

**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
Indicative contact hours	
Pre-requisite modules	N/A
Co-requisite modules	N/A
School responsible	DMTA
Member of staff responsible	Hansjörg Schmidt
ECT*	20
Notional hours of Learning**	400

**2. AIMS**

*The 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 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

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# ROSE BRUFORD COLLEGE

## Module Specification

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.

# ROSE BRUFORD COLLEGE

## Module Specification

### 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.

## ROSE BRUFORD COLLEGE Module Specification

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

Assessment task	Length	Weighting
<b>Practical Production Project(s)</b> Production role(s) as lighting designer/head of lighting/other	<b>Production Project(s), supported by production documentation</b>	<b>70%</b>
<b>Technical log and evaluation</b>  <i>Please note: you must achieve a pass mark in both elements of the module in order to pass the module.</i>	<b>3500-4000 word evaluation</b>	<b>30%</b>

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# ROSE BRUFORD COLLEGE

## Module Specification

### 1. GENERAL INFORMATION

Title	Independent Research Project
Module code	DMT611
Credit rating	40
Level	6
Indicative scheduled learning and teaching activities	8 hours
Pre-requisite modules	N/A
Co-requisite modules	N/A
School responsible	Design, Management and Technical Arts
Member of staff responsible	Adrian Sledmere
ECT*	20
Notional hours of Learning**	400

### 2. AIMS

*The module aims to:*

- Enable you to carry out an extended independent enquiry into a chosen aspect of your discipline
- Enable you to utilise a variety of research methods, including – where appropriate – practical, technical and craft techniques as a means of research
- Enable you to present your research and ideas as either a traditional dissertation or a documented research process, performance or artefact with accompanying critical commentary

### 3. BRIEF DESCRIPTION OF THE MODULE

Tutor-led seminars in both Levels 4 and 5 will have introduced different fields of enquiry and developed your critical, evaluative and research skills. This module represents the consolidation of those skills but now places the responsibility for setting research questions, sources and strategies with you as the learner.

In DMT511 *The Practitioner in Context 3* you will have selected a topic and developed a research methodology and timeline for your independent research project. Module DMT611 offers regular support and feedback to students in a number of ways. Student led seminars enable you to present work and evaluate work in progress. These are supported by regular tutorials, open access workshops and guest lectures, some of which may focus on particular research methods appropriate to the projects being done by a group of students.

Research in this module should include traditional academic research using both primary and

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## ROSE BRUFORD COLLEGE

### Module Specification

secondary attributed sources, but you should also consider the use of other 'practice' based activities (such as observing professional practitioners and workplaces, practical investigations, and workshops) which may be more appropriate to the investigation of 'performance' and 'craft' related questions.

You will present a seminar to other students mid way through the project, to test your thinking, share knowledge, and track progress of your research.

Your submission for assessment will be:

EITHER

*A 20-minute seminar presentation mid way through your project, and an 8,000 - 10,000 word (or equivalent) dissertation, which may use a combination of presentation methods both visual and textual.*

OR

*A practice based research project with 4000 - 5000 word (or equivalent) critical commentary and 20 minute viva-voce (oral exam).*

In close consultation with your tutors, you will choose the most appropriate form for your final submission, and you will be expected to justify your chosen form and why it is the most appropriate to answer your research question(s). However, you must bear in mind that the choice may be determined in part by the availability of resources as well as your research topic. If you are considering going on to further study at Masters level, then – depending on the requirements of the Masters programme – the all-written dissertation may be more appropriate. Again, you should discuss this with your tutors as you establish your project proposal.

#### PRACTICE BASED RESEARCH

Practice based research may take one of three forms:

- Practice as 'laboratory'. The practical activity gives you the opportunity to investigate your research topic, but is not directly submitted for examination (for example, undertaking a role on a project or production).
- Practice that produces an artefact. The practice leads to a physical artefact (for example, a costume, prop or media object such as a soundscape or video).
- Practice that produces a performance. The practice results in or contributes to a performance or time-based installation.

Practice that produces a performance may be presented 'live' to the examiners, or through recordings and other documentation. In all cases you will need to keep records of the practical activities to submit with your critical commentary (see below).

All forms of practice based research must also include a critical commentary (written or in presentation form with a transcript) which contextualises your research, summarises your research findings and which follows academic conventions in terms of bibliography, referencing and language. If you are presenting your practice 'live', you must submit your critical commentary one week before the date when examiners attend the live event, to allow them to familiarise themselves with your research questions and argument prior to the presentation, so that they can view the work in its research context.

## ROSE BRUFORD COLLEGE

### Module Specification

You will also be assessed through a viva-voce (oral exam), will be scheduled to take place at least one week after you submit the critical commentary and any other elements (artefact, documentation or 'live' event) so you have time for reflection. The viva will take no more than 20 minutes and will give you the opportunity to answer questions that the examiners may have about your work, discussing in detail any points or elements that were not self-evident in the other elements of your work.

You should see the viva as an opportunity to demonstrate your analysis and understanding of your chosen topic of enquiry, and you will be expected to be confidently familiar with your arguments and research material.

During the initial stages of the module, before your practical research activity is confirmed, you will be asked to prepare a plan, to be agreed with your supervising tutor, complete with a timeline, a breakdown of resource requirements, and a risk assessment identifying how you will manage potential problems with achieving the practical work. The deadline for agreeing this plan will be set out in the module briefing, and in any case you must consult with staff at least 3 months before an assessed live event where examiners are required to attend. Resources required for a proposed event cannot be guaranteed, so you should give careful consideration to this and consult with your tutors before embarking on substantial preliminary work that cannot be later completed without a specific resource.

#### 4. INTENDED LEARNING OUTCOMES

<b>Category of outcome</b>	<i>On successful completion of this module, you will be able to:</i>
Knowledge and understanding	<p>Establish an aspect of performance practice within historical, social, cultural and other contexts (A3)</p> <p>Articulate the creative and aesthetic values and principles which inform different types of live performance (A2)</p>
Intellectual skills	<p>Initiate and carry out a sustained independent enquiry to investigate a clearly identified research question (B2, D8)</p> <p>Frame appropriate questions in order to identify solutions to both practical and theoretical problems (B3)</p> <p>Apply critical reasoning in the evaluation of information from a range of sources (B1)</p> <p>Formulate sophisticated arguments and express them in written, visual, oral or other forms (B4)</p>
Practical skills	<p>Apply concepts to your own or others' practice (C11)</p> <p>Select and deploy appropriate processes and techniques in situations of ambiguity and uncertainty (D5)</p>
Transferable skills and personal qualities	<p>Work independently, showing initiative and setting your own deadlines (D1, D8)</p> <p>Present ideas, specifications and plans using communication techniques appropriate to the intended audience (D4)</p>

**ROSE BRUFORD COLLEGE**  
**Module Specification**

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

The proposal for the project is developed and agreed as part of module DMT511 *The Practitioner in Context 3*. The module is student-centred and largely self-directed, supported by individual tutorials, briefings and open-access support sessions.

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

Assessment task	Length	Weighting within module (if relevant)
<b>Seminar presentation</b>	<b>20 minutes (not including Q&amp;A)</b>	<b>20%</b>
<b>Final Submission - Dissertation</b>	<b>8,000 - 10,000 words or equivalent</b>	<b>80%</b>
OR		
<b>Final Submission – Critical Commentary</b>	<b>4,000 – 5,000 words or equivalent</b>	<b>50%</b>
<b>Final Submission –viva-voce, and practice artefact or ‘live’ practical event (as appropriate)</b>	<b>20 minute viva-voce</b>	<b>50%</b>

<b>Date of current version</b>	29 June 2011
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# ROSE BRUFORD COLLEGE

## Module Specification

### 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	Hansjörg Schmidt
ECT*	10
Notional hours of Learning**	200

### 2. AIMS

*The 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 in cultural and artistic works, and may be researched through making an installation, a performance, or a

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## ROSE BRUFORD COLLEGE

### Module Specification

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 an guide 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
<b>Realised performance project and evaluative seminar presenting research outcomes</b>	<b>15 minute seminar</b>	<b>100%</b>

<b>Date of current version</b>	29-06-2011
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**ROSE BRUFORD COLLEGE**  
**Module Specification**

**1. GENERAL INFORMATION**

Title	Professional Preparation
Unit code	DMT612
Credit rating	20
Level	6
Indicative scheduled learning and teaching activities	30 hours
Pre-requisite modules	N/A
Co-requisite modules	N/A
School responsible	Design, Management and Technical Arts
Member of staff responsible	Phil Wigley
ECT*	10
Notional hours of Learning**	200

**2. AIMS**

*The module aims to:*

- Enable you to investigate the range of possible future roles open to you as a professional practitioner
- Introduce you to some key aspects of working as a freelance professional
- Give you the knowledge and skills to understand the employment market and to communicate appropriately with potential employers and clients
- Give you the opportunity to develop a career plan, portfolio and CV, and to promote yourself and your peers to potential employers

**3. BRIEF DESCRIPTION OF THE MODULE**

Module DMT612 *Professional Preparation* focuses on your professional development and will help you to make the transition from study into work in your chosen field. As a professional practitioner you will need to make use of a range of networks and channels of communication, both formal and informal, to find work. You will need to be adept at managing the professional persona you present in written communications, on-line, and face-to-face. Throughout the module, the emphasis is on you developing an understanding of both the employment environment, and how you can tailor your communication with potential employers and clients appropriately.

Drawing on your experiences and knowledge of the industry acquired previously on your programme, you will map out and document possible future roles and career paths for yourself. You will also develop a career plan, and prepare for the process of finding work. Depending on your programme of study, this may include creating a CV and cover letter, assembling a

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**Rose Bruford College: School of DMTA  
Module Specification**

portfolio (physical or online), and practicing interview technique. You will work both independently and with other graduating students from the School of DMTA to market yourself and your peers to potential employers.

Again, depending on your programme of study, this may include contributing to the content, organisation and running of events such as exhibitions of work, professional conferences, and industry trade shows.

The module will also introduce you to some key aspects of working as a freelance professional, including the UK tax system, basic account keeping and invoicing clients.

The assessment of your learning is through a Professional Promotion Plan, which comprises:

- An analysis of the established and emerging career paths and patterns in the sector of the industry relevant to your career aspirations, identifying your possible future roles as a professional practitioner
- A plan for activity to market yourself to potential employers and future clients, together with materials you have created appropriate to your career plan (according to your programme of study, these may include a CV with covering letter, portfolio, personal website, and information on job listings and other information and networking options – formal and informal).

**4. INTENDED LEARNING OUTCOMES**

<b>Category of outcome</b>	<i>On successful completion of this module, you will be able to:</i>
Knowledge and understanding	Analyse your possible future roles as a professional practitioner and relate them to established and emerging career paths and patterns (A1, A3, B1, D9)
Intellectual skills	(see above)
Practical skills	(see below)
Transferable skills and personal qualities	Document and communicate effectively your experience, skills and abilities using a range of appropriate media (D4)  Promote your own skills and abilities, taking into account the differing needs and expectations of employers and future clients (D9)

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

The majority of learning from this module is self-directed, with some guidance from tutors, and you will be expected to take a high level of responsibility in gathering the information and developing the materials (such as your career plan, CV and portfolio) that you will need to promote yourself as a professional practitioner.

Lectures and online learning materials on tax and self-employment will introduce you to the key aspects of working as a freelance professional, as well as giving you guidance on how to present yourself as a professional in various contexts. You will contribute to the collective promotion of yourself and your peers by taking a role in a range of activities to market graduating students to potential employers, which may include exhibitions of work (physical or online), professional conferences, and industry trade shows.

**Rose Bruford College: School of DMTA  
Module Specification**

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

Assessment task	Length	Weighting within module (if relevant)
<p><b>Formative Assessment</b></p> <p>Contribution to group promotion activities</p>		
<p><b>Professional Promotion Plan and Materials</b></p> <p>Required elements:</p> <ul style="list-style-type: none"> <li>• Career paths analysis and marketing plan (1500 words)</li> <li>• Curriculum vitae (CV)</li> </ul> <p>According to your programme, additional requirements may include:</p> <ul style="list-style-type: none"> <li>• covering letter</li> <li>• portfolio</li> <li>• personal website</li> <li>• information file on job listings and other means of locating employment</li> </ul> <p>The submission requirements are specific to your programme, and you will be briefed on them at the start of the module.</p>	<p><b>(according to the specific requirements of your programme)</b></p>	<p><b>100%</b></p>

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