

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	MA in Professional Theatre Design
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)	WN4A12 (PT code WN4A12)
Relevant QAA subject benchmarking group(s)	Dance, Drama and Performance Arts
Valid until	Ongoing
Valid from (insert date if appropriate)	April 2008

Authorised by...PAC 18/06/07

Date:...

Version Code

1

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 students existing practical, creative and intellectual skills, enabling them to specialise as theatre designers to a high professional standard.
 - To give students the experience of working closely with all the departments related to professional theatre design.
 - To provide the opportunity to learn by having designs for sets and costumes realised in public productions and executed to professional standards.
- To develop professional contacts within the industry and career management skills.

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> <ol style="list-style-type: none"> 1. The discipline, attitude, skills, working practices, responsibilities and conduct required of a professional theatre designer. 2. The important relationship between a designer and a director. 	<p>Teaching/learning methods and strategies:</p> <p>Acquisition of 1 and 2 is through practical projects and undertaking designs for actual public theatre productions working with professional theatre staff or in a training environment that reproduces professional practice.</p> <p>Additional support is provided through supervision by the Head of Course and other guest lecturers and teachers.</p> <p>Students are required, as part of each project or production, to extend their knowledge and understanding of the subject through their own independent research.</p> <p>Assessment:</p> <p>Testing of students' knowledge base is through oral presentation of their work to staff, visiting professionals and other students. It is also assessed through delivery of the finished designs in a public production context and to potential employers during the Summer Exhibition.</p>

B Intellectual Skills

<p>B Intellectual Skills</p> <p>These include:</p> <ol style="list-style-type: none"> 1. The ability to analyse a play text and understand and see its elements as a piece of theatre. 2. To work to an advanced level of creativity and imagination. 3. To demonstrate a personal and individual creative approach and design style. 4. The ability to gather, sift, synthesise and organise material independently and critically evaluate its significance. 	<p>Teaching/learning methods and strategies</p> <p>The development of students' intellectual skills is through guided and supervised analysis of the design and research process on their own design projects and production work. It is also developed through their interaction with directors and other key members of the creative and production teams.</p> <p>Assessment</p> <p>Assessment will be through analysis of the students' working methods and their realised designs.</p>
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C Subject, Professional and Practical Skills

<p>C Subject/Professional/Practical Skills</p> <p>Students will be able to:</p> <ol style="list-style-type: none"> 1. Adapt and apply design concepts and skills to a wide range of theatre applications. 2. Model their design ideas, produce costume drawings, ground plans and working drawings. 3. Demonstrate the ability to design for other branches of the industry, for example opera, dance, television/film. 4. Use the Internet and other computer technology for design research, to improve and speed up designer / director working relationships. 5. Demonstrate familiarity with the uses of Computer Aided Design (CAD) in the theatre context. 	<p>Teaching/learning methods and strategies</p> <p>During the modules skills 2 and 3 will be developed specifically through project work. Also specialist classes during the modules will contribute to the development of skill 3. Skills 1 and 2 will be developed during the modules through the practical realisation of students' designs for costume and sets for theatre venues.</p> <p>Acquisition of 4 requires the availability of the Internet in the working area and the use of a range of computer applications to facilitate communication of ideas with the director.</p> <p>5 is fostered in practical classes in Computer Aided Design (CAD) towards the end of the third term.</p> <p>Assessment</p> <p>All skills are assessed at the end of each module in terms of the process and practical realisation of the students' designs.</p>
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D Transferable Skills and other attributes

<p>D Transferable skills and other attributes</p> <p>Students will be able to:</p> <ol style="list-style-type: none">1. Work collaboratively without compromising their creativity.2. Demonstrate effective communication, negotiation and interpersonal skills in discussing their designs with the creative and technical members of the production team.3. Present their work at interview when tendering for a design contract.4. Work independently and to set their own schedule of work.5. Design to a given budget and production schedule.	<p>Teaching/learning methods and strategies</p> <p>Acquisition of 1 and 2 necessitates the constant interaction of the designer with production staff involved in interpreting and realising their designs.</p> <p>Acquisition of 3 demands contact with established designers throughout the year and particularly at the end of term 3, when potential employers visit the school or exhibitions in Bristol and London.</p> <p>During the modules skills 4 and 5 will be developed specifically through project work and through the practical realisation of students' designs for costume and sets for theatre venues.</p> <p>Assessment</p> <p>The outcome of the design projects / productions involve analysis of the use of these skills. 3 is assessed through feedback from employers and ultimately through winning contracts of employment.</p>
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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
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Summer and Autumn Terms	Compulsory modules <ul style="list-style-type: none"> • UAMPE8-50-M Design for Performance Projects • UAMPH6-30-M Design for Film & TV Projects 	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 Terms	Compulsory modules <ul style="list-style-type: none"> • UAMPE9-40-M Set Design and Production Process • UAMPF3-40-M Costume Design and Production Process • UAMPF4-20-M Introduction to Employment 	Optional modules There are no optional modules for this award.	Awards: <ul style="list-style-type: none"> • Target/highest MA Professional Theatre Design. • Default title – There is no default title under this award scheme. Credit requirements <ul style="list-style-type: none"> • MA – 180 credits
	Core modules There are no core modules for this award.		

→ GRADUATION

Section 5: Entry requirements

Normally, successful candidates will have a first degree at 2:1, often in Drama, Fine Art, Theatre Studies, Sculpture, Architecture, Illustration or will have equivalent professional experience. They should have a good command of the English language. Applicants should be able to provide evidence of their ability to express ideas visually by the production of a portfolio of work. Applicants should also have some understanding of the skills required of, and the role of, a theatre designer on a production. They should also be able to produce evidence of a least some of the essential skills required to carry out theatre design work.

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

Applicants will be given an opportunity to ask questions of staff and current students (if the interview falls within term time) and be shown the facilities at the School.

Section 6: Assessment Regulations

- a) **Wholly in accordance with MAR** ✓
- b) **Approved MAR variant (insert variant)**
- c) **Non MAR**

Section 7: Student learning: distinctive features and support

The Programme is integrated with the School's other programmes during productions, as well as within the professional environment as performances take place in local professional theatres. The Programme features a high level of one-to-one teaching by specialist professionals and each student's own designs are realised for professional standard performances. Finally, the students are assessed against professional standards.

Section 8 Reference points/benchmarks

- 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.
- The final QAA Subject Benchmark statements in Dance, Drama and Performance Arts are not currently available.

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.