

Title	Materials, Techniques and Performance
Module code	SA501
Credit rating	40
Level	5
Indicative scheduled learning and teaching activities	160 hours
Pre-requisite modules	N/A
Co-requisite modules	N/A
School responsible	Design, Management and Technical Arts
Member of staff responsible	Brigitte Lambert
ECT*	20
Notional hours of Learning**	400

## AIMS

*The module aims to:*

- Extend your skills and understanding developed at level 4, including the use of advanced sculptural techniques and materials
- Give you an understanding of the inter-relationships between manufacturing processes
- Develop your understanding of historical, current and emerging scenic and related technologies as part of the theatre 'machine', in the context of differing performance traditions and values
- Introduce computer-aided design (CAD)

## BRIEF DESCRIPTION OF THE MODULE

This module builds on the craft skills you acquired at Level 4 and will allow you to develop these to a more advanced level, with a focus on complex manufacturing techniques for three-dimensional artefacts. It also introduces you to a range of staging technologies, placing them in the context of changing conceptions of theatre and live performance as part of the theatre 'machine'.

You will research the use of advanced materials and techniques typically used in professional prop making, such as casting and moulding, and plan and test the processes involved through the use of models, test pieces, drawings and other strategies. You will also explore techniques for painting and finishing to meet a given artistic as well as technical brief, leading to an accurate reproduction of an artefact.

You will investigate a range of staging technologies, which may include flying, stage lifts, trucks, traps and revolves, finding out how they reflect and contribute to changing conceptions of theatre at different historical, cultural and artistic moments.

You will also research current and emerging staging technologies such as automation and digital manufacturing processes, so that you can locate your work as a scenic arts practitioner within broader performance practices and developments.

You will also be introduced to computer-aided design (CAD), preparing you for production work and allowing you to assess the role and potential of CAD both as a part of industry practice and in terms of your individual working methods.

The module also supports your other learning during level 5 on realised productions, and your preparation for level 6 study. You will continue to develop your research, analytical and reflective abilities not just as skills in themselves but as an integral part of your practice. The module is also an opportunity to identify possible subjects for your DMT601 Independent Research Project.

### 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>Appraise the role of a range of stage technologies in their historical, cultural and artistic context (A1, A2, A3, B4)</p> <p>Formulate a systematic approach to making a scenic artefact taking account of appropriate creative and aesthetic values and historical and cultural context (A1, A2, A3, B3)</p>
Intellectual skills	<p>Contextualise your own practice within the wider field of practice and a range of conceptual frameworks (B5)</p> <p>Identify and articulate appropriate questions in order to identify solutions to realise a range of scenic artefacts (B3)</p> <p>Independently apply observation, research and critical evaluation to your practice (B2, B5)</p>
Practical skills	<p>Select and deploy advanced techniques and processes in mould making, modelling and carving (C1, C2, C3)</p> <p>Create scale models as part of a project planning process (C4)</p> <p>Interpret detailed models, plans and drawings and apply them to the realisation of a finished artefact (C11, D4)</p>
Transferable skills and personal qualities	<p>Take increasing responsibility for your own learning strategy under the overall guidance of tutors (D1)</p> <p>Select, combine and apply existing ideas, techniques and processes to solve unfamiliar but well-defined problems (D3)</p> <p>Plan and manage your own time to complete a complex task to a given deadline, adjusting to changing circumstances (D1, D5)</p> <p>Communicate your ideas to an audience of peers using appropriate techniques and media (D4)</p>

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

You will be expected to work with increasing independence through the module, in preparation for level 6. Practical workshops and tutor- and specialist-led practical demonstration sessions together with visits to professional workplaces will enable you to build on your learning at level 4 and further develop your practical skills. Seminars will support your developing research, critical and analytical skills, and allow you to exchange ideas and information with your peers.

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

Assessment task	Length	Weighting within module (if relevant)
<b>Formative Assessment</b>  Work-in-progress practical project  Draft stage technologies research file		
<b>Practical Project with technical log and evaluation</b>  <b>Stage Engineering and Technologies Illustrated seminar and research file</b>  <i>Please note: you must achieve a pass mark in both elements of the module in order to pass the module.</i>	<b>Artefact plus 1500-2000 written evaluation</b>  <b>15 minute seminar</b>	<b>70%</b>  <b>30%</b>

<b>Date of current version</b>	May 2017
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Title	Industry Study
Module code	SA502
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	Design, Management and Technical Arts
Member of staff responsible	Brigitte Lambert
ECT*	10
Notional hours of Learning**	200

## **AIMS**

*The module aims to:*

- Enable you to research and study scenic arts 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

## **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 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.

### **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 the economic and business context within which the scenic artists 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)

### **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.

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

Assessment task	Length	Weighting within module (if relevant)
<p><b>Formative Assessment</b></p> <p>Industry Analysis Proposal (Including details of the chosen mode of submission)</p> <p>A completed set of Placement Documentation in accordance with the College Placement Policy Guidelines, including placement proposal and proposed learning outcomes.</p>	<p><b>300 Word Industry Analysis Proposal &amp; Placement Documentation</b></p>	
<p><b>Industry Analysis</b></p> <p>You may present your analysis in a variety of formats, including: illustrated essay; Seminar Presentation; hypertext document</p>	<p><b>Illustrated essay: 2000-2500 words</b></p> <p>Or:</p> <p><b>Seminar presentation: 15 minutes</b></p> <p>Or:</p> <p><b>Hypertext document: 2000-2500 words</b></p>	<p><b>100%</b></p>

Date of current version	
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Title	Production Practice 1
Module code	SA503
Credit rating	20
Level	5
Indicative scheduled learning and teaching activities	160 hours
Pre-requisite modules	N/A
Co-requisite modules	N/A
School responsible	Design, Management and Technical Arts
Member of staff responsible	Brigitte Lambert
ECT*	10
Notional hours of Learning**	200

## AIMS

*The module aims to:*

- Introduce you to the realised production work that is a major part of your study at Level 5 and Level 6
- Enable you to take a role in a production process from text and design to completion, working in a collaborative environment with students of your own and other disciplines
- Give you the opportunity to practice your technical and creative manufacturing skills in performance conditions, and to map your skills and methods against professional expectations
- To develop your ability to manage resources

## BRIEF DESCRIPTION OF THE MODULE

This module provides you with your first experience of working as a workshop assistant as part of a team on a realised production, which acts as a model of professional practice. This is the first of two production practice roles that you will undertake in Level 5. You will work as a team, under the leadership of a Level 6 student. With tutorial support, you will prepare any technical designs and drawings required and then manufacture and paint scenic items to meet production deadlines and budget constraints.

You will gain experience of how the scenic department works with the set designer and the production manager, and you will experience the fit-up, technical rehearsal and get-out. The module also gives you the opportunity to examine these production processes as part of a creative, artistic enterprise, and to study the professional issues that frame the work of the scenic arts practitioner.

## 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 materials appropriate to the artistic and technical requirements of a production (A1, A2) Demonstrate a basic knowledge of the protocols and health and safety regulations relevant to the work of the scenic arts 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)
Practical skills	Produce technical designs and drawings for manufacture (C4) Under supervision, select and deploy techniques, processes and materials to produce a range of scenery, properties and paint finishes appropriate to the artistic and technical requirements of a production (C1, C2, C3) Analyse, evaluate and adapt your contribution to the needs of the project (C10)
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)

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

Most of the learning on this module is through student-led, self-directed team learning, supervised by tutors. Individual tutorials and small group seminars will give you the opportunity to share experiences and learning with your peers. Your deadlines will be set by the production schedule and by your team leader throughout, but within those you will manage your own time. The module will also require you to apply your research skills and knowledge of techniques and processes in a production environment, testing your ability to determine the most appropriate information and approach to a given situation.

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

Assessment task	Length	Weighting within module (if relevant)
<b>Formative Assessment</b> Draft reflective technical journal		
<b>Practical production work</b>		<b>100%</b>
<b>Date of current version</b>		

Title	Production Practice 2
Module code	SA504
Credit rating	20
Level	5
Indicative scheduled learning and teaching activities	160 hours
Pre-requisite modules	N/A
Co-requisite modules	N/A
School responsible	Design, Management and Technical Arts
Member of staff responsible	Brigitte Lambert
ECT*	10
Notional hours of Learning**	200

### **AIMS**

*The module aims to:*

- Build on and broaden your experience of realised production work following your learning in module SA503 *Production Practice 1*
- Develop further your ability to take a role in a production process from text and design to completion, working in a collaborative environment with students of your own and other disciplines
- Give you the opportunity to observe and compare the different approaches taken by students, staff and visiting professionals to their roles within the production process, and to compare different production requirements
- Give you the opportunity to reflect on your own development and learning

### **BRIEF DESCRIPTION OF THE MODULE**

The second Production Practice module allows you to build on and reflect upon the skills and processes established during module SA503 *Production Practice 1*. You will work on one or more realised productions as a scenic workshop assistant. As in SA503, you will work as a team under the supervision of level 6 students guided by tutorial staff, and you will work with the designer(s) to interpret and realise the set design. You will be allocated duties within the Scenic Arts team and with tutorial support you will prepare any technical designs and drawings required and then manufacture and paint scenic items to meet production deadlines and budget constraints. You will gain further experience of the fit-up, the technical session and the get-out.

Undertaking a second production role in Level 5 will allow you to reflect on the different approaches taken by the other personnel you will interact with and observe, including other

members of the Scenic Arts team, and student, staff or visiting professional directors and designers. The module will also give you the opportunity to reflect on your own development and learning, as you repeat the principal stages and processes of a production but with differing artistic, technical and logistical requirements. You will be encouraged to view each production as an evolving research process and to compare and evaluate each performance.

## INTENDED LEARNING OUTCOMES

<b>Category of outcome</b>	<i>On successful completion of this module, you will be able to:</i>
Knowledge and understanding	Identify and select techniques, processes and materials appropriate to the artistic and technical requirements of a production (A1, A2) Demonstrate a working knowledge of the protocols and health and safety regulations relevant to the scenic arts specialist (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) Analyse your work within the scenic arts team, and relate it to other production contexts, including professional contexts (B1, B4, B5, A1, D8)
Practical skills	Produce technical designs and drawings for manufacture (C4) Under supervision, select and deploy techniques, processes and materials to produce a range of scenery, properties and paint finishes, showing consideration for the specific production requirements (C1, C2, C3) Analyse, evaluate and adapt your contribution to the needs of the project (C10)
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)

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

Most of the learning on this module is through student-led, self-directed team learning, supervised by tutors. Individual tutorials and small group seminars will give you the opportunity to share experiences and learning with your peers. Your deadlines will be set by the production schedule and by your team leader throughout, but within those you will manage your own time. The module will also require you to apply your research skills and knowledge of techniques and processes in a production environment, testing your ability to determine the most appropriate information and approach to a given situation.

Your reflective technical journal will give you the opportunity to critically reflect not only on your experience of this module but also on module SA503 *Production Practice 1* and on your

developing understanding of professional practice. This reflection is an important part of your preparation for study at level 6, when you will be expected to be more independent in making judgements and decisions based on a diverse range of approaches and values.

#### **ASSESSMENT (INCLUDING THE USE OF E-LEARNING)**

Assessment task	Length	Weighting within module (if relevant)
<b>Formative Assessment</b> Draft reflective technical journal		
<b>Practical production work and reflective technical journal with evaluation</b>	<b>3000-3500 word evaluation</b>	<b>100%</b>

<b>Date of current version</b>	
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