



Module Specification

Specialisation Project

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Part 1: Information

Module title: Specialisation Project

Module code: UAMB59-40-M

Level: Level 7

For implementation from: 2024-25

UWE credit rating: 40

ECTS credit rating: 20

College: College of Arts, Technology and Environment

School: CATE School of Arts

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: See Educational Aims

Features: Not applicable

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.

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.

Part 3: Teaching and learning methods

Teaching and learning methods: To complement independent study, you will be working in a team on a design project.

Your team will differ according to which of two project pathways you take:

Pathway A / Opera or Musical (large scale design) Project - working with an existing text and a director.

Pathway B / Project Creation - devising a site-specific notional project to create a proposal and design in collaboration with an MA Drama Writing student.

You will synthesise prior experience to explore practical and technical aspects of your specialism within this project and in consultation with the BOVTS production departments.

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 journal, i.e. sketch book or digital portfolio.

Subject Specialisation options within Performance Design;
Set and Costume design

Set design

Lighting / or Projection design

Set or Costume Design (for Film & Screen)

Prop design (& Making)

Puppet design

Students may suggest additional areas of subject specialisation that may not be covered by the options above. Alternative interests and pathways can be accommodated by arrangement with the HOD within projects only. All options are subject to change.

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

MO1 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

MO2 Research technical and practical applications of your chosen specialisation within current innovative Industry practice

MO3 Formulate effective collaboration strategies while exploring practical aspects of your specialism on your project.

MO4 Evaluate and analyse specialist knowledge and subject research to critically apply to design development

MO5 Create an original 'Design and Make' product and compose visualizations in both 2D and 3D in a project diary/ digital portfolio

MO6 Communicate a synthesis of specialist knowledge and research at a final presentation

Hours to be allocated: 400

Contact hours:

Independent study/self-guided study = 280 hours

Face-to-face learning = 120 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) via the following link <https://uwe.rl.talis.com/index.html>

Part 4: Assessment

Assessment strategy: The specialisation project has two assessment tasks: A self-directed project involving design proposal and product for presentation.

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.

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.

Assessment tasks:

Project (First Sit)

Description: Specialist Design Project

Weighting:

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5, MO6

Presentation (First Sit)

Description: Production Role Practice

Weighting:

Final assessment: Yes

Group work: No

Learning outcomes tested: MO2, MO3

Project (Resit)

Description: Specialist Design Project

Weighting:

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5, MO6

Presentation (Resit)

Description: Production Role Practice

Weighting:

Final assessment: Yes

Group work: No

Learning outcomes tested: MO2, MO3

Part 5: Contributes towards

This module contributes towards the following programmes of study:

Performance Design [BOVTS] MA 2024-25