

# Rose Bruford College

## Module Specification

### 1. GENERAL INFORMATION

Title	Lighting Practice
Module code	LD601
Credit rating	40
Level	6
Indicative scheduled learning and teaching activities	120 hours
Pre-requisite modules	N/A
Co-requisite modules	N/A
School responsible	DMTA
Member of staff responsible	Ben Ratcliffe
ECT*	20
Notional hours of Learning**	400
<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 opportunities to design or interpret lighting as part of a realised production, and make a substantial contribution to the artistic and other aims of that production
- Develop your work through to performance to a standard that meets industry expectations
- Give you the opportunity to develop and demonstrate your ability to manage working relationships within a collaborative team with sensitivity
- Enable you to take a high level of responsibility for the planning and management of project resources within real factors of time, budget, equipment and personnel
- Develop your understanding of the professional issues that frame the work of the lighting specialist

### 3. BRIEF DESCRIPTION OF THE MODULE

This module will give you the opportunity to realise one or more projects in a variety of possible roles such as lighting designer and head of lighting. You will take an active part in deciding which roles will be most beneficial to your educational and professional development while allowing you to complete the requirements of the module, although the final decision will rest with the College, according to the available opportunities.

Through this module you will be able to build on and consolidate your learning at level 5 and

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demonstrate your ability as a lighting specialist to take a high level of responsibility for the artistic, technical and managerial aspects of your role(s). You will typically be working over an extended period, and you will develop your abilities as a as a designer and/or manager. You will address the collaborative development of a design and formulating and interrogating a concept, as well as addressing issues of leadership, teamwork, logistics, budgeting, compliance with industry standards and norms, and health and safety.

Your role(s) will require you to possess an awareness of aspects of the production beyond your specialist area, and to manage your work in relation to the overall production. Depending on your role and the project, you may need to:

- take a proactive part in production and other meetings
- negotiate with other production staff
- advise on production matters such as health and safety issues and schedules

You will need to remain open to the changing creative process, adapting your contribution accordingly.

The following role descriptions cover the most common roles you are likely to undertake, but there may be opportunities for you to take project roles beyond those listed here to fulfil the requirements of this module (by agreement with your Programme Director).

### **Role: Lighting Designer**

As a lighting designer you will design lighting for a realised production, which will typically be a College production, but may be an outside event. You will work within a collaborative team, and will liaise with the director and other designers, contributing to and helping to develop the production through to performance. Your role will require you to develop an appropriate lighting scheme for the production that is both an expression of your own response to the source material or brief but also a component part of an overall creative work made in collaboration with others. You will need to balance your own artistic aspirations for the project with the overall production requirements and available resources.

### **Role: Head of Lighting**

As a head of lighting, you will be responsible for managing the lighting department for one or (typically) several productions. Depending on specific production requirements, and working with and through your team, you will be responsible for managing the realisation of the lighting design(s). You will be responsible for the overall time management of the team, the communication between the team and other production personnel, and you will manage the budgeting of the lighting department for the particular productions (within the College's financial systems and overall production budget). You will also need to plan and manage the preparation of equipment and the venue, the fit-up, focusing and plotting sessions, rehearsals and performances, and the post-production processes of returns as well as completing financial processes.

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## 4. INTENDED LEARNING OUTCOMES

Category of outcome	<i>On successful completion of this module, you will be able to:</i>
Knowledge and understanding	<p>Synthesise a range of traditions, practices and principles to plan appropriately your own work and/or that of others in response to a variety of production environments (A1, A2, A3)</p> <p>Conduct your own work and/or plan that of others in relation to professional expectations, practices, protocols and regulations, including health and safety and environmental requirements (A4, A5)</p>
Intellectual skills	<p>Reflect critically upon and evaluate your work and the work of others using a variety of points of reference, including conceptual frameworks and wider fields of practice (B1, B5, C11)</p>
Practical Skills	<p>Take responsibility for selecting and deploying appropriate techniques and processes for the planning and realisation of lighting for a production, in response to given artistic and technical requirements and production environments (C1, C2, C3, C4)</p>
Transferable skills and personal qualities	<p>Work independently showing initiative and setting your own deadlines (D1)</p> <p>Work collaboratively with specialists from a range of disciplines, using a range of interpersonal skills and demonstrating an ability to listen and respond to the ideas of others (D2, D7)</p> <p>Select, combine and apply existing ideas, techniques and processes to solve unfamiliar problems in situations of uncertainty and ambiguity (D3)</p> <p>Effectively and efficiently manage yourself and/or others, and manage physical and financial resources (D6)</p> <p>Take full responsibility for your own learning strategy (D8)</p> <p>Analyse, evaluate and adapt your contribution in response to the needs of different production contexts, including circumstances of ambiguity, uncertainty and unfamiliarity (D5, C10)</p>

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

The majority of the module's learning is through independent project activity and study. You will be given a calendar at the beginning of the academic year that outlines your project schedules, within which you will be required to take a large degree of personal responsibility for meeting deadlines and managing changing and conflicting demands on your time. Regular tutorials, both scheduled and informal, as well as production meetings, help you to monitor and reflect on your progress, while peer learning – as you work with other students – is integral to the module. The work of other students will provide you with valuable additional points of reference and opportunities to identify and evaluate alternative approaches.

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

Assessment task	Length	Weighting
<p><b>Formative Assessment</b></p> <p>Assessed mid-point tutorial, examining your work on your practical production project(s)</p>	<b>N/A</b>	<b>0%</b>
<p><b>Summative Assessment</b></p> <p>Presentation or paper which documents the realised project and provides critical, analytical, reflective contextualization</p>	<b>3500-4000 word paper OR 30-minute presentation</b>	<b>100%</b>

<b>Date of current version</b>	October 2019
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### 1. GENERAL INFORMATION

Title	Collaborative Experiment
Module code	LD602
Credit rating	20
Level	6
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 Radcliffe
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 opportunities for further exploration and study of collaborative working and ensemble practice
- allow you to work collaboratively to create a piece of 'visual theatre' that combines conceptual clarity and inventiveness with meeting professional expectations
- enable you to experiment with the boundaries of lighting technology, visual communication, and audience experience
- further nurture, develop and hone your ability to research through practice
- encourage you to take creative risks and to value reflection and research as core aspects of your practice

### 3. BRIEF DESCRIPTION OF THE MODULE

This module is a group project. With other level 6 lighting design students, you will work as a research team, formulating and proposing a piece of practical research that takes the form of a live experiment. You will be encouraged to approach your project as an active enquiry into the mechanisms of visual communication and the role of the audience in making a performance event. Where appropriate, you may use technologies in unfamiliar ways as part of your investigation.

You will be closely involved in defining the project, and – within the practical constraints of group sizes, time, space and resources – groups will be formed of students with similar areas of interest. The subject of your group's enquiry can be any aspect of the role of light

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in cultural and artistic works, and may be researched through making an installation, a performance, or a demonstration. The module is designed to give you the opportunity to explore in some depth an aspect of lighting as a creative practice in ways that are not possible elsewhere in the programme; however, the final decision on groups and topics rests with the College. Your group will be allocated a venue and budget, and will be supported by a programme tutor and an industry mentor appropriate to the project.

## 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 apply research as a key element of lighting practice and innovation (A1) Articulate the creative and aesthetic values and principles which inform different types of lighting practice (A2)
Intellectual skills	As a member of a group, initiate and carry out a substantial enquiry into the role of light in a cultural or artistic practice (B2, D8) Identify and articulate appropriate questions in order to identify solutions to both practical and theoretical problems (B3) Draw on a diverse range of sources and influences to formulate a practice-based research strategy (B1) Describe and evaluate the research outcomes of a practice-based enquiry (B4, B5)
Practical Skills	Apply concepts to your practice (C11) Select and deploy appropriate processes and techniques in situations of ambiguity and uncertainty (D5)
Transferable skills and personal qualities	Work collaboratively with others, using a range of interpersonal skills and demonstrating an ability to listen and respond to the ideas of others (D2, D7) Take full responsibility for your own learning strategy (D8)

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

You will be allocated a venue and budget to develop and present your project. Tutors and mentors support your learning by questioning your process at key points, so encouraging reflection, and by guiding your research process and outcomes. The VLE provides an environment within which to develop and document the project, as well as promote the final presentation.

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

Assessment task	Length	Weighting

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<b>Formative Assessment</b> Group proposal presentation	<b>15 minute presentation</b>	<b>N/A</b>
<b>Summative Assessment</b> Realised group event  AND individual seminar	<b>15 minute seminar</b>	<b>50%</b>    <b>50%</b>

<b>Date of current version</b>	October 2019
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