

Key Skills for Independent Film

Independent film can be viewed through a few lenses. I want my future to be in independent film, starting my own company shared with other creatives, because of this I view it both as a business and an art as “the film producer’s role has, historically, been both administrative and creative.”ⁱ

So, the leading question would be how to get into film? Doughty and Shaw say that “Major figures in the film industry tend to arrive at the pinnacle of their craft by hard training, by guile, instinct, good luck or just plain accident: being in the right place at the right time.”ⁱⁱ Ignoring the factors that cannot be controlled, what can I glean from this?

I need ‘instinct.’ Doughty and Shaw left this term vague, but I would say that it is similar to the ‘characteristics’ⁱⁱⁱ that de Clerk mentions. I need to work flexibly, to be able to jump from one project to the next. This flexibility will also help me adapt to technological and social changes^{iv}, as McKenna suggests. I will also need to be able to think critically and be able to solve problems fast, this can link with my ability to improvise, both in acting and in life. Instinct also intricately links with the ability to seek and recognise opportunities.

I also need ‘hard training’^v, both in the business skills I need to be able to organise workflow, manage resources and network with other creatives, and in the creative side so that I can collaborate with other professionals and understand audiences and what I am creating and the message it gives.

Franklin et al relate to Doughty and Shaw’s ‘guile’ when they state that “A diverse mix of knowledge is crucial to the innovation process in digital media.”^{vi} Which suggests not only that I need to know what is going on in the creative world around me; the people in the industry, world events and their affects on media, but also that I need research skills to be able to accurately investigate characters, times, and places.

With the following quote: “The very nature of creating and being creative requires a person to evaluate boundaries and challenge perceived limitations.”^{vii} De Klerk also sets the skills of perseverance, curiosity, and imagination. These skills will help me to become playful and work harder at creating my work.

By using the skills above, I will continue to learn and hopefully achieve my goal of working in independent film.

Similarity Score

I had a similarity score of 36%. To improve this, I could’ve expanded a bit more on each individual point and stated how to apply the skills I listed. I could have also limited my use of quotes and I could have explained more about my steps towards the future.

I would have given myself 57% as I had only used four sources, as recommended, I only gave a surface read on these topics, however, as I believe the referencing was relevant and accurate, I had

decent knowledge and understanding, and as the sources were independently sourced, I have given myself a higher score in this bracket.

ⁱ McKenna, A. T. (2012) *Independent Production and Industrial Tactics in Britain: Michael Klinger and Baby Love*. Dorchester-on-Thames: Routledge.

ⁱⁱ Doughty, R. and Shaw, D. (2009) *Film the essential study guide*. New York: Routledge.

ⁱⁱⁱ De Klerk, S. (2015) The creative industries: an entrepreneurial bricolage perspective. Volume 53, Issue 4. London: Management Decision.

^{iv} McKenna, A. T. (2012) *Independent Production and Industrial Tactics in Britain: Michael Klinger and Baby Love*. Dorchester-on-Thames: Routledge.

^v Doughty, R. and Shaw, D. (2009) *Film the essential study guide*. New York: Routledge.

^{vi} Franklin et al. (2013) *Innovation in the Application of Digital Tools for Managing Uncertainty: The Case of UK Independent Film*. Vol 22. Oxford: Blackwell Publishing Ltd.

^{vii} De Klerk, S. (2015) The creative industries: an entrepreneurial bricolage perspective. Volume 53, Issue 4. London: Management Decision.