

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	
Version	2	
Start Date	September 2018	

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,

Part 2: Educational Aims of the Programme

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 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)

Graduates from this course will have studied within a conservatoire environment wherein they are regarded as professionals in training. They will have acquired an advanced level of skill and knowledge in scenic art. Graduates will also have developed a high level of problem solving skills; engaged at an advanced level of critical evaluation of their practice and acquired 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:

<i>Learning Outcomes:</i>	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
A) Knowledge and understanding:				
Critically evaluate the finished painted scenery.			X	
Demonstrate and critically evaluate the application of advanced level scenic art skills in a professional work-place environment.				X
Synthesise skills, knowledge and understanding in the presentation of work in a professional exhibition environment;				X
Critically evaluate their working relationship with the designer and their realization of the design.			X	
Identify solutions to complex problems within a scenic art department and undertake decision making in collaboration with the production team			x	
(B) Intellectual Skills				
Critically analyse and interpret the designer's creative vision and practical requirements		X		
Confidently articulate their working methods, process and creative choices.		X		
Demonstrate a critical awareness of the complexities of the role of Scenic Art Department Manager.			X	
(C) Subject/Professional/Practical Skills				
Demonstrate the ability to apply advanced scenic art techniques to a consistently high standard and within an agreed deadline.	X	x		
Demonstrate and critically evaluate their development and employability through engagement with industry professionals				x
Demonstrate a critical understanding of the style of an original artist and an ability to reinterpret this sympathetically and sensitively	X			
(D) Transferable skills and other attributes				
Articulate in-depth their own range of knowledge, specialist skills and professional capabilities in an employment interview				X
Ability to organize and manage all aspects of the scenic art painting process for a public production to achieve highest standards of execution			X	
Identify creative solutions to problems within the complex environment of a scenic art department.		X	x	
Work collaboratively and at an advanced level within a production team, managing competing demands and working to deadlines		X		

Part 4: Student Learning and Student Support

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

The course operates in the main from the Bristol Old Vic Theatre School scenery workshops in Bristol and as part of a mid-scale theatre production company. Much of the teaching and learning is centred on the many specialist techniques required before applying these to scenery.

Students undertake the scenic art for the School's public productions, working in collaboration with professional designers and directors. Students also attend design and production meetings in order to gain an understanding of the roles and demands across all theatre production departments.

Students receive master-classes in a range of skills and techniques which may include life-drawing, scenic painting, Old Master perspective, marbling, wood-graining and painting for animation.

Students will have the opportunity to see their work used and exhibited in public professional venues around the city.

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.

Part 4: Student Learning and Student Support

Description of any Distinctive Features

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 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

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

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
	Module number: UAMN93-45-M Module name: Applied Scenic Art		180 credits Masters level

	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

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.

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	01/09/2018	Version	2	ID: 4789
Next Periodic Curriculum Review due date				
Date of last Periodic Curriculum Review				