



MODULE SPECIFICATION

Part 1: Information			
Module Title	Specialisation Project		
Module Code	UAMB59-40-M	Level	Level 7
For implementation from	2020-21		
UWE Credit Rating	40	ECTS Credit Rating	20
Faculty	Faculty of Arts Creative Industries & Education	Field	Stage Management (BOVTS)
Department	Creative & Cultural Industries		
Module Type:	Professional Practice		
Pre-requisites	None		
Excluded Combinations	None		
Co-requisites	None		
Module Entry Requirements	None		
PSRB Requirements	None		

Part 2: Description
<p>Overview: See Educational Aims</p> <p>Educational Aims: You will identify and synthesise research on an area of specialisation within Performance Design. You will compose a short presentation to introduce your research task and provocation to investigate your subject in depth. This module will normally take place in the first or second term.</p> <p>Outline Syllabus: In this versatile 'Design and Make' project you can build on existing transferable skills, knowledge and experience to apply expertise to the practical and technical aspects of your preferred specialisation to create an original design proposal and product for; e.g., puppet design, design for the devising process, set, costume or lighting for Opera or Event design.</p> <p>Teaching and Learning Methods: To compliment independent study, you will be working in a team on a performance or production. You will synthesise prior experience to explore practical and technical aspects of your specialism within the BOVTS production departments. This could be, for example, an assistant design position or other production design roles.</p>

STUDENT AND ACADEMIC SERVICES

At the end of the module, you will give a presentation and 2D and/ or 3D demonstration of the Specialist Design Project to a group and receive peer and design tutor feedback. The project will be mentored by a BOVTS tutor or visiting industry professional. Their role will be to critically appraise your approach and encourage your work to a professional standard of delivery. The project should be explored in 2D and 3D. Design development is analysed and recorded in a project development diary, i.e. sketch book or digital portfolio.

Subject Specialisation options within Performance Design;

- Set and Costume design
- Set design (& Construction or Scenic Art)
- Lighting / or Projection design
- Costume Design (& Making or Supervision, for Film & Screen)
- Prop design (& Making)
- Puppetry

Students may suggest additional areas of subject specialisation that may not be covered by the options above or the BOVTS production schedule, e.g.; Event Design or Opera Design, Design for Dance, Design for Theatre in Education (TIE), Set Design for Touring, Design for Devising Process, additional alternative interests and pathways can be accommodated by arrangement with the HOD within Projects only and are subject to change and availability on Production dept pathways.

Part 3: Assessment

The specialist project has one component of assessment composed of two elements; A self-directed project involving design proposal and product for presentation and professional practice within a BOVTS Production/ Department.

There will be meetings between the student and the relevant department tutor at formative feedback sessions, to discuss and record your progress set against the learning outcomes for this module. There will be continuous formative feedback throughout the development of your specialist design project in the studio or workshop environment and practical work on productions.

There will be a summative assessment at the end of project, based around your individual project presentation. You will receive a variety of tutor feedback responding to the achievement and attainment. You will benefit from peer support and feedback from a group presentation to other MA cohorts.

You will also be encouraged to produce a written self-evaluation (1000 words max) which is discussed at a final tutorial and a student developmental action plan is formulated for further study during the course.

First Sit Components	Final Assessment	Element weighting	Description
Project - Component A			Specialist Design Project
Presentation - Component A	✓		Production Role Practice
Resit Components	Final Assessment	Element weighting	Description
Project - Component A			Specialist Design Project
Presentation - Component A	✓		Production Role Practice

STUDENT AND ACADEMIC SERVICES

Part 4: Teaching and Learning Methods																	
Learning Outcomes	<p>On successful completion of this module students will achieve the following learning outcomes:</p> <table border="1"> <thead> <tr> <th style="text-align: left;">Module Learning Outcomes</th> <th style="text-align: left;">Reference</th> </tr> </thead> <tbody> <tr> <td>Compose an effective research task to lead a self-directed investigation into your chosen design specialism, set against a thought provoking and critically challenging provocation (A1)</td> <td>MO1</td> </tr> <tr> <td>Research technical and practical applications of your chosen specialisation within current innovative Industry practice (A1, A2)</td> <td>MO2</td> </tr> <tr> <td>Formulate effective collaboration strategies while exploring practical aspects of your specialism on productions(A1, A2)</td> <td>MO3</td> </tr> <tr> <td>Evaluate and analyse specialist knowledge and subject research to critically apply to design development(A1)</td> <td>MO4</td> </tr> <tr> <td>Create an original 'Design and Make' product and compose visualizations in both 2D and 3D in a project diary/ digital portfolio (A1)</td> <td>MO5</td> </tr> <tr> <td>Communicate a synthesis of specialist knowledge and research at a final presentation (A1)</td> <td>MO6</td> </tr> </tbody> </table>	Module Learning Outcomes	Reference	Compose an effective research task to lead a self-directed investigation into your chosen design specialism, set against a thought provoking and critically challenging provocation (A1)	MO1	Research technical and practical applications of your chosen specialisation within current innovative Industry practice (A1, A2)	MO2	Formulate effective collaboration strategies while exploring practical aspects of your specialism on productions(A1, A2)	MO3	Evaluate and analyse specialist knowledge and subject research to critically apply to design development(A1)	MO4	Create an original 'Design and Make' product and compose visualizations in both 2D and 3D in a project diary/ digital portfolio (A1)	MO5	Communicate a synthesis of specialist knowledge and research at a final presentation (A1)	MO6		
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Reading List	<p>The reading list for this module can be accessed via the following link:</p> <p>https://uwe.rl.talis.com/index.html</p>																

Part 5: Contributes Towards
<p>This module contributes towards the following programmes of study:</p> <p>Performance Design [Sep][FT][BOVTS][1yr] MA 2020-21</p>