



## **Module Specification**

### **Performance Practice**

Version: 2025-26, v1.0, Approved

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## Part 1: Information

**Module title:** Performance Practice

**Module code:** UARB8S-30-1

**Level:** Level 4

**For implementation from:** 2025-26

**UWE credit rating:** 30

**ECTS credit rating:** 15

**College:** College of Arts, Technology and Environment

**School:** CATE School of Arts

**Partner institutions:** None

**Field:** Drama

**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:** This is a practical training module specializing in making and devising processes. It supports an experimental approach in making performance using both live and digital formats.

**Features:** This module encourages collaborative practice via individual and group activities.

Students will collaborate on a series of short projects, finding creative and original solutions to production briefs.

Students will be trained in technical elements, project management, and performance processes to experiment with making in live or recorded formats.

**Educational aims:** Students will gain confidence in different mixed-media performance modes. For example, using film/video, sound, live, recorded, site specific and site responsive approaches.

Technical training will encourage their independence and confidence to be creatively experimental with performance.

Students will gain valuable skills in project management and completion in a low-risk mode to prepare them for longer projects at Level 5 and Level 6.

**Outline syllabus:** Students will be taught in making approaches, which will include mixed media and digital performance. Students will gain a knowledge of devising methodology and how it is applied to practical, real-world, explorations.

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

**Teaching and learning methods:** This is a playful, practical, taught module involving collaborative group, and solo explorations.

Teaching and learning will take place in interactive workshops. In these sessions, students will be trained in approaches to making (production processes) including scenography, lighting and sound, devising, conceptualisation, radio and podcasts, filming.

Students will experiment in class and on location to develop their creative approaches.

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

**MO1** Experiment with a range of approaches to overcome subject specific challenges.

**MO2** Effectively plan, organise, and execute projects, demonstrating self-direction and meeting established goals.

**MO3** Develop ideas through to defined outcomes.

**MO4** Demonstrate the application of learned technical skills.

**Hours to be allocated:** 300

**Contact hours:**

Independent study/self-guided study = 228 hours

Face-to-face learning = 72 hours

**Reading list:** The reading list for this module can be accessed at [readinglists.uwe.ac.uk](https://rl.talis.com/3/uwe/lists/614E6BA3-B0C3-D2D1-EBF7-4D77249A4A11.html?lang=en-GB&login=1) via the following link <https://rl.talis.com/3/uwe/lists/614E6BA3-B0C3-D2D1-EBF7-4D77249A4A11.html?lang=en-GB&login=1>

## **Part 4: Assessment**

**Assessment strategy:** This module will be Pass/Fail. The Pass/Fail Assessment Strategy for this module has been designed to place greater emphasis on developmental learning, which is in line with the nature of creative practice.

Establishing a less marks driven approach to assessment offers an opportunity to build confidence and encourage creative risk-taking.

By making explicit the role of feedback as key to learning and progression, students gain an understanding of their progress outside of the pressure of final numerical grades.

Assessment will be by the creation of a final practical 'project' that responds to live and digital performance work encountered within the module. Final performance projects may focus on performance – devising, acting, directing; sound work – sound scores, podcasts, radio, audio performances; filmed work – camera phone, video, pre-recorded, live recorded, live and edited; site specific – exploring real-world places and stories/ideas that are responsive to place; world building practices – scenography, projection, lighting, conceptual design.

Formative feedback will be given throughout the process with tutors identifying how to improve work-in-progress at points of intervention.

The resit assessment will match the first-sit.

**Assessment tasks:****Performance (First Sit)**

Description: 10 minute performance in groups, assessed individually.

Weighting: 0 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4

**Performance (Resit)**

Description: 10 minute performance in groups, assessed individually.

Weighting: 0 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4

**Part 5: Contributes towards**

This module contributes towards the following programmes of study:

Drama, Acting and Performance [Bower] BA (Hons) 2025-26

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