

Rose Bruford College

Module Specification

1. GENERAL INFORMATION

Title	Production Practice – Lighting Design
Module code	LD501
Credit rating	20
Level	5
Indicative scheduled learning and teaching activities	60 hours
Pre-requisite modules	N/A
Co-requisite modules	N/A
School responsible	DMTA
Member of staff responsible	Ben Ratcliffe
ECT*	10
Notional hours of Learning**	200
<small>* ECT (European Credit Transfer and Accumulation System): There are 2 UK credits for every 1 ECT credit, in accordance with the Credit Framework (QAA). Therefore, if a module is worth 20 UK credits, this will equate to 10 ECT. ** Notional hours of learning: The number of hours which it is expected that a learner (at a particular level) will spend, on average, to achieve the specified learning outcomes at that level. It is expected that there will be 10 hours of notional study associated with every 1 credit achieved. Therefore, if a module is worth 20 credits, this will equate to 200 notional study hours, in accordance with the Credit Framework (QAA).</small>	

2. AIMS

This module aims to:

- give you the opportunity to research, design and implement an appropriate lighting scheme for a realised project
- enable you to develop and demonstrate the skills and knowledge to design lighting in a performance environment, and map your skills, methods and processes against your own and professional expectations
- develop your ability to collaborate effectively as part of a multidisciplinary team
- give you the experience of managing constraints of time, budget, equipment and personnel

3. BRIEF DESCRIPTION OF THE MODULE

This module will give you the opportunity to consolidate and build on the learning you acquired at level 4 by researching, designing and implementing a lighting scheme for a realised project. The module will introduce you to professional production processes, and to a range of professional issues that will frame your future work, as well as giving you the opportunity to reflect on your own developing practice as a lighting designer.

You will be allocated a project, which will typically be a College production but may be a project that takes place outside the College. Projects may vary in type, from traditional text-based theatre to devised physical theatre and installations. You will be placed within a production team, typically working alongside students from other programmes in the

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College, collaborating with them in the creative development and realisation of the project. Depending on the allocated project, you may work with a director and set & costume designer who are members of College staff or visiting professionals.

In this module you will, depending on the requirements of the project:

- Work with other members of the team to develop a creative response to the initial brief
- Establish your role within the team and effective working relationships with other team members
- Use a range of research strategies and resources to develop your design scheme, in conjunction with any director and other designers working on the project
- With the other members of the lighting team, plan, prepare and set up the production lighting system
- Lead the process of realising the lighting scheme as an integral part of the overall project
- Respond to the developing creative processes and to external circumstances in a flexible manner

INTENDEND LEARING OUTCOMES

Category of outcome	<i>On successful completion of this module, you will be able to:</i>
Knowledge and understanding	Identify and select techniques, processes and technologies appropriate to the artistic and technical requirements of a production (A1, A2) Demonstrate a knowledge of the protocols and health and safety regulations relevant to the work of the lighting designer (A5)
Intellectual skills	Select, combine and apply existing ideas, techniques and processes to solve unfamiliar but well-defined problems, whilst showing an awareness and understanding of conventional procedures (B1, B3, B5, A5, D3) Carry out research and apply critical reflection to develop a lighting design that responds and contributes appropriately to the artistic aims of a production (B2, B4, B5, D8) Reflect critically upon and evaluate your work, relating it to other production contexts, including professional contexts (B4, B5, D8)
Practical Skills	Formulate a design scheme that balances artistic and practical requirements, and evolves with the developing creative process (C1, C2) Plan a lighting rig to meet given design requirements, and oversee its implementation (C3, C4) Create a lighting plot to meet given design requirements, and realise it in collaboration with a lighting operator or programmer (C3, C4, D2)

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Transferable skills and personal qualities	<p>Manage your own time and working processes to meet given deadlines as part of the developing production process (D1, D5, C10)</p> <p>With guidance, and working with others, effectively and efficiently oversee the realization of the lighting design (D6, C3)</p> <p>Establish and maintain effective working relationships so as to collaborate successfully with other production personnel (D2, D7)</p>
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4. LEARNING AND TEACHING PROCESSES (INCLUDING USE OF E-LEARNING)

The majority of learning from this module is self-directed, with tutor support through tutorials and at key points during the production period. You will be expected to show an increasing level of independence as you move towards the self-directed work at level 6. Peer learning is an important part of the module, as you will typically work with students from your own and other programmes, in some cases at both level 5 and 6. Tutorials allow tutors to monitor the progress of your work, while enabling you to reflect on your progress and identify the good practice of your peers.

5. ASSESSMENT (INCLUDING USE OF E-LEARNING)

Assessment task	Length	Weighting
<p>Formative Assessment</p> <p>Assessed mid-point tutorial examining your realised design for a given event.</p>		0%
<p>Summative Assessment</p> <p>Presentation or paper which documents the realised project and provides critical, analytical, reflective contextualisation.</p>	20 minutes or 2000 words	100%
<p>Adherence to protocols and safety requirements in lighting system design and implementation</p>		Pass/fail

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1. GENERAL INFORMATION

Title	Production Practice – Lighting Management
Module code	LD502
Credit rating	20
Level	5
Indicative scheduled learning and teaching activities	60 hours
Pre-requisite modules	N/A
Co-requisite modules	N/A
School responsible	DMTA
Member of staff responsible	Ben Ratcliffe
ECT*	10
Notional hours of Learning**	200
<small>* ECT (European Credit Transfer and Accumulation System): There are 2 UK credits for every 1 ECT credit, in accordance with the Credit Framework (QAA). Therefore, if a module is worth 20 UK credits, this will equate to 10 ECT. ** Notional hours of learning: The number of hours which it is expected that a learner (at a particular level) will spend, on average, to achieve the specified learning outcomes at that level. It is expected that there will be 10 hours of notional study associated with every 1 credit achieved. Therefore, if a module is worth 20 credits, this will equate to 200 notional study hours, in accordance with the Credit Framework (QAA).</small>	

2. AIMS

This module aims to:

- develop your people and project management skills as you research, plan and put into practice a management scheme for a realised production
- develop your technical and problem solving skills under the pressures of a production environment
- provide you with the opportunity to work closely with a lighting designer, and to be creative and resourceful in the implementation of the lighting design as part of the production

3. BRIEF DESCRIPTION OF THE MODULE

Lighting professionals often undertake a range of work within the industry in addition to the role of lighting designer. Module LD502 will give you the opportunity to undertake the complementary role of Chief Electrician or Production Electrician, with responsibility for the technical and organisational implementation of the lighting design.

You will be placed within a production team, typically working alongside other lighting personnel from levels 5 and 6 of the BA (Hons) Lighting Design and BA (Hons) Creative Lighting Control programmes. Depending on the scale of the production(s) and the team structure, you may undertake the role of Chief Electrician or Production Electrician on a larger production or event, or several smaller performance events.

Your role will give you the opportunity both to develop your management and interpersonal skills, and to gain further experience of lighting and production processes. As well as the

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technical and organisational aspects of your role, you will work closely with the lighting designer to realise and deliver their design.

In this module you will, depending on the requirements of the project:

- Be responsible for the organisation and technical realisation of all aspects of the lighting design
- Manage the lighting budget, following College financial procedures, and in consultation with the lighting designer, the head of lighting, and the production manager
- Manage lighting resources of equipment, schedule and crew, within the overall framework set by College protocols and the production manager and head of lighting
- Manage all health and safety issues relating to the lighting process, within College and relevant professional and regulatory protocols and requirements
- Communicate with other teams members using appropriate vocabulary
- Work in a live performance environment responding to changing briefs and circumstances in a dynamic manner
- Work with team members from a variety disciplines

4. INTENDED LEARNING OUTCOMES

Category of outcome	<i>On successful completion of this module, you will be able to:</i>
Knowledge and understanding	Identify and select techniques, processes and technologies appropriate to the artistic and technical requirements of a production (A1, A2, A5) Apply a knowledge of the protocols and health and safety regulations relevant to the work of the lighting department (A5)
Intellectual skills	Select, combine and apply existing ideas, techniques and processes to solve unfamiliar but well-defined problems, whilst showing an awareness and understanding of conventional procedures (B1, B3, B5, A5, D3) Reflect critically upon and evaluate your work using given conceptual frameworks (B4, B5, D8)
Practical Skills	Effectively and efficiently manage the lighting team, budget, schedule and resources (C3, D6) Prepare, set up and oversee the operation of performance lighting technologies safely and efficiently following the design plans of a lighting designer (C4)
Transferable skills and personal qualities	Manage your own time and working processes to meet given deadlines as part of the developing production process (D1, D5) As a manager, establish and maintain effective working relationships so as to collaborate successfully with other production personnel (D2, D7, C10)

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5. LEARNING AND TEACHING PROCESSES (INCLUDING THE USE OF E-LEARNING)

This module will make use of simulated professional environments, in which you will work with students from other disciplines to produce live performances. Briefings will introduce you to the College's financial, organisational and other protocols. Group tutorials allow tutors to monitor the progress of your work, enabling you to reflect on your learning and identify the good practice of your peers.

6. ASSESSMENT (INCLUDING THE USE OF E-LEARNING)

Assessment task	Length	Weighting
Formative Assessment Assessed mid-point tutorial examining your realised management role in a lighting team for a given event.		0%
Summative Assessment Presentation or paper which documents the realised project and provides critical, analytical, reflective contextualisation.	20 minutes or 2000 words	100%
Professional Competencies Adherence to electrical and data protocols and safety requirements in lighting system design and implementation		Pass/fail

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Module Specification

1. GENERAL INFORMATION

Title	Production Practice - Assistant Lighting Designer
Module code	LD503
Credit rating	20
Level	5
Indicative scheduled learning and teaching activities	60 hours
Pre-requisite modules	N/A
Co-requisite modules	N/A
School responsible	DMTA
Member of staff responsible	Hansjörg Schmidt
ECT*	10
Notional hours of Learning**	200
<small>* ECT (European Credit Transfer and Accumulation System): There are 2 UK credits for every 1 ECT credit, in accordance with the Credit Framework (QAA). Therefore, if a module is worth 20 UK credits, this will equate to 10 ECT. ** Notional hours of learning: The number of hours which it is expected that a learner (at a particular level) will spend, on average, to achieve the specified learning outcomes at that level. It is expected that there will be 10 hours of notional study associated with every 1 credit achieved. Therefore, if a module is worth 20 credits, this will equate to 200 notional study hours, in accordance with the Credit Framework (QAA).</small>	

2. AIMS

This module aims to:

- give you the opportunity to work closely with the lighting designer, assisting the process of researching, designing and implementing an appropriate lighting scheme for a realised project
- enable you to develop and demonstrate the skills and knowledge to work as an assistant lighting designer, mapping your skills, methods and processes against professional expectations
- develop your ability to collaborate effectively as part of a multidisciplinary team
- give you the experience of managing constraints of time, budget, equipment and personnel

3. BRIEF DESCRIPTION OF THE MODULE

This module will give you the opportunity to consolidate and build on the learning you acquired at level 4 by acting as an assistant lighting designer to a fellow student or a professional lighting designer, researching, designing and implementing a lighting scheme for a realised project. The module will introduce you to professional production processes, and to a range of professional issues that will frame your future work, as well as giving you the opportunity to reflect on your own developing practice as a lighting professional.

You will be allocated a project, which will typically be a College production but may be a project that takes place outside the College in another educational or professional context. Projects may vary in type, from traditional text-based theatre to devised physical theatre

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and installations. You will be placed within a production team, typically working alongside students from other programmes in the College, collaborating with them in the creative development and realisation of the project. Depending on the allocated project, you may work with a director who is a member of College staff or a visiting professional.

The role of the assistant lighting designer is one that varies considerably according to the industry sector and the scale and needs of the production, although the main focus is often on supporting the lighting designer through the creation and updating of production documentation and visualisations. You may also be the lighting programmer and operator for the production. You will need to work carefully with other members of the team, and with tutorial guidance, to establish your role. In this module, you will:

- Work closely with the lighting designer and other members of the team to develop a creative response to the initial brief
- Establish your role within the team and effective working relationships with other team members
- With the other members of the lighting team, plan, prepare and set up the production lighting system
- Respond to the developing creative processes and to external circumstances in a flexible manner

Depending on the requirements of the project, your role may give you the opportunity to:

- Use a range of research strategies and resources to help the lighting designer develop the design scheme
- Take responsibility for managing aspects of the design process, such as production documentation, visualisations, attending rehearsals, and coordinating with other teams members such as the stage manager on the book and follow-spot operators
- Programme and operate the lighting from initial plotting through rehearsals and into performance

4. INTENDED LEARNING OUTCOMES

Category of outcome	<i>On successful completion of this module, you will be able to:</i>
Knowledge and understanding	Identify and select techniques, processes and technologies appropriate to the artistic and technical requirements of a production (A1, A2) Demonstrate a knowledge of the protocols and health and safety regulations relevant to the work of the assistant lighting designer (A5)
Intellectual skills	Reflect critically upon and evaluate your work using given conceptual frameworks (B4, B5, D8)
Practical Skills	Effectively supporting a lighting designer in the planning, communication, documentation and realisation of the design (C1, C2)
Transferable skills and personal qualities	Manage your own time and working processes to meet given deadlines as part of the developing production process (D1, D5, C10) Establish and maintain effective working relationships so as to collaborate successfully with other production personnel (D2, D7)

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5. LEARNING AND TEACHING PROCESSES (INCLUDING THE USE OF E-LEARNING)

The majority of learning from this module is self-directed, with tutor support through tutorials and at key points during the production period. You will be expected to show an increasing level of independence as you move towards the self-directed work at level 6. Peer learning is an important part of the module, as you will typically work with students from your own and other programmes, in some cases at both level 5 and 6. Tutorials allow tutors to monitor the progress of your work, while enabling you to reflect on your progress and identify the good practice of your peers.

6. ASSESSMENT

Assessment task	Length	Weighting
Formative Assessment Assessed mid-point tutorial examining your realised assistant role in a lighting team for a given event.		0%
Summative Assessment Presentation or paper which documents the realised project and provides critical, analytical, reflective contextualisation.	20 minutes or 2000 words	100%

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1. GENERAL INFORMATION

Title	Industry Study
Module code	LD504
Credit rating	20
Level	5
Indicative scheduled learning and teaching activities	4 hours plus time at placement providers
Pre-requisite modules	N/A
Co-requisite modules	N/A
School responsible	DMTA
Member of staff responsible	Ben Ratcliffe
ECT*	10
Notional hours of Learning**	200
<small>* ECT (European Credit Transfer and Accumulation System): There are 2 UK credits for every 1 ECT credit, in accordance with the Credit Framework (QAA). Therefore, if a module is worth 20 UK credits, this will equate to 10 ECT. ** Notional hours of learning: The number of hours which it is expected that a learner (at a particular level) will spend, on average, to achieve the specified learning outcomes at that level. It is expected that there will be 10 hours of notional study associated with every 1 credit achieved. Therefore, if a module is worth 20 credits, this will equate to 200 notional study hours, in accordance with the Credit Framework (QAA).</small>	

2. AIMS

This module aims to:

- Enable you to research and study lighting practices in a range of professional contexts
- Enable you to gain experience of the professional workplace and to help you develop a career plan
- Extend your knowledge of the organisational and business models operating in your sector of the industry
- Continue to develop your research and analytical skills
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3. BRIEF DESCRIPTION OF THE MODULE

This module focuses on the business and industry environment you are likely to encounter as a professional practitioner. With tutorial guidance, you will select a specific sector of the industry to examine in more detail, interrogating the work methods, processes and employment ecology of the sector. Depending on your chosen industry sector, you may look at businesses, individuals (generally self-employed professionals) or a mixture of both as a comparative analysis.

You will undertake a series of workplace investigations, which may take the form of extended placements over several weeks, or shorter periods of contact with the industry, such as interviewing practitioners, and site visits. These will enable you to contrast your own experiences with a range of professional environments and practices, to reflect on the working environment, and critically examine and advance your own professional

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development. The

placements may take the form of a position within the performance or related industries, according to your career plans and aspirations. In certain cases, the placement may be within the College (undertaking a project that will serve as a simulated workplace environment).

Through your placement activity and other research, you will investigate the business model that operates in your selected industry sector. You will research how your businesses and self-employed professionals work with their clients/customers, their financial model, and their organisational structures.

The module also gives you the opportunity to make contacts that may help you to achieve your future employment aims.

4. INTENDED LEARNING OUTCOMES

Category of outcome	<i>On successful completion of this module, you will be able to:</i>
Knowledge and understanding	Analyse the economic and business context within which the lighting professional works (A3) Demonstrate a detailed knowledge of current and emerging professional practice within the industry sector (A1)
Intellectual skills	With guidance, plan research questions and methods to gather information from a range of sources, including primary sources (B2, B3) Select, synthesise and evaluate information from a range of sources (B1) Formulate and express a structured argument (B4)
Practical Skills	Apply concepts to an analysis of the practices of others (C11)
Transferable skills and personal qualities	Identify and evaluate potential career paths in a selected industry sector (D9)

5. LEARNING AND TEACHING PROCESSES (INCLUDING THE USE OF E-LEARNING)

The learning on this module is primarily through self-directed research and study, making use of one or more industry placements. The placement(s) will give you the opportunity to observe professional practice at first hand, and to research the business through formal and informal interviews. Depending on your chosen sector of the industry and type of business (theatre company, self-employed practitioner, service provider, manufacturer) it may also be appropriate for you to conduct interviews outside your placement(s).

You will take the lead in locating and organising the placement, with the support of your programme tutors, and within the College's placement policy and system. The module briefing and tutorials will help guide you to find the most appropriate placement(s) to support your study and developing career plan, as well as helping you develop your research strategy.

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6. ASSESSMENT (INCLUDING THE USE OF E-LEARNING)

Assessment task	Length	Weighting
<p>Formative Assessment</p> <p>Industry Analysis Proposal and placement documentation</p>	<p>300 Word Industry Analysis Proposal & Placement Documentation</p>	<p>0%</p>
<p>Summative Assessment</p> <p>Industry Analysis</p> <p>You may present your analysis as an illustrated essay or a seminar presentation</p>	<p>Illustrated essay: 2000-2500 words Or: Seminar presentation: 15 minutes</p>	<p>100%</p>

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1. GENERAL INFORMATION

Title	Production Processes and Techniques
Module code	LD505
Credit rating	20
Level	5
Indicative scheduled learning and teaching activities	40 hours
Pre-requisite modules	N/A
Co-requisite modules	N/A
School responsible	DMTA
Member of staff responsible	Ben Ratcliffe
ECT*	10
Notional hours of Learning**	200
<small>* ECT (European Credit Transfer and Accumulation System): There are 2 UK credits for every 1 ECT credit, in accordance with the Credit Framework (QAA). Therefore, if a module is worth 20 UK credits, this will equate to 10 ECT. ** Notional hours of learning: The number of hours which it is expected that a learner (at a particular level) will spend, on average, to achieve the specified learning outcomes at that level. It is expected that there will be 10 hours of notional study associated with every 1 credit achieved. Therefore, if a module is worth 20 credits, this will equate to 200 notional study hours, in accordance with the Credit Framework (QAA).</small>	

2. AIMS

This module aims to:

- Consolidate and build on your learning in level 4, with a focus on the processes and techniques required to create, develop, manage and implement lighting schemes in a range of contexts
- Develop your skills in selecting and applying systematic approaches to your work as a lighting practitioner, to meet industry expectations and protocols

3. BRIEF DESCRIPTION OF THE MODULE

This module consolidates and builds on your learning in level 4, enabling you to make informed choices when you select lighting processes and techniques, and giving you the skills to carry them out. For each stage in the development of a lighting scheme you will study a range of strategies and approaches found in professional practice, examine their advantages and disadvantages, and learn to apply them. You will examine this range of approaches in a variety of industry contexts.

During the module, you will:

- Develop further your ability to analyse and interpret source material such as play texts
- Develop your skills in recording and communicating lighting ideas and plans, including the use of computer-based production plans and documents, and lighting

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visualisation

- Study a range of different staging formats and genres, and the lighting techniques associated with them
- Learn to develop designs that fit within environmental, budgetary and other constraints
- Expand your knowledge of lighting technologies and their choice and application, including luminaires and projection and show control systems
- Investigate lighting design as a key component of a wide range of performance types such as concert, dance, music theatre, built environment, and corporate events
- Study the production and management processes and systems associated with a range of contexts, such as touring and repertoire
- Extend your ability to develop and communicate your design to other members of the creative team

The module concludes with a design project, in which you will develop both a creative and technical lighting scheme in response to a given brief. You will prepare visualisations to show your ideas as well as technical plans and specifications showing how the scheme could be implemented within the resources, venue and other factors defined by the brief.

4. INTENDED LEARNING OUTCOMES

Category of outcome	<i>On successful completion of this module, you will be able to:</i>
Knowledge and understanding	<p>Explain a range of production models and performance contexts, and how they influence the work of the lighting designer (A1, A3, A5)</p> <p>Justify your artistic and technical choices in relation to established performance conventions and traditions (A2)</p>
Intellectual skills	<p>Contextualise your own practice within the wider field of practice (B5, C11)</p> <p>Use research and analysis to identify creative and technical approaches to developing an appropriate lighting scheme for a given brief (B1, B2, B3)</p>
Practical Skills	<p>Specify the design and use of lighting technologies in written, oral or diagrammatic forms in response to a brief or script (C2, C4)</p>
Transferable skills and personal qualities	<p>Independently manage a project to a clearly defined brief and schedule (D1)</p> <p>Present ideas, specifications and plans using communication techniques appropriate to the intended audience (D4)</p>

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5. LEARNING AND TEACHING PROCESSES (INCLUDING THE USE OF E-LEARNING)

Lectures and seminars will establish the key themes of the module and give you information about lighting processes, techniques and technologies used in a range of industry contexts. Workshops and practical projects will give you the opportunity to explore the application of different approaches and strategies, and consider their strengths and weaknesses.

Your learning will be supported by materials available on the College's VLE.

6. ASSESSMENT (INCLUDING THE USE OF E-LEARNING)

Assessment task	Length	Weighting
Formative Assessment		
Presentation of design concept proposal	10 minutes	0%
Summative Assessment		
Design presentation, plus technical documentation	15 minute presentation, technical documentation	100%

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Module Specification

1. GENERAL INFORMATION

Title	Creative Practice and Research
Module code	LD506
Credit rating	20
Level	5
Indicative scheduled learning and teaching activities	40 hours
Pre-requisite modules	N/A
Co-requisite modules	N/A
School responsible	DMTA
Member of staff responsible	Ben Ratcliffe
ECT*	10
Notional hours of Learning**	200
<small>* ECT (European Credit Transfer and Accumulation System): There are 2 UK credits for every 1 ECT credit, in accordance with the Credit Framework (QAA). Therefore, if a module is worth 20 UK credits, this will equate to 10 ECT. ** Notional hours of learning: The number of hours which it is expected that a learner (at a particular level) will spend, on average, to achieve the specified learning outcomes at that level. It is expected that there will be 10 hours of notional study associated with every 1 credit achieved. Therefore, if a module is worth 20 credits, this will equate to 200 notional study hours, in accordance with the Credit Framework (QAA).</small>	

2. AIMS

This module aims to:

- Consolidate and build on your learning in level 4, with a focus on your development as a designer and artist
- Broaden the range of art-forms and creative practices and processes that you are familiar with
- Extend your ability to investigate, evaluate and make use of a wide range of cultural and artistic materials and practices in your own work
- Develop your ability to collaborate with others as part of a creative process

3. BRIEF DESCRIPTION OF THE MODULE

This module consolidates and builds on your learning in level 4, setting your work as a creative practitioner in a broad context of arts and cultural practices. You will examine the use of light as a transformative agent in a variety of environments and narratives, and investigate the use of light as a 'pure' art-form, combining the physics of light with human perception, through the study of the work of light artists such as Anthony McCall, Olafur Eliasson and James Turrell.

The module also gives you the opportunity to work with students from your own and other

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disciplines to develop design schemes in response to a given brief, so that you can develop your ability to work collaboratively. Workshops and practical exercises will extend your skills in researching and using diverse cultural and artistic materials and practices as part of your creative process.

Alongside your work in module DMT511 The Practitioner in Context 3, this module will also give you the opportunity to discover and investigate topics that may form the basis for your DMT611 Independent Research Project in level 6.

4. INTENDED LEARNING OUTCOMES

Category of outcome	<i>On successful completion of this module, you will be able to:</i>
Knowledge and understanding	Critically examine and evaluate the role light plays in a range of artistic and cultural artefacts and practices (A1, A2, A3)
Intellectual skills	Select appropriately and make use of a broad range of cultural and artistic works and practices, as part of a creative process (B1, B2, C3) Apply concepts from the wider field of practice to your own design ideas (C11) Formulate arguments and express them in written, visual, oral or other forms (B4)
Practical skills	
Transferable skills and personal qualities	Present information, ideas, and arguments using communication techniques appropriate to the intended audience (D5)

5. LEARNING AND TEACHING PROCESSES (INCLUDING THE USE OF E-LEARNING)

Lectures and seminars will establish the key themes of the module and introduce you to a broad range of cultural and artistic uses of light, as well as strategies and techniques for collaborative working. Workshops and practical projects will give you the opportunity to investigate these themes further and test your ability to apply them to your own practice.

Your learning will be supported by materials available on the College's VLE.

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6. ASSESSMENT (INCLUDING THE USE OF E-LEARNING)

Assessment task	Length	Learning themes assessed
<p>Formative Assessment</p> <p>Assessed mid-point tutorial on your realised collaborative project</p>	N/A	0%
<p>Summative Assessment</p> <p>Design research project: Presentation or paper which documents the realised project, event or artefact and provides critical, analytical and reflective contextualisation.</p>	30 minutes or 4000-4500 words	100%

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