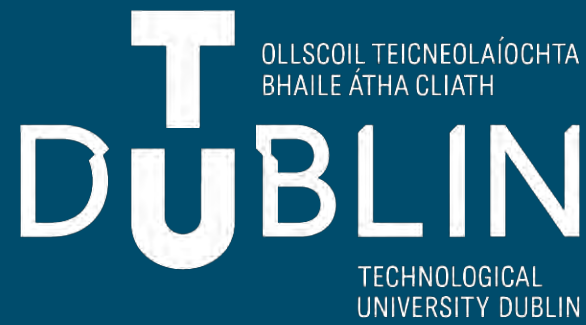
# RPEL mapping for Screen Industry Practice

- Traditional RPL applications invite you to demonstrate how your previous experience or education already meets the specific learning outcomes of the modules on a programme.
- In this programme, however, we're not asking you to map your experience onto specific *modules*.
- We're asking you to demonstrate that you have achieved the equivalent to a *full qualification* at Level 7 on the NFQI.
- For RPEL purposes on the BA Screen Industries Practice, we can use the competency framework as other programmes would use module, level or programme learning outcomes.

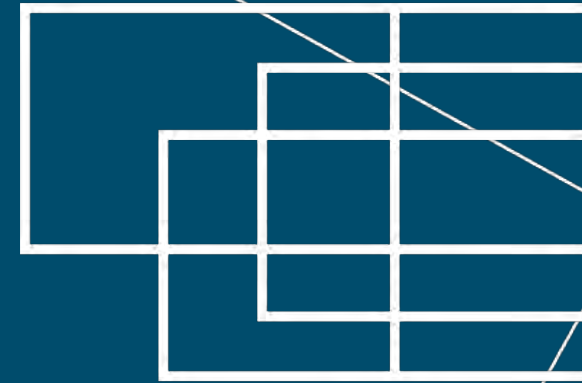
# Entry Assessment

Applicants will be expected to:

- Present evidence of sustained and substantial work-based learning
- Identify significant workplace learning milestones in their career
- Map own learning to relevant industry Competency Framework
- Present a clear personal statement outlining their learning to date and their expectations for future learning
- Articulate their own motivation for applying for further qualification



SCOIL NA MEÁN  
SCHOOL OF MEDIA



Fís Éireann  
Screen Ireland

For the **Story Makers**

# PORT 1000 Portfolio Preparation:

Preparing your evidence

Cultural & Creative Industries Skillnet is co-funded by Skillnet Ireland and network companies. Skillnet Ireland is funded from the National Training Fund and the European Union through the Department of Further and Higher Education, Research, Innovation and Science.



Eolas na Míreanna  
Government of Ireland



Co-funded by  
the European Union

# Module Learning Outcomes

- Introducing Recognition of Prior Experiential Learning
  - An introduction to the concept
- Frameworks for demonstrating learning
  - An introduction to Bloom's taxonomy (and other learning frameworks) and the competency frameworks used in the screen industries
- Key skills for developing a portfolio of evidence
  - Identifying, selecting, evaluating, and documenting examples of prior learning in the workplace.
- Key elements of a personal statement
  - Motivation, reflection, providing evidence of skills and willingness to learn
- Key skills for writing a personal statement
  - Clarity, brevity, explicitness



# Portfolio Preparation: RPL as Translation Exercise

