MA

# Screen Studies

| Study mode | Duration | |
| --- | --- | --- |
| Full-time | 12 months | Apply by: **11 September 2026** |
| Part-time | 24 months | Starts on: **28 September 2026** |

## About this course

The programme is designed for those interested in both the industrial and economic aspects of contemporary screen media (film, television and videogames) and in the complex ways in which such media interact with societies and cultures globally. Utilising cutting-edge research in the field, it prepares you for a career in the screen entertainment sector and/or a research degree.

## Introduction

**Study in a department currently ranked within the world top 75 and 5th in the UK for Communication (Shanghai Global Rankings of Academic Subjects 2025).**

The programme provides you with the opportunity to develop an in-depth knowledge of the industrial and cultural dimensions that permeate screen-based media. It focuses on both the historical evolution of film, television and videogames and their shifting place in contemporary media industries and cultures, enabling you to understand the complexity of current media trends on a global scale.

Strongly interdisciplinary, the course brings together elements from a diverse range of disciplines, within the arts and humanities, including film studies, television studies, games

studies, communication studies, media studies, policy studies, political economy, and others.

The programme cultivates fundamental transferrable skills related to media research, develops applied knowledge and provides real world insights all strongly informed by digital-led approaches and tools.

It also integrates practical experience as it benefits from the input of top screen industry practitioners who share their wealth of knowledge in specially organised events.

## Who is this course for?

This course is for people who would like a career in the media industries, with a particular focus on screen media and entertainment. This could include areas such as media production, distribution, exhibition, sales, as well research development in film, television, videogame and streaming platforms.

Furthermore, the course can also be a stepping stone for a postgraduate research degree, especially in the field of media industry studies, which has been attracting a lot of scholarly attention in the last few years.

## What you'll learn

- How media convergence is impacting the screen industries
- How media companies franchise intellectual property
- How streaming services are regulated
- How corporate and independent media intersect in a global market
- How screen cultures promote particular gender hierarchies
- How television is being redefined in light of the impact of streaming services

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# Course content

Discover what you'll learn, what you'll study, and how you'll be taught and assessed.

## Semester one

Alongside your two compulsory modules, you will take one option.

## Modules

| Compulsory modules | Credits |
|---|---|
| SCREEN CULTURES A (COMM743) | 30 |
| RESEARCHING SCREEN (COMM749) | 15 |

| Optional modules | Credits |
|---|---|
| FUNDAMENTALS OF STRATEGIC COMMUNICATION B (COMM517) | 15 |
| STRATEGIC COMMUNICATION IN PRACTICE: PROFESSIONAL PERSPECTIVES (COMM522) | 15 |
| BIG DATA AND SOCIETY: FOUNDATIONS, POLITICS, AND POLICY B (COMM752) | 15 |
| MEDIA AND CULTURAL CHANGE B (COMM757) | 15 |
| MEDIA AND POLITICS: THEORIES AND CASES B (COMM765) | 15 |
| INTRODUCTION TO DATA SCIENCE B (COMM767) | 15 |

Programme details and modules listed are illustrative only and subject to change.

## Semester two

In Semester 2 the emphasis shifts to Screen Industries and the business logic behind the production of entertainment that reaches audiences through the mediation of screens.

The same content is spread over a two-year period for those doing the course part time.

- You will choose two optional modules.

# Modules

| Compulsory modules | Credits |
|---|---|
| SCREEN INDUSTRIES A (COMM745) | 30 |

| Optional modules | Credits |
|---|---|
| INFLUENCING STRATEGIES IN DIGITAL MEDIA (COMM520) | 15 |
| BRANDING STRATEGY AND COMMUNICATION (COMM521) | 15 |
| ARTIFICIAL INTELLIGENCE AND COMMUNICATION B (COMM718) | 15 |
| DIGITAL MEDIA AUDIENCES (COMM739) | 15 |
| DATA VISUALISATION (COMM740) | 15 |
| GLOBAL JOURNALISM AND POLITICS (COMM748) | 15 |
| BIG DATA AND SOCIETY: ALGORITHMS AND PLATFORMS B (COMM754) | 15 |
| PHILOSOPHY OF FILM (PHIL757) | 15 |

| Optional modules | Credits |
|---|---|
| MEDIA PRACTICES AND EVERYDAY LIFE B (COMM759) | 15 |
| VISUAL CULTURES: INSTITUTIONS, EXHIBITIONS, INTERVENTIONS (COMM761) | 15 |
| MEDIA AND POLITICS: ECONOMY AND SOCIETY B (COMM763) | 15 |

Programme details and modules listed are illustrative only and subject to change.

## Semester 3

In the final semester you will undertake a research-led Dissertation.

# Modules

| Compulsory modules | Credits |
|---|---|
| DISSERTATION (COMM716) | 60 |

Programme details and modules listed are illustrative only and subject to change.

## Teaching and assessment

# How you'll learn

The programme consists of 1 x 30 credits and 1 x 15 credits core modules in Semester 1 and 1 x 30 credits module in Semester 2, plus 1 x 60 credits Dissertation module in the summer months.

The remaining 45 credits (15 in Semester 1 and 30 in Semester 2) will be supplemented by 3 x 15 credit optional modules available from the department of Communication and Media.

You will be advised which of these modules are particularly relevant to Screen Studies and its various learning outcomes but as Screen Studies, while more information will be detailed on the programme's CANVAS page.

Each module is taught on a weekly basis, either as part of 3-hour or 2-hour blocs and in the form of a workshop, where formal lectures and interactive engagement with students are combined to provide an active learning environment and to encourage knowledge sharing and peer learning.

Independent study is fostered by progressively more demanding essay-work and specified preparation for workshop or seminars, including a range of increasingly advanced bibliography to be explored and consulted.

For the 30 credit core modules independent study is expected to be approximately 16 hours a week over a 15-week combined semester and assessment period. For the 15 credit modules it is expected to be 8 hours a week.

In an ideal scenario, you will have approximately 7-8 hours a week in class as part of three modules that correspond to 60 credits, with the expectations that you will be able to dedicate approximately 30 hours to independent learning, consisting primarily of doing the key readings for each session, delving into secondary readings in your areas of interest, viewing important visual material (films, TV shows), researching and drafting assignments.

## How you're assessed

The course's modules are assessed in a wide variety of methods that allow you to test their learning to specific 'real-world' contexts. Some of these assessments include:

- Project pitch – a live presentation of an industry focused project (Screen Industries)
- Wide Readership article – an article modelled on *The Conversation* journal (Screen Industries)
- TV viewing research journal – a theoretically informed understanding of TV practices (Redefining TV)
- Workshop run – taking charge of a class and develop focus group skills (Screen Industries)
- Research Methods comparison (compare and contrast two pieces of work designed through different methods (Researching Screen)

These methods are also supplemented with more traditional methods of assessment, including research-led essays, essay proposals and annotated bibliographies. Finally the core modules also include formative assessments in which the feedback is intended to help improve future work without a summative mark.

# Liverpool Hallmarks

We have a distinctive approach to education, the Liverpool Curriculum Framework, which focuses on research-connected teaching, active learning, and authentic assessment to ensure our students graduate as digitally fluent and confident global citizens.

The Liverpool Curriculum framework sets out our distinctive approach to education. Our teaching staff support our students to develop academic knowledge, skills, and understanding alongside our **graduate attributes**:

- Digital fluency
- Confidence
- Global citizenship

Our curriculum is characterised by the three **Liverpool Hallmarks**:

- Research-connected teaching
- Active learning
- Authentic assessment

All this is underpinned by our core value of **inclusivity** and commitment to providing a curriculum that is accessible to all students.

# Careers and employability

The course provides strong employability opportunities that include:

- Attending talks by established screen industry experts

- In-course session on careers in the screen industries

- Invitations to events organised by the Centre for Converged Screen Media and Entertainment that is run by staff teaching on the MA Screen Studies

- Writing for the blog of the Centre for Converged Screen Media and Entertainment

- Links with local university partners specialising in screen media

- Opportunities for participation in major screen media events organised in Liverpool (such as Eurovision 2023)

- Teaching opportunities as part of running workshops

The programme opens up opportunities in the following two broadly defined fields:

**Screen-based media in a number of sectors, including:**

- media industries (production, distribution, exhibition, sales, research in film, television, streaming platforms/on-demand video companies) on a global scale;

- local, regional, national, international institutions and organisations that support, regulate, collaborate with screen-based companies;

- local, regional, national, international organisations, institutions, publications, projects that research, analyse and report on screen-based media

**Opportunities for further qualifications or employment within the field of screen-based media**

- The degree is designed to provide a strong platform from which to progress to further research at PhD level that is supported and supervised by the members attached to the Centre for Converged Screen Media and Entertainment

- Alternatively, the MA programme equips you to study at other Universities.

Beyond these subject related fields, the programme equips you for General Graduate employment opportunities, such as journalism, law, Civil Service, Management, Consultancy, Teaching, etc.

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# Career support from day one to graduation and beyond

## Career planning

## From education to employment

## Networking events

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# Fees and funding

Your tuition fees, funding your studies, and other costs to consider.

## Tuition fees

### UK fees (applies to Channel Islands, Isle of Man and Republic of Ireland)

Full-time place, per year - £12,500
Part-time place, per year - £6,250

### International fees

Full-time place, per year - £28,000
Part-time place, per year - £14,000

Tuition fees are for the academic year 2026/27.

Tuition fees cover the cost of your teaching and assessment, operating facilities such as libraries, IT equipment, and access to academic and personal support.

- You can pay your tuition fees in instalments.
- All or part of your tuition fees can be funded by external sponsorship.
- International applicants who accept an offer of a place will need to pay a tuition fee deposit.

If you're a UK national, or have settled status in the UK, you may be eligible to apply for a Postgraduate Loan worth up to £12,167 to help with course fees and living costs. **Learn more about paying for your studies**.

## Additional costs

We understand that budgeting for your time at university is important, and we want to make sure you understand any course-related costs that are not covered by your tuition fee. This could include buying a laptop, books, or stationery.

Find out more about the additional study costs that may apply to this course.

# Entry requirements

The qualifications and exam results you'll need to apply for this course.

## Postgraduate entry requirements

We accept a 2:2 honours degree from a UK university, or an equivalent academic qualification from a similar non-UK institution. This degree should be in a subject informed by an arts and humanities tradition, including but not limited to Film Studies, Media Studies, Cultural Studies, English, Modern Languages, History, Gender Studies and Communication Studies.

Other subjects will be considered if combined with appropriate experience.

## International qualifications

Select your country or region to view specific entry requirements.

For international applicants, if you hold a bachelor's degree or equivalent, but don't meet our entry requirements, you could be eligible for a Pre-Master's course. This is offered on campus at the University of Liverpool International College, in partnership with Kaplan International Pathways. It's a specialist preparation course for postgraduate study, and when you pass the Pre-Master's at the required level with good attendance, you're guaranteed entry to a University of Liverpool master's degree.

# English language requirements

You'll need to demonstrate competence in the use of English language, unless you're from a majority English speaking country.

We accept a variety of international language tests and country-specific qualifications.

International applicants who do not meet the minimum required standard of English language can complete one of our Pre-Sessional English courses to achieve the required level.

## IELTS

6.5 overall, with no component below 6.0

## TOEFL iBT

If you took a TOEFL test on or before 20 January 2026, you'll need 88 overall, with minimum scores of listening 19, writing 19, reading 19 and speaking 20. If you took a TOEFL test from 21 January 2026 onwards, when a new scoring system was introduced, you'll need 4.5 overall, with 4 or above in all components. TOEFL Home Edition not accepted.

## Duolingo English Test

125 overall, with writing not less than 125, speaking and reading not less than 115, and listening not below 110. For academic year 2025/26 only, we will also accept the production, literacy, comprehension and conversation score set: 120 overall, with no component below 105.

## Pearson PTE Academic

61 overall, with no component below 59

## LanguageCert Academic

70 overall, with no skill below 65

## PSI Skills for English

B2 Pass with Merit in all bands

## INDIA Standard XII

National Curriculum (CBSE/ISC) - 75% and above in English. Accepted State Boards - 80% and above in English.

## WAEC

C6 or above

# Pre-sessional English

Do you need to complete a Pre-sessional English course to meet the English language requirements for this course?

The length of Pre-sessional English course you'll need to take depends on your current level of English language ability.

## Pre-sessional English in detail

If you don't meet our English language requirements, we can use your most recent IELTS score, or the equivalent score in selected other English language tests, to determine the length of Pre-sessional English course you require.

Use the table below to check the course length you're likely to require for your current English language ability and see whether the course is available on campus or online.

| Your most recent IELTS score | Pre-sessional English course length | On campus or online |
| --- | --- | --- |
| 6.0 overall, with writing at 6.0 and no component below 5.5 | 6 weeks | On campus or online |
| 5.5 overall, with writing at 5.5 and no component below 5.0 | 10 weeks | On campus or online |
| 5.5 overall, with no more than one component at 5.0 | 12 weeks | Online |
| 5.5 overall, with no component below 5.0 | 20 weeks | On campus |
| 5.0 overall, with no more than one component at 4.5 | 30 weeks | On campus |
| 4.5 overall, with no more than one component at 4.0 | 40 weeks | On campus |

If you've completed an alternative English language test to IELTS, we may be able to use this to assess your English language ability and determine the Pre-sessional English course length you require.

Please see our guide to [Pre-sessional English entry requirements](#) for IELTS 6.5 overall, with no component below 6.0, for further details.

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