



## **Module Specification**

### The Production Department

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## Part 1: Information

**Module title:** The Production Department

**Module code:** UAMB3H-40-1

**Level:** Level 4

**For implementation from:** 2023-24

**UWE credit rating:** 40

**ECTS credit rating:** 20

**Faculty:** Faculty of Arts Creative Industries & Education

**Department:** ACE Dept of Creative & Cultural Industries

**Partner institutions:** Bristol Old Vic Theatre School

**Field:** Stage Management (BOVTS)

**Module type:** Module

**Pre-requisites:** None

**Excluded combinations:** None

**Co-requisites:** None

**Continuing professional development:** No

**Professional, statutory or regulatory body requirements:** None

## Part 2: Description

**Overview:** Not applicable

**Features:** Not applicable

**Educational aims:** This module is delivered in the across the whole of the first year. It includes internal productions within Production Arts and also when you will be based within the School's production department usually in the third term.

A central focus is on how collaboration is central to the success of a production. You will gain experience of working at assistant level within a department that contributes to live productions in professional venues or touring shows across a range of locations. You could be working in scenic construction, props (3D or paper), stage management, scenic art or a technical department covering lighting, electrics and sound.

**Outline syllabus:** Practical sessions will develop the skills relevant to that department such as set construction, soft props, CAD, PAT testing and electrics, pyrotechnics, welding, paint techniques or being an Assistant Stage Manager on tour and helping to manage the logistics of fitting a production into a variety of venues.

You will contribute to productions under the supervision and support of your tutor. You will learn project and time management skills, examining how the overall production schedule during the development of a show is affected by the creation and completion of its designed elements. If you are part of a team on a touring production then you will develop skills in adapting a performance to a variety of contexts and venues, and how best production value can be preserved under differing parameters.

### **Part 3: Teaching and learning methods**

**Teaching and learning methods:** The module is delivered through a mixture of practical workshops and projects over the course of your time in the department. You will look at how the department's work on at least one public performance utilises different design principles and approaches, and how technology and craft techniques are used to support the text in a particular context.

**Module Learning outcomes:** On successful completion of this module students will achieve the following learning outcomes.

**MO1** Evaluate your learning and articulate the key aspects of your role within a production department showing an understanding of the equipment and processes used.

**MO2** Create materials for a production competently and safely, solving production problems with guidance.

**MO3** Contribute to a production team under supervision, communicating effectively with other team members and your head of department.

**MO4** Apply current industry working practices, production processes, and a positive attitude to collaborative activity.

**Hours to be allocated:** 400

**Contact hours:**

Independent study/self-guided study = 40 hours

Face-to-face learning = 360 hours

Total = 400

**Reading list:** The reading list for this module can be accessed at [readinglists.uwe.ac.uk](https://uwe.rl.talis.com/index.html?lang=en) via the following link

<https://uwe.rl.talis.com/index.html?lang=en>

## **Part 4: Assessment**

**Assessment strategy:** To pass this module you must successfully pass both of the component elements listed below.

You will be assessed on your contribution to your production department and the skills that you have developed during the term's activity and training resulting in a tutor generated report

You will provide an evaluation of your learning during the term to demonstrate your understanding of the department. This will usually be written and submitted within the last week before the end of term but may take the form of a tutorial presentation.

This is a pass / fail module – meaning that students are not given a grade or percentage for their work but either pass or fail the module

**Assessment tasks:**

**Reflective Piece (First Sit)**

Description: Self-evaluation of learning during the project.

Weighting:

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1

**Practical Skills Assessment (First Sit)**

Description: Continuous assessment of your contribution to the creative work of a production department, demonstrating practical skills, teamwork and commitment and the ability to work safely and to deadlines.

Weighting:

Final assessment: No

Group work: No

Learning outcomes tested: MO2, MO3, MO4

**Reflective Piece (Resit)**

Description: Self-evaluation of learning during the project.

Weighting:

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1

**Practical Skills Assessment (Resit)**

Description: Continuous assessment of your contribution to the creative work of a production department, demonstrating practical skills, teamwork and commitment and the ability to work safely and to deadlines.

Weighting:

Final assessment: No

Group work: No

Learning outcomes tested: MO2, MO3, MO4

## **Part 5: Contributes towards**

This module contributes towards the following programmes of study:

Production Arts (Stage) [BOVTS] FdA 2023-24

Production Arts (Stage and Screen) [BOVTS] BA (Hons) 2023-24