



ACADEMIC SERVICES

PROGRAMME SPECIFICATION

Part 1: Basic Data		
Awarding Institution	UWE	
Teaching Institution	Bristol Old Vic Theatre School	
Delivery Location	Bristol Old Vic Theatre School.	
Study abroad / Exchange / Credit recognition	N/A	
Faculty responsible for programme	Arts, Creative Industries and Education	
Department responsible for programme	Film and Journalism	
Modular Scheme Title		
Professional Statutory or Regulatory Body Links	N/A	
Highest Award Title	MA Scenic Art	
Default Award Title	N/A	
Fall-back Award Title	N/A	
Interim Award Titles	N/A	
UWE Progression Route	N/A	
Mode(s) of Delivery	FT	
Codes	UCAS: W4611	JACS:
	ISIS2:	HESA:
Relevant QAA Subject Benchmark Statements	None for this subject at Masters level	
Version	1	
Start Date	September 2017	

Part 2: Educational Aims of the Programme

This Masters level programme provides students with advanced level skills and knowledge in scenic art such that they can be employed directly on completion of the course in high-end professional scenic art departments or as freelancers in the theatre, opera and animation industry. As such this highly specialist course is unique in England in providing students with a learning environment within a conservatoire drama school enabling their completed work as scenic artists to be seen on professional stages in Bristol and exhibited in a public art gallery. Students work closely with designers and other production departments learning collaborative, problem solving and creative interpretation skills. Their learning is in line with industry expectations which is further tested through an industry placement and a series of interviews

## **Part 2: Educational Aims of the Programme**

with professionals from the scenic art world. It is expected that students will find in their future careers as scenic artists that they could work with companies such as the RSC, Royal Opera House, Aardman Animation.

Overall Learning Outcomes from 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

## **Programme requirements for the purposes of the Higher Education Achievement Record (HEAR)**

Students learn within a conservatoire environment in which they are regarded as professionals in training. At this Masters level in Scenic Art there is an expectation that they will develop a high level of problem solving skills; engage at an advanced level of critical evaluation of their practice and acquire the creative thinking required of artists working in a practical, employment focused environment.

### Part 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:

<b>Learning Outcomes:</b>	Module No: UAMN8Y-45-M Scenic Painting Theory and Techniques	Module No: UAMN93-45-M Applied Scenic Art	Module No: UAMN94-45-M Scenic Art Department Management	Module No: UAMN95-45-M Industry Engagement/Exhibition
<b>A) Knowledge and understanding:</b>				
Critically evaluate the finished painted scenery.			X	
Demonstrate and evaluate the application of advanced level scenic art skills in a professional work-place environment.				X
Creatively evaluate, select and present work in an appropriate exhibition environment				X
Critically evaluate their working relationship with the designer and their realization of the design.			X	
Demonstrate initiative and decision making in the management of human resource during the painting process.			X	
<b>(B) Intellectual Skills</b>				
Critically analyse the designer's creative vision and practical requirements to ensure that the style matches what is required by the designer rather than the painter's own individual style.		X		
Confidently articulate their working methods, process and creative choices.		X		
Demonstrate critical awareness of the complexities of the role of Scenic Art Department Manager.	X		X	

### Part 3: Learning Outcomes of the Programme

<b>(C) Subject/Professional/Practical Skills</b>				
Demonstrate the ability to apply advanced techniques to reproduce a copy of an old master painting to a high standard to a given deadline.	X			
Demonstrate a synthesis of their previous learning to draw with accuracy, mix colour and choose the appropriate specialist techniques and equipment to replicate the original.	X			
Demonstrate and critically evaluate their development and employability from a professional work placement				X
Demonstrate a critical understanding of the style of the original artist and the ability to reinterpret this sympathetically and sensitively	X			
Demonstrate the ability to apply their skills and knowledge flexibly and creatively to accurately reproduce a design brief		X		
<b>(D) Transferable skills and other attributes</b>				
Demonstrate the ability to work under the pressure of long hours and to deadlines with attentiveness and self-motivation to a consistently high standard		X		
Articulate in-depth their own range of knowledge, skills and understanding in an employment interview				X
Demonstrate efficiency and autonomy in the organisation and leadership of the scenic art painting process, and the ability to inspire and inform other members of the production team to achieve the highest standards of execution			X	
Demonstrate the ability to problem solve and find creative solutions with the resource available within the complex environment of a scenic art department.		X		
Demonstrate a collaborative approach and work proactively with others to formulate solutions to the painting of scenery for public performance.		X		

## **Part 4: Student Learning and Student Support**

### **Teaching and learning strategies to enable learning outcomes to be achieved and demonstrated**

Working with the head of course and designers on the practical application of scenic art skills on productions at a professional standard. Classes, contact and placements with other branches of the industry.

Use of BOVTS IT network, guided by scenic art and design staff on research and information gathering techniques.

Working with the head of course and designers on the practical application of scenic art skills on productions at a professional standard.

Classes, contact and placements with other branches of the industry.

### **Assessment**

Learning is assessed at the end of each theoretical/practical project work module.

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.

The outcome of the practical projects and work on productions involve analysis of the use of these skills. Exhibition work is assessed through feedback from interviews with potential employers. At the end of each module, teaching staff provide detailed written feedback to the student on the project or role they have undertaken. Students will produce an annotated portfolio or production diary as part of the assessment of each module, providing evidence of self-critical reflection on their work.

Learning at the early part of the course is through scheduled classes and projects providing students with the understanding of specific scenic art techniques and the very different approach to painting required of an artist who is concerned with the techniques of realizing, reproducing and reinterpreting a theatre designer's work.

Students work independently on specific projects (eg. figurative reproduction of an old master) but always with guidance available from the Head of Course or a specialist visiting tutor.

Once involved in the realization of designs for theatre productions, the emphasis is on collaborative interaction within the scenic art team and the wider production team. A short three week placement enables students to engage with a specialist professional scenic art department.

### **Description of the teaching resources provided for students**

Teaching is based in the Theatre School's own scenic workshops in South Bristol; and is equipped to professional standards.

### **Description of any Distinctive Features**

#### **Part 4: Student Learning and Student Support**

The programme is practical and career focused. 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.

The learning is immersive with students taught / supervised by teaching staff at least 35 hours per week across the 38 weeks of the programme. The learning is immersive and singular in its focus on high level specialist professional employability as a main learning outcome. There is a maximum of four students accepted to this course.

**Part 5: Assessment**

Delete one of the following statements as appropriate

A: Approved to [University Regulations and Procedures](#)

## Part 6: Programme Structure

This structure diagram demonstrates the student journey from Entry through to Graduation for a typical **full time student**, including:  
level and credit requirements  
interim award requirements  
module diet, including compulsory and optional modules

	Compulsory Modules	Optional Modules	Interim Awards
	Module number: UAMN8Y-45-M Module name: Scenic Painting Theory and Techniques	None	None  180 credits Masters level
	Module number: UAMN93-45-M Module name: Applied Scenic Art		
	Module number: UAMN94-45-M Module name: Scenic Art Department Management		
	Module number: UAMN95-45-M Module name: Industry Engagement and Exhibition		

## Part 7: 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 (e.g. 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 Scenic Art.

## Part 8: Reference Points and Benchmarks

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## Part 8: Reference Points and Benchmarks

There are no Masters level subject benchmarks in this area.

SEEC Credit Level Descriptors for Higher Education 2016

In designing the programme reference has been made to the QAA Master's Degree Characteristics Statement (Sept 2015) and to the level 7 Master's Degree descriptors in the FHEQ.

The programme is aligned to UWE's Strategic 2020 vision and to the Conservatoire for Dance and Drama's 2013-2018 Strategic Plan.

What methods have been used in the development of this programme to evaluate and improve the quality and standards of learning? This could include consideration of stakeholder feedback from, for example current students, graduates and employers.

There has been considerable feedback from past students regarding the quality of current teaching (as a PG Dip) and the benefits of development to a Masters. Employer feedback has been gained from recent employers of PG Dip graduates (Aardman Animations, freelance employers). Additional feedback has been gained from the External Examiner, David Miller.

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, available on the [University's website](#).

**FOR OFFICE USE ONLY**

First CAP Approval Date	21 March 2017			
Revision CAP Approval Date <i>Update this row each time a change goes to CAP</i>		Version	1	<a href="#">MIA 10624</a>
Next Periodic Curriculum Review due date	<i>Academic year in which next Periodic Curriculum Review due (6 years from initial approval or last Periodic Curriculum Review)</i>			
Date of last Periodic Curriculum Review				