

Programme Specification

Section 1: Basic Data

Awarding institution/body	UWE
Teaching institution	Bristol Old Vic Theatre School
Faculty responsible for programme	Faculty of Creative Arts
Programme accredited by	Not Applicable
Highest award title	Postgraduate Diploma in Scenic Art
Default award title	Not Applicable
Interim award title	Not Applicable
Modular Scheme title (if different)	Bristol Old Vic Theatre School Modular Scheme
UCAS code (or other coding system if relevant)	W49012
Relevant QAA subject benchmarking group(s)	Dance, Drama and Performance Arts
Valid from (insert date if appropriate)	September 2004 Revised February 2008
Periodic Curriculum Review	March 2013
On-going/valid until	March 2019

Authorised by.....

Date:.....

Version Code

2

For coding purposes, a numerical sequence (1, 2, 3 etc.) should be used for successive programme specifications where 2 replaces 1, and where there are no concurrent specifications. A sequential decimal numbering (1.1; 1.2, 2.1; 2.2 etc) should be used where there are different and concurrent programme specifications

Section 2: Educational aims of the programme

- To develop a student's skills to an advanced level of process and application in interpreting and realising a designer's work.
- To develop leadership and departmental management skills
- To train and gain experience in scenic art within a professional production environment
- To develop professional contacts and career management skills within the industry
- To learn flexibility and adaptability in approaching professional work
- To develop a high level of personal responsibility in working to professional schedules, disciplines and practice

Section 3: Learning outcomes of the programme

The award route provides opportunities for students to develop and demonstrate knowledge and understanding, qualities, skills and other attributes in the following areas: ...

A Knowledge and understanding

Learning outcomes	Teaching, Learning and Assessment Strategies
<p>A Knowledge and understanding of:</p> <p>1 The disciplines, attitude, skills, working practices, responsibilities and conduct required of a professional scenic artist.</p> <p>2 The foundations of colour theory, optical illusion, composition, painting techniques and basic theories of visual art</p> <p>3 The relationship between the scenic artist and the designer</p>	<p>Teaching/learning methods and strategies:</p> <p>Teaching and learning takes place through:</p> <ul style="list-style-type: none"> • Tutor led, student led and self directed study and project work. • Master classes • Undertaking scene painting for actual public productions working with or alongside professional scene painters and designers • Reflective and developmental tutorials • Professional secondments <p>The acquisition of knowledge, skills and understanding is developed through processes of research, action, reflection and evaluation.</p> <p>Assessment:</p> <p>Is carried out through theoretical and practical project work and management, enabling students to demonstrate their level of attainment and full range of abilities and skills. In addition to tutor assessment, opportunities are provided for self and peer-assessment. Assessments with reliable and clear criteria for marking and grading, which are made explicit to students, are employed.</p>

B Intellectual Skills

<p>B Intellectual Skills</p> <p>1 To develop creative, imaginative, and appropriate skills both with reflective, self-critical and independent thinking combined with sympathetic communication with the designer.</p> <p>2 To gain the ability to gather, sift, synthesise and organise material and methods, and to critically evaluate its significance and communicate it in an appropriate manner.</p> <p>3 Managing creative, personal and interpersonal issues and goals.</p> <p>4 The reading of written texts in order to work at an equal and productive level with the designer.</p>	<p>Teaching/learning methods and strategies</p> <p>Students' intellectual skills are developed through guided and supervised analysis and realisation of theoretical and practical project and production work. It is also developed through their interaction with designers and other key members of the creative and production team.</p> <p>Assessment Will be through analysis of a students working practice, project work and finalised production work.</p>
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C Subject, Professional and Practical Skills

<p>C Subject/Professional/Practical Skills - <i>able to: ...</i></p> <ol style="list-style-type: none"> 1. Choose, adapt and apply the appropriate paint, texture, drawing and colour technique to the design. 2. Engage creatively, critically, positively and practically with the processes of production and to be able to respond and adapt their work in the light of critical notes from the designer or director. 3. To extend and adapt their specialised knowledge through to the related fields of film, television and animation. 4. Use the Internet and other computer technology for design and work related research to improve and speed up the designer / painter working relationship. 	<p>Teaching/learning methods and strategies</p> <p>Working with the head of course and designers on the practical application of scenic art skills on productions at a professional standard.</p> <p>Classes, contact and placements with other branches of the industry.</p> <p>Use of BOVTS IT network, guided by scenic art and design staff on research and information gathering techniques.</p> <p>Assessment Skills are assessed at the end of each theoretical/practical project work module.</p>
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D Transferable Skills and other attributes

D Transferable skills and other attributes - able to: ... 1 Work collaboratively bringing with them an extensive range of practical, creative and visual skills. 2 Demonstrate effective communication, negotiation and interpersonal skills in discussing the realisation of a design with the creative and technical members of the production team. 3 To use the skills of research and analysis, the ability to work independently, and in groups, to deadlines and under pressure, with flexibility, imagination, self motivation and organisation. 4 To work to a given budget and production schedule safely and efficiently. 5 To present their work at interview.	Teaching/learning methods and strategies These skills are developed throughout the theoretical and practical project work, extensive team work on productions, and intensive interview feedback from potential employers and teaching staff.. Assessment The outcome of the practical projects and work on productions involve analysis of the use of these skills. 5 is assessed through feedback from interviews with potential employers.
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Section 4: Programme structure

Use next page to provide a structural chart of the programme showing:

- Level and credit requirements
- Interim award requirements
- Module diet, including compulsory/core/optional modules

ENTRY	Autumn Semester	Compulsory modules <ul style="list-style-type: none"> • UAMPH3-40-M - Scenic Painting Theory and Techniques 	Optional modules There are no optional modules for this award	Interim Awards: There are no interim awards under this award scheme.
		Core modules There are no core modules for this award.		
	Spring and Summer Semesters	Compulsory modules <ul style="list-style-type: none"> • UAMPH4-40-M - Applied Scenic Art • UAMPH5-40-M - Scenic Art Department Management 	Optional modules There are no optional modules for this award	Awards: Target/highest Postgraduate Diploma – Scenic Art Default title: There is no default title under this award scheme Credit requirements: Postgraduate Diploma - 120 credits
		Core modules There are no core modules for this award.		

--- GRADUATION

Section 5: Entry requirements

Normally, successful candidates will have a first degree in fine art, theatre design or have equivalent professional experience. They should have a good command of the English language and some understanding of theatre production. such as scene painting at a junior level in a producing theatre, or large scale painting (eg. public art, murals, exhibitions etc), or painters in animation studios wishing to broaden their skills.

Applicants will be interviewed by two members of staff, including the Head of Course

Section 6:

Regulations

A: Approved to University Regulations and Procedures

B: Approved variant to University Academic Regulations and Procedures:-

That all programmes delivered by Bristol Old Vic Theatre School (BOVTS) that lead to a UWE award are limited to pass. Academic Board 4th July 2018

Section 7: Student learning: distinctive features and support

The programme is practical and career focussed. It is integrated with the school's other programmes during productions, as well as within the professional environment, as some performances take place in local professional theatres. The programme features a high level of one-to-one teaching by specialist professionals and work is realised for professional standard performances. Finally, the students are assessed against professional standards.

Section 8 Reference points/benchmarks

- *Subject benchmarks* QAA: Dance, Drama and Performance Arts
- The programme is referenced against current professional practice in the subject area and is consistent with the Bristol Old Vic Theatre School's approaches to teaching and learning.

This specification provides a concise summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if he/she takes full advantage of the learning opportunities that are provided. More detailed information on the learning outcomes, content and teaching, learning and assessment methods of individual modules can be found in module specifications. These are available on the University Intranet.

Programme monitoring and review may lead to changes to approved programmes. There may be a time lag between approval of such changes/modifications and their incorporation into an authorised programme specification. Enquiries about any recent changes to the programme made since this specification was authorised should be made to the relevant Faculty Administrator.