Course Outline: Sports Production

The MA in Sports Production is a specialisation within the broader **MA in Film, Television and Games.**

This is a one year MA course aims to prepare you a successful future career in the sports television industry. It is designed to give you a good understanding of sports television programming and to develop the skills, knowledge and behaviours necessary to enable you to work effectively in any sports production environment.

The course concentrates on the fundamentals of TV and the sports production industry and will include an overview of the landscape, along with practical exercises in feature production, highlights, studio production and outside broadcasts.

You will learn the art of being a "Preditor" (Producer/Editor), with experience in filming ENG features (electronic news gathering cameras) and cutting them. You will learn to script and research your own features, and also learn the principles of scripting and editing highlights packages. You will also learn the mechanics of pitching ideas, budgeting and managing colleagues; everything designed to give you a good understanding of the roles and responsibilities within the industry.

Knowledge is imparted and experience gained through modules, workshops and production experience. You will build up a portfolio of practical work throughout the first two terms and, in the third term, you will be responsible for the creation of your final Graduation Project, through which you will draw together the strands of what you have learnt throughout the year.

The course contains seven assessed modules, and a wealth of other exercises and workshops:

• Module 1 – Producing Features
• Module 2 – Introduction to Sports Programming
• Module 3 – Short Form / Highlights
• Module 4 – Live Production
• Module 5 – Work Placement
• Module 6 – Graduation Project
• Module 7 – Master's Portfolio

Module 1 - Producing Features
This module will involve the students learning to edit feature material and highlights. Students will script their own features and will receive feedback from tutors. This will be an ongoing module throughout the first term to enable students to become as proficient as possible in shooting and editing in a variety of situations.

Students will be expected to produce three features:

MA in Sports Production Commencing
January 2026

1. ***A City Guide to Beaconsfield -*** This is an introductory exercise to allow students to hone their camera and editing skills.
2. ***An "archive" feature -*** This is an exercise designed to introduce proper interview techniques and to further enhance editing skills.
3. ***A Professional Club feature -*** This will involve filming at training and a match with a local team.

Once these three features have been completed, students have the opportunity to create a feature of their own during the second term to enhance their learning and hone their skills.

Module 2 - Introduction to Sports Programming

This module begins with a series of sessions examining the different forms of sports programming on TV and on streaming services to give students an insight into the industry, before covering the skills needed to prepare, pitch and present relevant written proposals in response to sports broadcaster's tenders.

This will provide students with an understanding of industry creative practices and relevant technological requirements. They will also gain a thorough knowledge of professional codes and standards in the media and creative industries.

The students will be expected to work independently to research, develop and present a production proposal in an appropriate professional quality and format.

Module 3 – Short Form / Highlights

This module will introduce students to the principles of the fast moving landscape of short form content, especially with regard to the production of highlights. There will be sessions both on highlights editing and scripting within this module.

The students will be expected to edit and script highlights packages to an agreed length, and to produce content of the sort required on digital platforms.

Module 4 – Live Production

This module involves students helping to set up a studio broadcast, collaborating with the Cameras, Sound and Vision Mixing students, and introducing them to the technology concepts that make TV work and the workflows used from pre-studio to broadcast.

Students will learn through a pool tournament in the setting of the NFTS TV Studio, giving them the opportunity to experience a variety of roles in the live production process, such as directing and replay operator. This exercise will be preceded by a visit to the World Snooker Championship in Sheffield to watch a live broadcast behind the scenes.

Module 5 - Work Placement

This module will involve the students undertaking a work placement at IMG Media during the summer break. The exact nature and date of the placement will be determined by discussion between the student and tutors, and between the tutors and IMG to try to ensure an excellent fit between the student's skills and the nature of the placement.

MA in Sports Production Commencing
January 2026

Students will work alongside, and be mentored by, IMG Media professionals. Students will be expected to conduct themselves professionally, and demonstrate commitment and enthusiasm. During the placement students will keep a reflective journal or log in which they will record and reflect on their experiences and the implications for their future.

Module 6 - Graduation Project
In this module students will produce a Graduation Project. This will either be a magazine show consisting of several features demonstrating the students' grasp across a range of styles, or a single story in depth focusing on an issue, individual, club or sport. Each student will have content shown in the Graduate Showcase event in 2025.

Planning takes place in Terms 2 & 3, and will involve regular one-to-one sessions with internal and external tutors to help students develop their ideas. During the shoot period in Term 3, it is expected that students will collaborate on each other's Graduation Projects.

Module 7 – Master's Portfolio
The Master's Portfolio requires you to demonstrate evidence of, and critical reflection on, your professional and creative practice throughout the course. The final portfolio should not only act as a record of your work on the course but as a dynamic document that critically examines your journey, growth, and the evolving relationship between your creative practice and professional skills and aspirations in film and TV. You will submit your portfolio before your final Progress Review, in which you should be prepared to answer questions on it.

Other Components of the MA
Alongside and in between the modules there are a number of exercises, workshops and seminars including:

Springboard

A cross-school and interdisciplinary introduction to film and television, looking at cinematic language and televisual language through the prism of storytelling. It investigates how the main crafts of cinema and television, screenwriting, cinematography, visualisation, editing, sound and music relate to the way filmmaking puts across narrative ideas.

Core Skills

This series of workshops across the year that will cover the core skills required throughout the course. This will include an introduction to the cameras used on the course (Blackmagic URSA Mini), and an editing workshop in Premiere Pro, the preferred editing software for this course. There will be an introduction to TV studio grammar, to prepare for the terms and language used in the TV Studio setting, other workshops on camera use to give students more experience and insight, and details of Production Management.

Meet the Industry
You will meet numerous professionals from a wide range of industry backgrounds throughout the course during workshops, seminars, visits and on productions. Where possible case studies and specific meetings are used to ground your learning in an industry context. Over the last few years, we have had industry professionals from:

- BBC
- Sky Sports
- BT
- IMG Media
- Gravity Media (formerly Input)
- UEFA
- Eurosport
- Facebook