

Rose Bruford College

Module Specification

1. GENERAL INFORMATION

Title	Management in Theory and Practice 2
Module code	SEM501
Credit rating	40
Level	5
Indicative scheduled learning and teaching	120 hours
Pre-requisite modules	N/A
Co-requisite modules	N/A
School responsible	DMTA
Member of staff responsible	Mark Simpson
ECT*	20
Notional hours of Learning**	400

* 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).

2. AIMS

Building on your learning in SEM401, this module aims to:

- Develop your understanding of the roles and functions of management within the theatre, events and related industries;
- Give you the opportunity to put your learning into practice by undertaking a management role or roles;
- Enable you to contextualise your practice within historical and contemporary management theory and thinking.

3. BRIEF DESCRIPTION OF THE MODULE

In class, you will investigate management theories, thinking, styles and techniques. Building on your experiences at level 4, and complementing your learning in DMT511 *The Sustainable Practitioner*, this module will support you in developing your own style and approach as a manager.

You will study a range of conceptual models for various aspects of management, and consider how you can use these in your own practice as it develops. You will go on to apply these ideas working on one or more realised projects or productions, either within the College, with a partner organisation, or in industry.

Your exploration of management theory in this module will help you to translate your existing knowledge, skills and experience into practice.

Indicative Roles:

Depending on scale and scope of project, possible roles could include, but are not limited to:

1. Project Manager or Assistant
2. Events Manager or Assistant
3. Stage Manager, Deputy or Assistant
4. Assistant Producer
5. Assistant Production Manager
6. Assistant Company Manager
7. Props Manager or Assistant
8. Workshop Manager or Assistant
9. Administrator
10. Marketing assistant

These roles might take place on College events or productions, on events or productions at partner institutions, or with an outside company. They might alternatively take place with a partner international institution or industry organization.

You will discuss role options with your programme tutors. You will be expected to take the lead in determining which will be the most appropriate, but the final decision rests with the College.

4. LEARNING THEMES

Your success in this module will depend on you developing your ability to...	Weighting
1. Creativity ...make, create, invent, innovate, develop, improvise, be resourceful, problem-solve	20%
2. Organisation & collaboration ...organise, plan, prioritise, decide, take responsibility, motivate yourself and others, negotiate, collaborate, value difference, lead others, create value for others	20%
3. Communication ...articulate (verbally, in writing, and in visual and other forms) according to the needs of the situation and audience, listen and respond to others.	20%
4. Professional practice & competences ...show knowledge of and apply technologies, materials, processes, practices, techniques, regulations, protocols	10%
5. Research & knowledge skills ...investigate, identify, analyse, evaluate, debate, justify, critique,	10%

conceptualise, embrace different perspectives	
6. Understanding Context ...recognise and adapt to relevant contexts - historical, current and future - across societal, cultural, professional, economic, environmental, artistic and ethical domains	10%
7. Reflection & learning ...show curiosity, reflect, show self-awareness, evaluate, respond, learn, adapt (to unfamiliar, changing and ambiguous circumstances), plan future action based on past experience, be responsible for your own learning	10%

5. LEARNING AND TEACHING PROCESSES

<ul style="list-style-type: none"> • A series of lectures and seminar discussions will introduce key themes and material as you study the historical development of management theory and analyse the work of contemporary management thinkers. These classes will be enhanced with the use of curated online resources. • Online and traditional management journals and texts provide material for group and individual research. • This module will also make use of simulated and/or professional environments, in which you will typically work with students from other disciplines alongside professional practitioners. • Briefings will introduce you to the College's financial and other protocols. • Tutorials will allow tutors to monitor the progress of your work, helping you to reflect on your learning, identify gaps in your knowledge and recognise good practice.

6. ASSESSMENT

Assessment task	Length	Learning themes assessed
Formative Assessment A formative tutorial as you start your production or events role(s) will enable you to reflect upon your development, extend your learning and put it into practice	N/A	N/A
Summative assessment Your learning on this module will be assessed through: 1. Tutorial and documentation file A summative tutorial, during which you will reflect upon and evaluate your management-focused work	20 minutes	1, 2, 3, 4 (70%)

<p>in a production or events role or roles. You will also present relevant administrative and research materials at the assessed tutorial.</p>		
<p>2. Essay</p> <p>An essay, analysing your own developing style of management within the context of historical and contemporary theory and thinking, with reference to your own development as a manager.</p>	<p>2000-2500 words</p>	<p>5, 6, 7 (30%)</p>

<p>Date of current version</p>	<p>April 2017</p>
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Rose Bruford College

Module Specification

1. GENERAL INFORMATION

Title	Industry Study and Professional Preparation 2
Module code	SEM502
Credit rating	30
Level	5
Indicative scheduled learning and teaching activities	90 hours
Pre-requisite modules	N/A
Co-requisite modules	N/A
School responsible	DMTA
Member of staff responsible	Mark Simpson
ECT*	15
Notional hours of Learning**	300
<p>* 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.</p> <p>** 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).</p>	

2. AIMS

Building on your learning in SEM402, this module aims to:

- Develop your understanding of the professional environments of the theatre, events and performance related industries;
- Encourage you to consider the industry environments in which your future business will be conducted, with a particular focus on client, customer and/or employer;
- Give you the opportunity to investigate the business, financial and administrative models appropriate to your chosen field.

3. BRIEF DESCRIPTION OF THE MODULE

In class, having considered possible goals and career paths in a range of fields, you will go on to further consider relevant business models and environments.

Taking three of the optional modular units pertinent to your skillsets and ambitions will allow you to focus on particular areas of your chosen industry, conducting research and field work in order to better understand the context in which it exists.

You will have the opportunity to explore an area or areas of your chosen industry by engaging in a short placement or internship, thereby gaining first-hand experience of that environment.

Module Options:

Possible topics could include, but are not limited to:

1. Principles of business
2. Principles of marketing
3. Principles of fundraising
4. Principles of strategic planning
5. Budgeting and financial principles
6. Cultural and international practice
7. Regulatory frameworks
8. Understanding change management
9. Gameplay and social interaction
10. Understanding social and cultural value
11. Audience experience and management

Study may take place in College, at a partner institution or with an outside company. It might alternatively take place with a partner international institution or industry organization.

You will discuss these options with the module leader and your programme tutors. You will be expected to take the lead in determining which will be the most appropriate, but the final decision rests with the College.

4. LEARNING THEMES

Your success in this module will depend on you developing your ability to...	Weighting
1. Creativity ...make, create, invent, innovate, develop, improvise, be resourceful, problem-solve	0%
2. Organisation & collaboration ...organise, plan, prioritise, decide, take responsibility, motivate yourself and others, negotiate, collaborate, value difference, lead others, create value for others	0%
3. Communication ...articulate (verbally, in writing, and in visual and other forms) according to the needs of the situation and audience, listen and respond to others.	20%
4. Professional practice & competences ...show knowledge of and apply technologies, materials, processes, practices, techniques, regulations, protocols	0%
5. Research & knowledge skills ...investigate, identify, analyse, evaluate, debate, justify, critique, conceptualise, embrace different perspectives	30%
6. Understanding Context	30%

...recognise and adapt to relevant contexts - historical, current and future - across societal, cultural, professional, economic, environmental, artistic and ethical domains	
7. Reflection & learning ...show curiosity, reflect, show self-awareness, evaluate, respond, learn, adapt (to unfamiliar, changing and ambiguous circumstances), plan future action based on past experience, be responsible for your own learning	20%

5. LEARNING AND TEACHING PROCESSES

<ul style="list-style-type: none"> Lectures, seminars, field visits and optional secondments to one or more industry organizations will allow you to choose from a range of options in order to then further explore and develop a range of strategic skills related to your ambition and skillset. The optional modular units will be partly delivered with the use of curated online resources. Tutorials will allow tutors to monitor the progress of your work, helping you to reflect on your learning, identify gaps in your knowledge and recognise good practice.
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6. ASSESSMENT

Assessment task	Length	Learning themes assessed
Formative Assessment		
Project proposal and research plan developed with tutorial support	500-750 words OR 15-minute tutorial	N/A
Summative assessment		
Your learning on this module will be assessed through:		
1. Industry Analysis Materials An e-portfolio or hypertext document containing material gathered in preparation for:	1500-2000 words	5 30%
2. Portfolio Submission A critical evaluation, exploring a range of business models within the theatre, events and related performance industries	2000-2500 words	3,6,7 70%

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Rose Bruford College

Module Specification

1. GENERAL INFORMATION

Title	Applied Technologies
Module code	SEM503
Credit rating	30
Level	5
Indicative scheduled learning and teaching activities	90 hours
Pre-requisite modules	N/A
Co-requisite modules	N/A
School responsible	DMTA
Member of staff responsible	Adam Legah
ECT*	15
Notional hours of Learning**	300
<p>* 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.</p> <p>** 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).</p>	

2. AIMS

Building on your learning in SEM403, this module aims to:

- Develop your understanding of the relationship between technology and creative practices;
- Give you the opportunity to extend your digital and technical skills and your ability to manage digital and technical processes;
- Encourage consideration of the impact of technical decisions on aesthetic choice.

3. BRIEF DESCRIPTION OF THE MODULE

In seminars, workshops, field trips and classes, you will be introduced to a broad range of technologies used in theatre, events and performance related industries.

You will study the roles, processes and techniques within a variety of digital and technical specialisms.

You will be encouraged to further develop your software skills, by engaging with a variety of platforms used across the theatre and events industries.

Case studies will allow you to investigate particular applications and how the choice of technologies and their use can shape artistic and business outcomes.

Complementing study as part of SEM502 *Industry Study and Professional Preparation*, you will also consider the knowledge, experience, aptitude and skill-set required for a range of roles, thereby establishing your potential career paths and possible focus for study at level 6.

Module Options:

Options for study might include, but are not limited to:

1. Audio-Visual technologies
2. Projection and projection mapping
3. Lighting for performance
4. Sound design and the sonic environment
5. Video design, rigging and operation
6. Developments in and use of stage automation
7. Drapery and fabric skills
8. Make-up and prosthetics
9. The advanced use of AutoCAD or other design software
10. The advanced use of QLab or other audio software
11. The use of Adobe Creative Suite software

Study might take place on secondment to another programme in the School of Design, Management and Technical Arts, at a partner institution or with an outside company. It might alternatively take place with a partner international institution or industry organization.

You will discuss these options with the module leader and your programme tutors. You will be expected to take the lead in determining which will be the most appropriate, but the final decision rests with the College.

4. LEARNING THEMES

Your success in this module will depend on you developing your ability to...	Weighting
<p>1. Creativity ...make, create, invent, innovate, develop, improvise, be resourceful, problem-solve</p>	<p>0%</p>
<p>2. Organisation & collaboration ...organise, plan, prioritise, decide, take responsibility, motivate yourself and others, negotiate, collaborate, value difference, lead others, create value for others</p>	<p>0%</p>
<p>3. Communication ...articulate (verbally, in writing, and in visual and other forms) according to the needs of the situation and audience, listen and respond to others.</p>	<p>0%</p>
<p>4. Professional practice & competences ...show knowledge of and apply technologies, materials, processes,</p>	<p>20%</p>

practices, techniques, regulations, protocols	
5. Research & knowledge skills ...investigate, identify, analyse, evaluate, debate, justify, critique, conceptualise, embrace different perspectives	40%
6. Understanding Context ...recognise and adapt to relevant contexts - historical, current and future - across societal, cultural, professional, economic, environmental, artistic and ethical domains	20%
7. Reflection & learning ...show curiosity, reflect, show self-awareness, evaluate, respond, learn, adapt (to unfamiliar, changing and ambiguous circumstances), plan future action based on past experience, be responsible for your own learning	20%

5. LEARNING AND TEACHING PROCESSES

<ul style="list-style-type: none"> • Lectures, seminars and field visits to external sites and venues introduce a range of technologies, their applications and associated processes. • Workshops, attachments to projects and activities within the College and/or secondments to outside organisations will allow you to explore a range of technologies in practice. • These explorations will be enhanced with the use of curated online resources. • Tutorials will allow tutors to monitor the progress of your work, helping you to reflect on your learning, identify gaps in your knowledge and recognise good practice.

6. ASSESSMENT

Assessment task	Length	Learning themes assessed
Formative Assessment		
Investigative study proposal and research plan developed with tutorial support	500-750 words	N/A
Summative assessment		
Your learning on this module will be assessed through:		
1. Research Portfolio	2000-2500 words	5 (40%)
An e-portfolio or hypertext document containing relevant research material.		
2. Seminar Presentation	15 minutes	4,6,7 (60%)
A study investigating the use of a selected		

technology within a particular environment, its function and impact, and how it is managed by technical, administrative and management personnel.		
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