

**Programme Specification**

**BA (Hons) Production Design for Stage and Screen**

**2023-2028**

## PROGRAMME SPECIFICATION

The Programme Specification provides a summary of the main features of the **BA (Hons) Production Design for Stage and Screen** programme and the learning outcomes that a ‘typical’ student might reasonably be expected to achieve and demonstrate if they pass the programme.

Further detailed information on the learning outcomes, content and teaching and learning methods of each module may be found within the Programme Handbook and the online Module Information, which is available on the VLE.

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| Key Course Information | | |
| Final Award | BA (Hons) | |
| Programme Title | BA (Hons) Production Design for Stage and Screen | |
| Award Title | BA (Hons) Production Design for Stage and Screen | |
| Teaching institution | The Northern School of Art | |
| Awarding Institution | Arts University Bournemouth | |
| Professional accreditation | None | |
| Length of programme / mode of study | 3 years full-time | |
| Level of final award (in FHEQ) | Level 6 | |
| Subject benchmark statement | * Art and Design December 2019, * Dance Drama & Performance Dec 2019 | |
| UCAS code | W490 | |
| Language of study | English | |
| External Examiner for course: |  | |
| *Please note that it is not appropriate for*  *students to contact external examiners*  *directly* | | Beccy Barnes |
| Date of Validation | May 2023- May 2028 | |
| Date of most recent review | May 2018 | |
| Date programme specification written/revised | May 2023 | |

### Programme Introduction

Welcome to The Northern School of Art’s BA (Hons) Production Design for Stage and Screen programme. The programme focuses on developing the skills required for the research, design and development of work for the entertainment industries. The programme incorporates all areas of production from research, concept design, model making and technical drawing to full scale construction and finish. You are often exploring themes relating to contemporary and period contexts and the programme aims to produce graduates with an understanding of these main areas, how they are distinctive from each other, and also how they interconnect in the context of entertainment productions.

The programmes unique feature is a strong emphasis on the development of practical skills and expertise. Whilst the specific areas of the entertainment industries can be described as Theatre, Film and TV, the programme equips you with a host of transferable skills pertinent to employment in a wide and expanding range of creative industries.

This programme focuses on enabling its graduates to develop an expandable knowledge of production design methodology both in theoretical and practical skills. It will allow you to become proficient in a number of different areas, which will promote a strong ethos of both individual practice and teamwork in preparation for employment in this highly competitive, exciting and creative sector. These practical and transferable skills form the backbone of the programme, underpinned by research and design throughout the three Levels of study. The portfolio of skills developed includes drawing and visualisation using traditional and digital media, storyboarding, model making, character development moulding and casting, sculpting, scenic construction and painting, digital art and spatial design. The practical skills associated with large-scale scenic construction and finishing form the basis of the programmes unique selling points or USP. Graduates continue to develop professional capabilities long after they leave the programme, which again are aligned to a host of creative industries and the programme is achieving enviable rates of progression by graduates to employment.

Career opportunities include TV, Film and Theatre productions and the opportunities include working as set designers, set constructors, scenic painters, location scouts stand by art directors and properties masters. Additional related career destinations such as arts education, community artists and arts administration. The programme also provides an ideal academic foundation for progression to postgraduate study or teacher training. This academic foundation underpins all study on the programme. It explores art history, social history and creative cultures both domestic and international, which will underpin your design work on the programme. These theoretical studies are linked to Film, TV and Theatre productions to develop an understanding of how the industries work. You will also study working practice and develop an understanding of the key areas for employment and your own exploration of employment.

### Programme Aims

PA1 To enable you to review, consolidate and extend your knowledge and understanding of your field of study and apply this to a range of contexts

PA2 To provide opportunities for individually-focused research and investigation that informs your creative practice and personal development

PA3 To enable you to identify, analyse, interrogate and integrate the relationship between theories and practice

PA4 To encourage independent approaches to creative practice and project management, including planning and organisation, investigation, evaluation and collaboration

PA5 To enable you to produce work to a standard appropriate to the professional context of your field of study, informed by research and experimentation

PA6 To enable you to communicate effectively in a variety of forms appropriate to a range of contexts and audiences

### Programme Outcomes

By the end of the programme you will be able to:

PO1 Demonstrate a systematic understanding of key areas of your field of study and its cultural, ethical and professional contexts

PO2 Synthesise, evaluate, reference and apply research from appropriate sources to make independent judgements and to initiate and carry out projects

PO3 Demonstrate conceptual understanding that enables you to devise and sustain arguments, solve problems, and use ideas and techniques appropriate to your field of study

PO4 Manage your own work and learning as an autonomous practitioner and collaborate with others in preparation for employment, continuing professional development and/or postgraduate study

PO5 Apply an appropriate range of practical and technical skills to produce solutions and outcomes relevant to your field of study and related professional practice

PO6 Communicate information, ideas, problems and solutions in a range of appropriate formats to specialist and non-specialist audiences, including potential employers and professional networks

### Reference Points

UK Quality Code for Higher Education, including:

Subject Benchmark Statement: Art and Design December 2019,

Dance Drama & Performance Dec 2019

Framework for Higher Education Qualifications [FHEQ] October 2014

AUB Regulatory Framework and Undergraduate Assessment Regulations 2022-2023

The Northern School of Art Strategic Plan 2019-2024

The Northern School of Art Academic Strategy 2021-2024

### Learning and Teaching Strategies

Your programme has been designed to give you a clear and logical learning experience, which encourages you to take an active part in the learning process. Each level of the programme has explicit learning outcomes that indicate the range of your knowledge and understanding, including intellectual, practical, professional and transferable skills.

The programme helps you to develop the ability to plan, manage and evaluate your learning, which is vital to the process of becoming an independent and professional practitioner. It also encourages you to take a more questioning approach, so that you can resolve problems with increasing confidence in your own judgements.

Formative feedback throughout modules helps you to evaluate your progress and identify your individual strengths and areas for development, based on feedback from tutors, other students, and your own self-evaluations.

The programme objectives are met by deploying a wide variety of teaching and learning methods including assignments, projects, lectures, seminars, group critiques and tutorials. In consultation with the Faculty Leader, academic staff are responsible for coordinating individual modules of study, and for selecting appropriate methods of delivery according to the subject matter and the student experience.

The learning and teaching methods used to enable you to develop the skills, knowledge and critical awareness required to become a creative practitioner and promote the development of transferable skills, which are essential for employability.

The study time allocated to each module in the programme incorporates a balance of formal teaching, tutorial support and independent learning. The programme is structured progressively to provide increased opportunities for independent learning as you reach the later stages of the programme. The promotion of independent learning reflects your anticipated maturity as a student and allows you to direct your learning towards individual goals.

The integration of theory and practice is crucial in your development as a well-rounded and informed creative practitioner. This is promoted and reinforced through a team-teaching approach in both practical and written modules. Lectures, seminars and tutorials may be delivered by academic staff, as appropriate, in the creative environment of the studio, lecture theatre and seminar rooms.

### Level 4 – Foundation and Orientation

Level 4 provides you with an introduction to the concepts, skills and knowledge associated with your subject area. You can access guidance and support from tutors during teaching sessions, but you are also expected to use independent study time to develop your skills further. Verbal and written formative feedback in tutorials and teaching sessions provides you with a clear indication of your progress, and you can use formative self and peer evaluation to help you to develop your critical and evaluative abilities.

### Level 5 – Development and Exploration

The learning and teaching strategies used in Level 5 encourage you to take more responsibility for your learning and personal development, underpinned by formative self and peer evaluation. You are provided with opportunities to extend your subject knowledge and associated skills, and to study specific areas in greater depth. As you progress through Level 5, you are able to focus increasingly on your individual areas of interest and specialism. This is determined through the introduction of Learning Agreements, in which you can negotiate your own routes of inquiry, including research, development and realisation, in response to module learning outcomes. Elements of work-related learning, such as live projects, enable you to develop your professional practice and experience of working in a commercial context. Throughout Level 5, you are also encouraged to seek and negotiate your own work experience, if suitable opportunities are available.

### Level 6 – Consolidation and Expertise

In Level 6, you are encouraged, within a supportive environment, to interrogate your specialism, consider your future direction and use the opportunity to effectively and meaningfully plan, prepare and move forward. Through analysing and defining your individual direction, you will develop a range of intellectually and practically challenging work that helps you to consolidate your prior experience, knowledge and skills to a higher level of expertise. Emphasis is placed on self-initiated projects and your ability to plan and manage your own learning within all modules. You are expected to work with a considerable degree of independence and to exercise effective critical analysis, evaluation and professional practice. However, specialist academic tutors will give you guidance throughout Level 6 in order to provide a structured and supportive learning environment, promoting a manageable level of student autonomy, while continuing to address any potential issues. Individual student-initiated projects are developed, negotiated and undertaken within the module framework to assist you in the realisation of your creative aspirations as an independent practitioner.

### Methods of Learning Glossary

A variety of methods are used to help you to engage with your learning, both by you as a student and by your tutors – some of these methods are described below.

### Timetabled teaching sessions

Your student timetables indicate the teaching sessions that have been arranged for you across the modules that you are studying, and are available to you on the VLE. Within your teaching sessions, you will take part in a variety of activities that will help you to learn and develop as appropriate to each module and assignment. Specific learning and teaching strategies used in teaching sessions can include:

* Projects and assignments - covering a range of learning areas
* Tutorials - for appraisal and development as an individual or in groups
* Critiques - to provide formative feedback and to develop your presentation skills
* Lectures - formal and informal
* Flipped Learning – introduced to the learning material before class, with classroom time then being used to deepen understanding through discussion with peers and problem-solving activities
* Seminars - discussions that develop your critical responses
* Demonstrations - practical and workshop-based activities

### Independent study

In addition to teaching sessions, the development of your skills and knowledge requires extra individual input defined as independent study. This will appear on your timetables and is an important part of the learning hours required for each module.

During these periods, tutors are not timetabled to teach you, but technician demonstrators and Library staff are available to help you to undertake research and the development of ideas and practical work. It is your responsibility to make good use of independent study time and the facilities available. It is essential that you access the specialist workshops during this time to develop your skills with materials, equipment and processes. The School's opening times and access to resources are intended to provide extra opportunities for you to benefit from your studies and to achieve your goals.

### Assignments

A strategy based on practical and/or written work, ranging from staff-initiated activities at Level 4, and leading progressively to increasingly student-led activities at Levels 5 and 6.

### Live assignments or live briefs

An assignment negotiated between a tutor and a relevant external agency, providing an opportunity for you to work within the constraints of a commercial brief. Live assignments/live briefs can also include competitions and awards.

### Projects

An activity initiated by you as a student in which the emphasis is on student-centred learning. The tutor acts as a supervisor, negotiating the choice of topic with you through the Learning Agreement (see below), and supporting you throughout the project, including ethical considerations, which will be undertaken on an individual basis and/or in groups.

### Lectures

A structured presentation of ideas, concepts and content knowledge by academic staff and visiting lecturers to groups of students, followed by feedback, questions and answers.

### Academic tutorials

A meeting with an academic tutor or tutors either to discuss the progress of your work on a formative basis or to give summative feedback about your achievement in individual modules or the programme in general. Academic tutorials can take place on an individual basis, or with a group of students.

### Seminars

A group activity involving the open discussion and analysis of topics – seminars may be tutor-led or student-led and can include short presentations.

### Group critiques

These involve students in presenting and discussing work with tutors and the peer group within modules, giving you the opportunity to evaluate and respond to feedback.

### Workshops

Specific activities within specialist modules that provide the skills required for assignments and can be delivered by tutors and/or technician/demonstrators. Technical and practical skills are developed in a range of techniques, processes and materials relevant to your area of study and specialism.

### Educational visits

Educational visits to a range of external venues provide opportunities for you to broaden your field of research and knowledge related to your area of study. You will be given information about your programme’s planned educational visits throughout the academic year.

### Personal Development Planning [PDP]

Personal Development and Planning [PDP] are linked to all Levels of the programme through methods of reflective practice and planning which are integral to each module and help you to plan, integrate and take responsibility for your personal, academic and career development. In dialogue with tutors through formative feedback, you are encouraged to identify strengths and areas for development and establish learning goals that might improve perceived weaknesses and enhance your strengths.

### Learning Agreements

As you progress through the programme, there are increasing opportunities for you to negotiate your own learning. Learning Agreements are introduced at Level 5 as a mechanism to support you in defining your individual learning in the context of the programme. Within the Learning Agreement, you will outline how you intend to fulfil the module aims and outcomes and how you plan to achieve this. This enables you to vary the work you produce according to your own personal and professional goals and aspirations whilst meeting the specified aims and learning outcomes of the module. The Learning Agreements contribute towards evidence of your Personal Development Planning. At level 6, the learning agreement includes an ethical approval process showing evidence of ethical awareness processes to overcome issues.

### Assessment

Each unit is assessed separately, and the assessment forms part of the unit. Assessment both provides a measure of your achievement, and also gives you regular feedback on how your learning is developing.

For every unit of your course, we will inform you of what you are expected to learn; what you have to submit; how your work will be assessed; and the deadline for presenting your work for assessment. This is made available through Unit Information, which is on your course blog.

You will receive a final mark for each unit in the form of a percentage, which will be recorded on your formal record of achievement (transcript). Each component of assessment is graded using a notched marking scale, whereby only certain marks are used within each grade. The only marks available within any ten-point band are \*2, \*5 and \*8 (e.g. 62, 65, 68). These marks correspond to a low, mid, and high level of achievement within each grade band.

A minimum of one unit at Level 4 will be assessed on a pass/fail basis, with written feedback but no numerical grade. Details of this will be clearly expressed on the Unit Information Sheet. All other units will be given a percentage mark.

All learning outcomes must be passed to successfully complete the unit.

On successful completion of your Honours degree course, you will be awarded a degree classification based on your unit marks. The final classification is determined using all unit marks at Levels 5 and 6 using a single algorithm, which is detailed in the Regulatory Framework and Undergraduate Assessment Regulations.

If you have joined Level 6 through either the Recognition of Prior Learning (RPL) route or having completed a Foundation Degree (FdA), the final classification is determined using only your unit marks at Level 6.

For further information on assessment, progression, awards and classifications, please review the Regulatory Framework and Undergraduate Assessment Regulations.

### Programme Structure

All students are registered for the award of BA (Hons); however, exit awards are available if you leave the programme early, having successfully completed one or two levels. If you successfully complete a level of the programme, you will automatically be entitled to progress to the next level.

For the award of a Certificate of Higher Education (CertHE), you must have achieved a minimum of 120 credits at Level 4. This qualification may be awarded if you leave the University following successful completion of the first year of your programme.

For the award of a Diploma of Higher Education (DipHE), you must have achieved a minimum of 240 credits of which a minimum of 120 must be at Level 5. This qualification may be awarded if you leave the University following successful completion of the second year of your programme.

For the award of a BA (Hons) you must have achieved a minimum of 360 credits of which a minimum of 240 must be at Level 5 or above, of which a minimum of 120 credits must be at Level 6. This qualification will be awarded upon successful completion of your programme.

A BA without Honours may be awarded if you have achieved 300 credits, at least 180 of which are at Level 5 or above, and at least 60 of which are at Level 6.

### Programme Content

The programme is structured to provide you with the skills, knowledge and abilities that will help you to become increasingly independent as a Production Designer or member of the production design team, initially through level 4 you will explore the basic skills in workshop and studio practice and develop an understanding of the industries you may be working in. Level 5 will see you consolidate this learning in a full-scale production, which will take you from concept and research to the realisation of full-scale scenic construction. This will help you to prepare for Level 6 by developing the skills required for employment, entrepreneurship and professional practice within the Production Design industries or for progression to postgraduate study. All will be realised through a major project in level 6.

The programme’s modules have been designed and organised to provide opportunities for you to develop, integrate and consolidate a wide range of knowledge and expertise, with an emphasis on creative investigation and critical inquiry. The module structure provides you with a holistic and coherent learning experience and a comprehensive framework for assessment and progression that will enable you to gain recognition for your progress and achievement. The programme consists of three Levels (4, 5 and 6), each lasting one academic year of full-time study. Each Level is divided into modules, which may vary in size. A standard module represents 200 hours of study and is worth 20 credits. Depending on the complexity of the area being studied, some modules may be larger, for example, in Level 5 and Level 6 you will study a combination of 20 credit and 40 credit modules.

**Level 4**

This first level of study will be supported by two theoretical modules which are designed to introduce you to the research methodologies so important for independent study and will support the academic rigour required at Higher Education. They will introduce and explore the entertainment industries as possible areas of employment and will also explore historical and contextual content relating to these industries. The **‘Creative Thinking’** module is an integral part of your programme as the material covered in this module unveils creativity in historical contexts, which will help inform your own work. The Production Design team work together to develop a curriculum that involves a wide range of sources and contexts. All of which are relevant to a team of individuals who are responsible for the design and development of a specific production.

The **‘Industry Awareness’** module is designed to introduce you to the wealth of employment opportunities available in the established and emerging entertainment industries. This module especially will be explored through a series of lectures and discussions designed to increase your awareness of these relevant industries. It will also introduce you to a host of skills such as communication skills, presentation skills and IT skills, which are pertinent to your professional practice.

The **‘Creative Thinking’** module runs through semester one with a deadline in week 16 and The **‘Industry Awareness’** module, will start in week 17 of the second semester, which balances out the level of academic study throughout this first year of study. All other modules will finish at the end of the first and second semester (Weeks 14 and 28).

Level 4 will introduce a host of practical techniques, which you as new undergraduates may not have had the opportunity to explore before. Such techniques, for instance, explore perspective drawing, technical drawing and model making, workshop practice such as scenic construction, and moulding and casting. Digital skills are introduced here using industry standard software such as the Adobe suite of applications which include Photoshop and Illustrator. Sketchup, AutoCAD and 3ds Max will also be introduced at this level. This takes place through the **‘Visual Communication’** module and the ‘**Design Process’** module. This development will be practised through specific assignments relating to the relevant industries. Here communication skills will be developed, and the learning outcomes for these modules reflect the journey through study, the learning taking place and the presentation of this learning but not specifically the final outcome. Learning here is highly tutor lead with workshops, demonstrations and practical investigation delivered week by week by specialist staff throughout all modules.

The ‘**Core Workshop Skills**’ module introduces you to a wide range of fundamental practical, technical and manipulative skills executed in the design and construction of sets and, props, including workshop and studio practice in the safe use of relevant materials, tools, equipment and machinery. Introductory skills may also include basic scenic construction, the use of machine and hand tools and the development of modelling, sculpting, moulding and casting techniques. These are not only to allow you to develop practical and therefore employable skills, but to inform you as a designer of the working practices associated with Production Design.

The introduction of related theoretical work introduced through the ‘**Creative Thinking’** module will support your practical work, will be used as the foundation of your learning experience and form the basis for future specialist progression. The module aims to promote a theoretical and academic underpinning to design and development of all work and enables you to develop your skills in planning, organisation and working both individually and as a member of a team.

In the second semester of Level 4, you will be introduced to probably your first chance to develop a full production design. The ‘**Production 1’** module, which is designed to enable you to fully explore the design process for a production and to understand the importance of and the relationship between research, ideas and realisation. You will be working from a script or other text to interpret and analyse this and use it as a foundation for your ideas. Problem-solving, experimentation and decision-making relating to production design for stage and screen will be explored through this module and your work will reflect relevant historical and cultural contexts which have been explored through supporting modules. Again, the development of drawing and making will be explored through the ‘**Design Process’** module. This module, as with the **‘Visual Communication’** module in semester one is designed to support the development of design with traditional and digital drawing techniques. Here you will be exploring perspective drawing, technical drawing. Digital skills are introduced here using software such as Adobe Photoshop and Illustrator, Autocad and 3ds Max,

Remember you can access guidance and support from tutors during teaching sessions and through Facilitated Learning sessions, but you are also expected to use independent study time to develop your skills further. Verbal and written formative and summative feedback through tutorials and teaching sessions provides you with a clear indication of your progress throughout study.

**Level 5**

The learning and teaching strategies used in Level 5 encourage you to take a more active involvement in your personal development. Throughout Level 5, you will be encouraged to seek and negotiate work experience of up to two weeks, which should be appropriate to your individual development and areas of interest. However, whilst the School can give you help and support in finding work experience, it cannot guarantee that suitable opportunities will be available. It is your responsibility to organise your work experience, which will be negotiated and approved with the framework of the *Undergraduate Work Experience Release Procedure.* This enables you to apply for extensions to assessment submission deadlines of up to two weeks to correspond with the length of the work experience for modules being studied during your period of absence from the School; and also requires that rigorous risk assessment procedures are followed to ensure your health and safety.

This level will introduce you to a major 40 credit module which is titled ‘**Production 2’**, allowing you the opportunity to consolidate all your learning developed through Level 4. This module may include the chance to work as a team whilst continuing to develop independent, individual study. Student centered learning is introduced here with independent learning and an individual scheme of work being developed with the support of your tutors. Here the intention is for you to realise your design work through a large-scale building project. A project which will introduce you to ‘real world’ experiences in the design and development of scenery for production.

Also explored through the first semester of Level 5 is the ‘**Creative Discussion’** module. This module continues to explore creative cultures, its chronology and history as introduced in level 4. However, it will concentrate on specific aspects of cultures to develop your understanding of the world around you. It is designed to support your study at degree level and although all modules on the programme have research skills embedded in them this module will further develop research methodology and independent learning skills in preparation for the ‘**Dissertation/Report’** module in Level 6. Again, it will help you to prepare a body of work, which will form the basis of research to underpin your design and practical work. It will help you to prepare for the development of your ‘**Major Project’** in level 6 when you will have the opportunity for extended research and academic investigation into a self-initiated and negotiated topic. Furthermore. It will help you to develop a wide range of skills that can be applied to any area of analysis, and academic writing.

The second semester of Level 5 allows for you to reflect on your learning so far and to evaluate which areas may need further development in preparation for Level 6. Again, through negotiation, with your tutors, any specific practical or academic issues relating to student progression can be focused on through further study. The ‘**Advanced Visual Techniques’** module can be an area where you explore an element of the programme that you feel is weak and requires further development. Again, the presentation for this module reflects the journey through study, the learning takes place and not specifically the final outcome. This module is also designed to support the development of learning through the ‘**Production Design Methodology**’ module. This module will give you a further chance to work through research, design, and realisation of a major project which is set by your tutor but over which you have increasing autonomy.

**‘Professional Practice’** at level 5 continues to explore specific areas of the entertainment industries which you as individual students are interested in. Here you will be encouraged to pursue your own work experience and the practical skills a practitioner requires to support this will be developed. Work here could include portfolio development, photographing work, self-employment and personal promotion. It could explore emerging technologies in the entertainment industries and current practice such as sustainability. This module takes place in the second semester of level 5. The intention is that here a foundation of promotional material is to be developed to be further work on to prepare you for Level 6 study and later employment.

### Level 6

In Level 6, you undertake a range of intellectually challenging work involving in-depth study, which helps you to consolidate your prior experience, knowledge and skills to a higher level of expertise. Emphasis is placed on self-initiated projects and your ability to plan and manage your own learning within all modules. You are expected to work with a considerable degree of independence and to exercise effective critical analysis, evaluation and professional practice. However, your specialist tutors will give you guidance throughout Level 6 in order to provide a structured and supportive learning environment, promoting a manageable level of student autonomy while continuing to address any potential issues. In short: It gives you the chance to demonstrate all your learning through Levels 4 and 5 and to build on this even further.

The structure of Level 6 modules is common to all undergraduate programmes at the School and consists of four consecutive modules that enable you to research, plan, undertake and conclude a pathway of study that is specific to your individual areas of focus and interest within your creative discipline. The common structure also provides opportunities to work collaboratively with students from other disciplines, and the potential cross-fertilisation of creative practice is intended to reflect the realities of the contemporary creative industries.

The modules are structured to promote the integration of theory and practice and to ensure that concepts are realised in a manner that will support your personal and professional development. The final module concludes with a degree presentation that will focus on your future intentions with relevant written and practical work. The dissertation or report will inform the work for your final portfolio and develop a self- identified written investigative study that relates directly to your creative practice.

Throughout Level 6, you will be provided with a curriculum that allows for individual progression and development and is integrated with opportunities that enhance the realisation of your own vision to enable you to graduate as a professional and informed creative practitioner.

In the ‘**Project Research and Preparation’** module (40 credits), you will identify, initiate and negotiate a personal project that will enable you to consolidate and demonstrate your individual creative identity. This should reflect the individual focus of your creative practice and career aspirations; and be underpinned by extensive research, analysis and development work that supports the realisation and production of your creative outcomes in the Final Major Project. You will be able to research, define and develop a complex project that challenges your existing practice, and to consider potential collaborations in preparation for working in the creative industries, or for postgraduate study. The research, planning and development that you undertake during the Project Research and Preparation module will include identifying and negotiating the topic of your written investigative study for the ‘**Dissertation / Report**’ module, which will be devised to inform and enhance your practical work.

The ‘**Dissertation / Report** module (20 credits) provides you with the opportunity for extended research and investigation into a negotiated individual topic based on an aspect of your creative practice. The choice of either a theoretical argument (dissertation) or a factual report (for example, on an aspect of potential entrepreneurial activity) should be determined by your individual aims and aspirations after graduation. Both options will equip you with a wide range of skills that can be applied to research, information retrieval and academic writing.

The ‘**Final Major Project’** module (40 credits) enables you to focus on your specialism and to apply the knowledge, skills and intellectual abilities acquired and developed throughout your programme. You will realise the conceptual, theoretical and professional inquiry identified in the Learning Agreement that you produced in the Project Research and Preparation module in order to bring your ideas to a reasoned conclusion, based on problem-solving, decision-making and critical evaluation. Your ability to manage a complex project with an independent and professional approach is a key aspect of this module. The final creative outcomes should be executed and presented to a standard appropriate to Level 6 Honors degree study and to their commercial or professional focus.

The ‘**Final Show and Portfolio’** module (20 credits) is a launch point for your commercial vision or progression to postgraduate study. You will present yourself and your work in a relevant professional context that highlights the progression you have made as a critical creative practitioner. The opportunity to create an outward- facing exhibition that showcases your creative practice and achievements is your chance to take the first steps into the creative industries. Working with a provided space, you will manage and deliver an individual show that promotes your final portfolio of work, supported by self-promotion and marketing tools directed at your own professional aspirations.

### Programme Modules

# Level 4:

Semester 1

# HPSF471 Visual Communication 20 Credits

# HPSF472 Core Workshop Skills 20 Credits

# HPSF473 Creative Thinking 20 Credits

Semester 2

# HPSF474 Design Process 20 Credits

# HPSF475 Industry Awareness 20 Credits

# HPSF476 Production 1 20 Credits

# Level 5:

# Semester 1

# HPSF566 Production 2 40 Credits

# HPSF567 Creative Discussion 20 Credits

Semester 2

# HPSF568 Advanced Visual Communication 20 Credits

# HPSF565 Production Design Methodology 20 Credits

# HPSF561 Professional Practice 20 Credits

# Level 6:

# Semester 1

# HPSF661 Project Research and Preparation 40 Credits

# HPSF662 Dissertation / Report 20 Credits

Semester 2

# HPSF663 Final Major Project 40 Credits

# HPSF664 Final Show and Portfolio 20 Credits

### Programme Diagram

This diagram indicates the proposed start and end dates for each module and shows teaching weeks only; holiday periods are not included. Further information on the structure of each module is included in your Module Handbooks. Dashed lines indicate assessment feedback points.

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| Level 4 - Week Number | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | | 2 | | 3 | | 4 | 5 | | 6 | | 7 | | 8 | | 9 | | 10 | | 11 | | 12 | | 13 | | 14 | | |  | | 15 | | 16 | | | | 17 | | 18 | 19 | | | 20 | | 21 | | 22 | | | 23 | 24 | | 25 | | 26 | | 27 | | | 28 | |  | | | | | |
|  | | | | | | | | | | | | | | | | | | | | | | | | | | | | | **INTERIM WEEK** | |  | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |  | | | |
| **Welcome Week/Induction** | **Weeks 1-7**  **Visual Communication** (20 Credits) | | | | | | | | | | | | | **Weeks 8-21**  **Design Process** (20 Credits) | | | | | | | | | | | | | | |  | | | | | | | | | | | | | | | | |  | | | | | | | | | | | | | | | | |  |
| **Weeks 1-14**  **Core Workshop Skills** (20 Credits) | | | | | | | | | | | | | | | | | | | | | | | | | | | | **Weeks 15-28**  **Production 1**  (20 Credits) | | | | | | | | | | | | | | | | | **WEEKS BETWEEN END OF TEACHING WEEKS AND END OF TERM: ASSESSMENT OF FINAL MODULES AND TUTORIALS** | | | | | | | | | | | | | | | | |  | | | |
| **Weeks 1-16**  **Creative Thinking**  (20 Credits) | | | | | | | | | | | | | | | | | | | | | | | | | | | |  | | | | | | **Weeks 17-28**  **Industry Awareness**  (20 Credits) | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| **Level 5 - Week Number** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | | 1 | | 2 | | 3 | | | 4 | | 5 | | 6 | | 7 | | 8 | | 9 | | 10 | | 11 | | 12 | | 13 | 14 | | **INTERIM WEEK** | | 15 | | 16 | | 17 | | 18 | | | 19 | 20 | | 21 | | 22 | | | 23 | | | 24 | | 25 | | 26 | | | 27 | | 28 | |  | | | | | |
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| **Welcome Week/Induction** | | **Weeks 1-14**  **Production 2**  (40 Credits) | | | | | | | | | | | | | | | | | | | | | | | | | | | |  | | | | | | | | | | | | | | **Weeks 15-26**  **Advanced Visual Communication**  (40 Credits) | | | | | | | | | | | |  | | | | | | **WEEKS BETWEEN END OF TEACHING WEEKS AND END OF TERM: ASSESSMENT OF FINAL MODULES AND TUTORIALS** | | | | |
|  | | | | | | | | | | | | | | **Weeks 15-28**  **Production Design Methodology**  **(20 credits)** | | | | | | | | | | | | | | | | | |
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| **Weeks 1-16**  **Creative Discussion**  (20 Credits) | | | | | | | | | | | | | | | | | | | | | | | | | | | |  | | | **Weeks 17-28**  **Professional Practice**  (20 Credits) | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| Level 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Week Numbers | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | | | 11 | 12 | 13 | 14 |  | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | | 25 | 26 | 27 | 28 |  |
| WELCOME WEEK AND INDUCTION |  | | | | | | | | | | | | | | | | INTERIM |  | | | | | | | | | | | | | | | **WEEKS BETWEEN END OF TEACHING WEEKS AND END OF TERM: ASSESSMENT OF FINAL MODULES AND TUTORIALS** |
| **Weeks 1 – 9**  **Project Research and Preparation**  (40 credits) | | | | | | | | | |  | | | | | | **Weeks 10 – 23**  **Final Major**  **Project**  (40 credits) | | | | | | | | | |  | | | | |
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| **Weeks 1 – 14**  **Dissertation/ Report**  (20 credits) | | | | | | | | | | | | | | | | **Weeks 15-28**  **Final Show and Portfolio**  **(20 Credits)** | | | | | | | | | |  | | | | |
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**Mapping of Module Learning Outcomes to Level Outcomes**

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| **Level 4 Outcomes**  On successful completion of Level 4, you will be able to: | **Visual Communication**  **20 Credits** | **Core Workshop Skills**  **20 Credits** | **Creative Thinking**  **20 Credits** | **Design**  **Process**  **20 Credits** | **Production 1**  **20 Credits** | **Industry Awareness**  **20 Credits** |
| Describe, explain and use key elements of knowledge and key concepts of, and influences on Production Design |  |  | LO1 | LO1 |  |  |
| Gather, describe and apply research from a defined range of primary and secondary sources |  |  | LO2 |  |  | LO1 |
| Apply defined methods to problem-solving and recognise the changing nature of knowledge and concepts relevant to Production Design | LO1 |  |  |  | LO1 |  |
| Apply a range of approaches to learning and identify your strengths and areas for development in order to manage work and meet deadlines |  | LO3 |  |  |  | LO2 |
| Apply a range of practical and technical skills relevant to Production Design in defined contexts | LO2 | LO1 |  | LO3 |  |  |
| Demonstrate the qualities and transferable skills necessary for employment requiring the exercise of some personal responsibility |  | LO2 |  | LO2 | LO2 |  |

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| Level 5 Outcomes  On successful completion of Level 5,  you will be able to: | Production 2  40 Credits | Creative Discussion  20 Credits | Advanced Visual Communication  20 Credits | Production Design Methodology  20 Credits | Professional Practice  20 Credits |
| Demonstrate knowledge and critical understanding of the well-established principles of and influences on Production Design and apply these to a range of activities | LO3 |  |  |  | LO1 |
| Analyse, interpret and apply research from a variety of primary and secondary sources appropriate to your individual routes of enquiry |  | LO2 |  |  | LO2 |
| Apply an enquiring approach to the changing nature of knowledge and concepts and demonstrate critical analysis in your problem-solving and synthesis | LO2 | LO1 |  | LO1 |  |
| Take personal responsibility for the development of existing skills and new competencies within the management of your work |  |  | LO2 |  | LO3 |
| Apply appropriate practical and technical skills to enable you to experiment and develop ideas and outcomes based on your own decisions | LO1 |  |  | LO2 |  |
| Demonstrate the qualities and transferable skills necessary for employment requiring the exercise of personal responsibility and decision-making | LO4 |  | LO1 |  |  |

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| Level 6 Outcomes  On successful completion of Level 6, you will be able to: | Project Research and Preparation  40 credits | Dissertation / Report  20 credits | Final Major Project  40 credits | Final Show and Portfolio  20 credits |
| Demonstrate a systematic understanding of key areas of your field of study and its cultural, ethical and professional contexts | LO1 |  | LO1 | LO1 |
| Synthesise, evaluate, reference and apply research from appropriate sources to make independent judgements and to initiate and carry out projects | LO2 | LO1 |  |  |
| Demonstrate conceptual understanding that enables you to devise and sustain arguments, solve problems, and use ideas and techniques appropriate to your field of study | LO3 | LO2 | LO2 |  |
| Manage your own work and learning as an autonomous practitioner and collaborate with others in preparation for employment, continuing professional development and/or further study | LO4 | LO3 | LO3 |  |
| Apply an appropriate range of practical and technical skills to produce solutions and outcomes relevant to your field of study and related professional practice |  |  | LO4 |  |
| Communicate information, ideas, problems and solutions in a range of appropriate formats to specialist and non-specialist audiences, including potential employers and professional networks |  | LO2 |  | LO2 |

# Level 4 Modules

**Module Title** **Visual Communication**

Module Code: HPDF

Level: 4

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

This module is designed to support study in other modules. It introduces a wide range of fundamental visualisation skills, and it will enable you to develop these in communicating your ideas for your studio and workshop studies. In short, it will help you to understand the development process an undergraduate needs to explore work through this level of study. You will initially investigate the formal elements of drawing, visual composition and the development of a range of materials and processes, which are relevant to your area of study. The purpose of this module is to allow you to experiment and develop your skills and through this module, you will explore freehand drawing, technical drawing and presentation drawing. Technical drawing will be used for the development of 3D white card models, through future study, which will help you to visualise your ideas quickly and is a fundamental skill all artists working in 3D will need. The module will make you aware of the importance of visual research as a foundation for the communication of your ideas.

**Outline syllabus**

An indicative guide to the content covered by this module:

* Introduction of the importance of drawing in Production Design.
* To develop initial 2D visualisation methods, sketching and drawing.
* Develop a range of drawing equipment.
* Perspective drawing, both single and two point perspective.
* Develop Technical Drawing and the use of traditional drawing aids.
* Digital and Traditional presentation of drawings.

**Method of delivery**

Studio-based teaching, demonstrations, student centred workshops, critiques, tutorials and independent learning through set assignment briefs and tasks.

Educational visits and visiting speakers may be used, where appropriate, to support the module delivery.

**Aims**

A1 To enable an understanding of a wide range of fundamental visualisation skills.

A2 To gain an understanding of the use of studio techniques and equipment pertinent to your specialist area of study.

**Learning Outcomes**

On completion of this module, you will be able to:

LO1 Apply defined methods to problem-solving and recognise the changing nature of knowledge and concepts relevant to Production Design.

LO2 Apply a range of practical and technical skills relevant to Production Design in defined contexts

**Assessment Components**

1 A journal of 2D visualisation techniques, which is to be submitted as a digital presentation.

100%

**All learning outcomes must be passed to successfully complete the module.**

**Reference material**

A list of reference material for this module, including key and recommended texts and online resources, is included in the Module Handbook. In addition, you should work with your tutors and Library staff to identify material that is appropriate to the individual nature of your research.

**Module Title Core Workshop Skills**

Module Code: HPDF

Level: 4

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

This module introduces you to a wide range of fundamental practical, technical and manipulative skills relative to the design and construction of set and props and will include workshops in the safe use of relevant materials, tools, equipment and machinery. Introductory skills will include basic scenic construction and the use of the workshops in the development of modelling, sculpting, mouldmaking and casting techniques. These are techniques, which will inform a designer of the practical skills needed not only to realise their designs but to develop employable skills pertinent to a range of professions.

This module will form the foundation of your practical learning experience and underpin your development through future specialist modules. It also aims to promote a problem-solving and flexible approach to your practical work and enables you to develop your skills in planning, organisation and working both individually and as a member of a team.

**Indicative outline syllabus**

An indicative guide to the content covered by this module:

* Introduction to the construction and finishing process for set and props.
* Introduction to Health and Safety and good workshop and studio practice.
* Introduction to basic workshop materials for scenic construction such as, wood, plastic and card.
* Introduction to Hand tools, saws, drills, screwdrivers etc.
* Introduction to Workshop power tools sanders pillar drill, band saw etc.
* Introduction to mould making as an aid to developing design solutions.
* Development of paint and other finishing techniques.

**Method of delivery**

Studio-based teaching, demonstrations, critiques, workshops, tutorials and independent learning through set assignment briefs and tasks. Educational visits and visiting speakers may be used, where appropriate, to support the module delivery.

**Aims**

A1 Use appropriate workshop materials and equipment with the application of safe workshop practice.

A2 To explore a range of relevant skills, which will support your working practice.

A3 To evaluate your progress and strengths throughout the module.

**Learning Outcomes**

On completion of this module, you will be able to:

LO1 Apply a range of practical and technical skills relevant to Production Design in defined contexts.

LO2 Demonstrate the qualities and transferable skills necessary for employment requiring the exercise of some personal responsibility.

LO3 Apply a range of approaches to learning and identify your strengths and areas for development in order to manage work and meet deadlines.

**Assessment Components**

1 A work journal including a range of maquettes and models, research, development and practical Investigation.

2 A 500\* word evaluation.

100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

**All learning outcomes must be passed to successfully complete the module.**

**Reference material**

A list of reference material for this module, including key and recommended texts and online resources, is included in the Module Handbook. In addition, you should work with your tutors and Library staff to identify material that is appropriate to the individual nature of your research.

**Module Title Creative Thinking**

Module Code: HPDF

Level: 4

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

Creative Thinking is an integral part of your programme as the material covered in this module unveils creativity in global and historical contexts, which will help inform your own practice as an artist. The Production Design lecturers work together to develop a curriculum that involves a wide range of sources and contexts. All of which are relevant to a team of individuals who are responsible for the design and development of a specific TV, Film or Theatre production. This module will encourage you to develop skills in critical thinking and analysis and to apply your knowledge and understanding to both this module and to your creative work.

This module outlines the importance of creative cultures by focusing chronologically on history and shows how Production Design is informed by developments in other contexts. It is designed to equip you with the skills necessary for the understanding of how creativity has evolved and how you will embed this in your own professional practice. Throughout the module, you will be encouraged to evidence your research as the module evolves and to further develop a specific topic through a piece of formal work.

**Indicative outline syllabus**

An indicative guide to the content covered by this module:

* Lectures that cover a range of art and design topics.
* Analysis of social and creative culture.
* An understanding of the connection between creative culture theory and your specialist area of study.
* The presentation of research using a range of methodology.
* Referencing and academic conventions.
* The development of creative presentation.
* Introduction to Research methodology.

**Method of delivery**

Lecture based teaching, specific presentations relating to the specialist areas of study, workshops, group critiques and presentations, tutorials, Visits to museums and places of historic interest.

**Aims**

A1 To develop research skills and demonstrate the selection of information and create an understanding of its relevance to individual creative practice.

A2 To demonstrate your ability to organise and communicate these ideas at an appropriate level.

**Learning Outcomes**

On completion of this module, you will be able to:

LO1 Describe, explain and use key elements of knowledge and key concepts of, and influences on Production Design.

LO2 Gather, describe and apply research from a defined range of primary and secondary sources.

**Assessment Components**

1 A 2000\*- word illustrated essay.

100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

**All learning outcomes must be passed to successfully complete the module.**

**Reference material**

A list of reference material for this module, including key and recommended texts and online resources, is included in the Module Handbook. In addition, you should work with your tutors and Library staff to identify material that is appropriate to the individual nature of your research.

**Module Title Design Process**

Module Code: HPDF

Level: 4

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

This Design Process module will further develop your visual communication skills through the exploration of both traditional and now increasingly digital media to create, produce and manipulate imagery. It is designed to support your study within other modules such as the ‘**Core Skills’** and ‘**Production** 1’ modules, which will run alongside this and all future modules at level 5 and 6. You will continue to investigate the formal elements of drawing using traditional media, however, digital media and a range of industry standard software will be explored through demonstrations, tutorials and independent learning. You will explore technical drawing to create plans and elevations for 3-dimensional sketch models working predominantly in card. Your work here will be reinforced by theoretical research into the work of practicing artists and designers, which will further develop your knowledge of professional practice.

You will be introduced to software, which will begin the exploration of digital work, which forms the basis of digital set models and assets. You will explore drawing using vector graphics and this module will help you to gain an understanding of how traditional design work can be further developed using 3D printing, CNC machining and laser cutting. As with other modules, your practical investigation will record the processes, tools and techniques you are developing here to produce a technical file which you can build on through future study.

**Outline syllabus**

An indicative guide to the content covered by this module:

* Exploration of the design process around a given theme.
* To further develop 2D visualisation methods, sketching and drawing.
* Explore Perspective and Isometric drawing.
* Development of drawing for presentation.
* Develop Technical Drawing and the use of traditional drawing aids.
* Introduction to 3D white card model making.
* The development of drawing using vector graphics for use in laser cut model components.
* The exploration of specific 2D software for image production.
* The exploration of specific 3D software for image production.
* The development of a Technical Journal.

**Method of delivery**

Studio-based teaching, practical demonstrations, critiques, workshops, tutorials and independent learning through set assignment briefs and tasks. Educational visits and visiting speakers may be used, where appropriate, to support the module delivery.

**Aims**

A1 To develop visualisation techniques and encourage the exploration of the design process through 2D and 3D exploration.

A2 To introduce you to a range of traditional and digital, processes.

A3 Develop an understanding of how specific skills can be used throughout the relevant industries

**Learning Outcomes**

On completion of this module, you will be able to:

LO1 Describe, explain and use key elements of knowledge and key concepts of, and influences on Production Design.

LO2 Apply defined methods to problem-solving and recognise the changing nature of knowledge and concepts relevant to Production Design.

LO3 Apply a range of practical and technical skills relevant to Production Design in defined contexts.

**Assessment Components**

1 A presentation showing the development of your 2D and 3D techniques.

2 A self-evaluation of 500\* words

100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

**All learning outcomes must be passed to successfully complete the module.**

**Reference material**

A list of reference material for this module, including key and recommended texts and online resources, is included in the Module Handbook. In addition, you should work with your tutors and Library staff to identify material that is appropriate to the individual nature of your research.

**Module Title Industry Awareness**

Module Code: HPDF

Level: 4

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

This module is designed to introduce you to the wealth of employment opportunities available in the established and emerging entertainment industries. This will be explored through a series of lectures and discussions designed to increase your awareness of these relevant industries. It will also introduce you to a host of skills, which are pertinent to professional practice. These will include communication skills, presentation skills and IT skills. It will strengthen your research skills, underpinning the independent learning, which is so important for study at this level. The module will also begin to introduce an awareness and importance of work experience throughout undergraduate study and will begin your individual enquiry into areas of the entertainment industries, which you yourself are becoming particularly focused on.

This module will introduce you to the research methodology and analysis within the development of a journal of learning. Looking at market awareness, social and material culture, this will form the foundation on which you are to develop a language, which will support your own professional practice throughout the three years of study and on into your professional careers. To complement this, you will explore terminology associated with the Stage and Screen industries, which will give you an understanding of a production team member’s role in the creative team. You will also look at starting to develop promotional work, which will include a CV, personal statement and portfolio building skills.

**Outline syllabus**

An indicative guide to the content covered by this module:

* Introduction to the history of the entertainment industries with relation to Production Design.
* Exploration of Ethical and Cultural Changes in the Industry.
* Research methodology.
* Research ethics
* Referencing and academic conventions
* IT skills.
* Professional Practice.
* Communication and presentation skills.
* Introduction to the wealth of Industry employing production designers design and making skills.
* Introduction to Research methodology and developing a Journal.
* Introduction to Professional Practice.
* Terminology used in the Film, TV, Theatre and other industries which employ an art department team.
* Industry structure.
* CV and promotional work.

**Method of delivery**

Studio-based teaching, demonstrations, workshops, lectures and discussion, critiques, tutorials and independent learning through set assignment briefs and tasks. Educational visits and visiting speakers may be used, where appropriate, to support the module delivery.

**Aims**

A1 To enable you to develop an awareness and understanding of the appropriate creative industries and the specific roles within them through relevant research.

A2 To develop and evaluate personal skills in communication and presentation.

**Learning Outcomes**

On completion of this module, you will be able to:

LO1 Gather, describe and apply research from a defined range of primary and secondary sources

LO2 Apply a range of approaches to learning and identify your strengths and areas for development in order to manage work and meet deadlines.

**Assessment Components**

1 A visual presentation of a wide range of research outlining the relevant industries.

2 A 2000\*- word report on one particular aspect of your research.

100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

**All learning outcomes must be passed to successfully complete the module.**

**Reference material**

A list of reference material for this module, including key and recommended texts and online resources, is included in the Module Handbook. In addition, you should work with your tutors and Library staff to identify material that is appropriate to the individual nature of your research.

**Module Title Production 1**

Module Code: HPDF

Level: 4

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

This module enables you to explore the design process for sets, props and character development and to understand the importance of and the relationship between research, conceptual ideas and realisation. You will be working from a script or other text. The script analysis is an important aspect of a designers work as this will give you the direction and foundation for developing your Initial design concepts, which will be informed by theoretical, contextual and practical research. Problem-solving, experimentation and decision-making relating to production design for stage and screen will be explored through this module and your work will reflect relevant historical and contemporary contexts which have been explored through supporting modules, which is also explored throughout the script analysis. This module will also give you the opportunity to use the practical skills developed through the ‘Design’, ‘Core Skills’ and Design Process modules to professionally produce your ideas. Importantly it will utilise the academic learning developed through the ‘Creative Thinking’ module.

**Outline syllabus**

An indicative guide to the content covered by this module:

* Introduction to developing work from a script (Script Analysis).
* Introduction to theatre space.
* Exploration of the design process and concepts.
* Introduction to spatial models to evaluate concepts and ideas.
* Exploration of model making skills.
* Presentation techniques both 2D and 3D.
* Recording the development of the learning taking place in a professional manner.

**Method of delivery**

Lectures, group seminars, research, tutorials, independent study. Educational visits and visiting speakers may be used, where appropriate, to support the module delivery.

**Aims**

A1 To enable you to explore relevant research in order to develop ideas and concepts for Production Design.

A2 To enable you to develop your independent personal skills and professional understanding necessary for employment.

**Learning Outcomes**

On completion of this module, you will be able to:

LO1 Apply defined methods to problem-solving and recognise the changing nature of knowledge and concepts relevant to Production Design.

LO2 Demonstrate the qualities and transferable skills necessary for employment requiring the exercise of some personal responsibility.

**Assessment Components**

1 A body of work exploring the 2D and 3D realisation of designs, relevant to your area of specialism, with supporting research and development.

2 A self-evaluation of 500 words

100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

**All learning outcomes must be passed to successfully complete the module.**

**Reference material**

A list of reference material for this module, including key and recommended texts and online resources, is included in the Module Handbook. In addition, you should work with your tutors and Library staff to identify material that is appropriate to the individual nature of your research.

**Level 5 Modules**

**Module Title Production 2**

Module Code: HPDF

Level: 5

Credit Points: 40

Weighting: 2.0

Study Time: 400 hours

**Description**

This module consolidates the skills and critical understanding developed through Level 4. It gives you the opportunity to explore the process of Production Design in greater depth and to extend your knowledge of current Art Department practice. It will give you the chance to develop your skills through a major production project within the structure of a research-based assignment. You will initially develop a wide range of concepts for design work, which will include set, props. Through negotiation with your tutors, you will develop an individual scheme of work based on a specific theme and relating to the learning outcomes for this module. You are also asked to critically evaluate and interpret this information, which will further support your design proposals and creative investigation and help you to prepare for level 6 and your independent final projects.

This module is also designed to help develop the practical skills, which the industries are keen to see promoted through education. Model making, scenic construction and finishing will be of paramount importance and will give you a chance to see your concepts and ideas brought to life. This may include group work and live assignment work.

During the construction of the set you will be following the albert frame work for sustainability within the film and tv industry. This will involve monitoring the carbon footprint of the set and materials used in construction. To help offset the carbon footprint you may be recycling elements from previous builds. You may be working as a team and there may be opportunities to collaborate with students from other programmes.

**Outline syllabus**

An indicative guide to the content covered by this module:

* Script analysis.
* Contextual, practical and technical research.
* Development of concepts for set, props and characters.
* Exploration of detailed model making skills.
* Development of CAD in the production of technical drawings and concept drawings.
* The continuation of practical construction skills development from the ‘Core Skills’ module.
* Practical exploration of advanced workshop equipment power saws, routers.
* Specialist scenic paint finishes.
* Research into materials and processes of scenic construction.
* Team working and exploration of roles of the Art Department.
* The development of a Technical Journal.
* Reflection and evaluation.

**Method of delivery**

Practical workshops, independent study, research, tutorials and critiques.

Educational visits, work experience and visiting speakers may be used, where appropriate, to support the module delivery.

**Aims**

A1 To extend your knowledge and critical understanding of the design process through professional processes.

A2 To critically evaluate and analyse the appropriateness of different approaches to problem-solving relating to your chosen specialist techniques.

A3 To explore professional and competent industry practice.

A4 To explore the qualities and transferable skills necessary for employment

**Learning Outcomes**

On completion of this module, you will be able to:

LO1 Apply appropriate practical and technical skills to enable you to experiment and develop ideas and outcomes based on your own decisions.

LO2 Apply an enquiring approach to the changing nature of knowledge and concepts and demonstrate critical analysis in your problem-solving and synthesis.

LO3 Demonstrate knowledge and critical understanding of the well-established principles of and influences on Production Design and apply these to a range of activities.

LO4 Demonstrate the qualities and transferable skills necessary for employment requiring the exercise of personal responsibility and decision-making.

**Assessment Components**

1 A Portfolio of project work as defined in the Learning Agreement.

2 A finished professionally presented piece of work.

3 A critical self-evaluation of 1000\* words.

100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

**All learning outcomes must be passed to successfully complete the module.**

**Reference material**

A list of reference material for this module, including key and recommended texts and online resources, is included in the Module Handbook. In addition, you should work with your tutors and Library staff to identify material that is appropriate to the individual nature of your research.

**Module Title** **Creative Discussion**

Module Code: HPDF

Level: 5

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

This module continues to explore creative cultures, its chronology and history as introduced in level 4. However, it will concentrate on specific aspects of cultures to develop your understanding of the world around you. It is designed to support your study at degree level and although all modules on the programme have research skills embedded in them this module will further develop research methodology and independent learning skills in preparation for the ‘Dissertation/Report’ module in Level 6. Again, it will help you to prepare a body of work, which will form the basis of research to underpin your design and practical work. However, research into how your work is to be developed within your specific industry is of paramount importance here and may be explored through the presentation of a practical creative response to your research using photography or Special Effects. Workshops may take place to help you develop these skills which you were introduced to through Level 4.

This module will help you to prepare for the development of your Final Major Project in level 6 when you will have the opportunity for extended research and academic investigation into a self-initiated and negotiated topic. Furthermore. It will help you to develop a wide range of skills that can be applied to any area of analysis, and academic writing.

**Indicative outline syllabus**

An indicative guide to the content covered by this module:

* Contextual issues relating to creative cultures and their global perspective
* Critical analysis of information
* Evaluation and organisation.
* Development of a research document.
* Lectures and discussion.
* Professional presentation of work.
* Referencing and academic conventions.
* Dissertation preparation.
* Translation of research as a visual response.

**Method of delivery**

Lecture based teaching, specific presentations relating to Production Design, workshops, group critiques and presentations, tutorials, Visits to museums and places of historic interest.

**Aims**

A1 To develop your critical awareness of Creative Cultures and their influence on your own creative practice.

A2 To develop your ability to communicate a critical debate and form conclusions from your own independent research.

**Learning Outcomes**

On completion of this module, you will be able to:

LO1 Apply an enquiring approach to the changing nature of knowledge and concepts and demonstrate critical analysis in your problem-solving and synthesis

LO2 Analyse, interpret and apply research from a variety of primary and secondary sources appropriate to your individual routes of enquiry

**Assessment Components**

1 A 3000\*- word essay.

100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

**All learning outcomes must be passed to successfully complete the module.**

**Reference material**

A list of reference material for this module, including key and recommended texts and online resources, is included in the Module Handbook. In addition, you should work with your tutors and Library staff to identify material that is appropriate to the individual nature of your research.

**Module Title:** **Advanced Visual Communication**

Module Code: HPDF

Level: 5

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

The primary aim through this module is to extend your technical expertise, which will support your working practice and help you communicate your ideas. It is designed to run alongside the **Production Design Methodology** module, which is also delivered through this semester of the programme. Through this module, you are asked to reflect on the learning and development, which has taken place through the previous level of study and the **Production 2** module. You are asked, in consultation with the programme team to develop an individual body of work, which will enhance and strengthen study through the final level of the programme. This module is intended to give you the opportunity to develop practical skills which you yourself feel you need to do. An example of this would be that if you plan to be a design assistant in TV, technical drawing and white card model making would be an important aspect of study to explore here. Also, as the demand for digital model making and presentation grows within the industry the development of these skills would be advantageous through this module. Again, your individual focus will be developed through a negotiated learning plan and your exploration of the relevant industries through the **Professional Practice** module will help you decide which areas you need to develop. This work will be professionally presented for deadline using predominantly digital techniques.

**Outline syllabus**

An indicative guide to the content covered by this module.

* Further in-depth exploration of digital models using industry standard software.
* The development of traditional model making skills.
* The development of 3D print and Laser technologies.
* Exploration of concept development.
* Development of Technical drawing and/or CAD software.
* Developing perspective drawing or other specific drawing techniques.
* Development of workshop practice.
* Development of digital presentation techniques.

**Method of delivery**

Negotiated assignments, live assignments, studio and workshop practice, practical workshops, independent study, research, tutorials and critiques. Educational visits and visiting speakers may be used, where appropriate, to support the module delivery.

**Aims**

A1 To extend and develop your 2D and or 3D skills to underpin and support your specific skills and abilities.

A2 To encourage you to review, critically evaluate and develop your own independent learning and professionally present your work.

**Learning Outcomes**

On completion of this module, you will be able to:

LO1 Demonstrate the qualities and transferable skills necessary for employment requiring the exercise of personal responsibility and decision-making.

LO2 Take personal responsibility for the development of existing skills and new competencies within the management of your work

**Assessment Components**

1 A professionally presented portfolio of exploration.

2 A critical self-evaluation of 500\* words

100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

**All learning outcomes must be passed to successfully complete the module.**

**Reference material**

A list of reference material for this module, including key and recommended texts and online resources, is included in the Module Handbook. In addition, you should work with your tutors and Library staff to identify material that is appropriate to the individual nature of your research.

**Module Title: Production Design Methodology**

Module Code: HPDF

Level: 5

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

In Preparation for level 6 study, where you are asked to write and manage your own individual project, you will, through this module undertake a design assignment based on a specific theme of your choice. A theme which, wherever possible will introduce a live assignment working to a specific brief, set by one of our industry partners. Work here will follow the design process and include academic research, a number of design proposals and final presentation work. You will be encouraged to use CAD and other software in the development of your ideas alongside more traditional methods of working.

You will be asked to present your work at specific stages throughout the module and be expected to conduct yourself in a professional manner. Again, you are asked to reflect on your work undertaken through the ‘**Production 2**’ module and through negotiation with your tutors develop your individual scheme of work. This module will allow you to strengthen your understanding of the design process, again in preparation for your major projects next year. The development of work here could be centred around a live brief.

**Outline syllabus**

An indicative guide to the content covered by this module:

* Analysing and developing work from a script (Script Analysis).
* Exploration of TV and Film production methodologies.
* Exploration of the design process and concepts.
* Development of spatial models to evaluate concepts.
* Exploration of detailed model making skills.
* Presentation techniques both 2D and 3D.
* Development of CAD and digital presentation packages.
* The development of a Learner Agreement.
* Recording and communicating the development of the learning taking place in a professional manner.

**Method of Delivery**

Possible live assignments, studio and workshop practice, practical workshops, independent study, research, tutorials and critiques. Educational visits and visiting speakers may be used, where appropriate, to support the module delivery.

**Aims**

A1 To extend your skills in critical analysis and independent problem-solving

A2 To support the development of professional studio and workshop practice and the use of appropriate media, materials, equipment and technology.

**Learning Outcomes**

On completion of this module, you will be able to:

LO1 Apply an enquiring approach to the changing nature of knowledge and concepts and demonstrate critical analysis in your problem-solving and synthesis

LO2 Apply appropriate practical and technical skills to enable you to experiment and develop ideas and outcomes based on your own decisions

**Assessment Components**

1 A portfolio of research, 2D and 3D design development and final presentation.

2 A critical self-evaluation of 500\* words.

100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

**All learning outcomes must be passed to successfully complete the module.**

**Reference material**

A list of reference material for this module, including key and recommended texts and online resources, is included in the Module Handbook. In addition, you should work with your tutors and Library staff to identify material that is appropriate to the individual nature of your research.

**Module Title Professional Practice**

Module Code: HPDF

Level: 5

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

This module further extends and develops your understanding of the entertainment industries and other areas of potential employment as outlined through Level 4 study. This is developed through personal primary and secondary research into your specific career pathways with the emphasis placed on employability, enterprise, networking and promotional work. Through this module, you will develop the practical skills a practitioner in art and design will need to promote themselves within this competitive and challenging industry. Exploring new and emerging technologies and working practice.

Professional Practice also continues to explore specific areas of the profession, which you personally are excited about. Here you will be encouraged to pursue your own work experience, and the practical skills a practitioner requires to support this will be developed. Work here will include portfolio development and the associated skills a practitioner will need, The intention here is that the foundation of promotional work is in place for further self-directed development in Level 6.

**Indicative outline syllabus**.

An indicative guide to the content covered by this module:

* Careers research and planning
* Enterprise and entrepreneurship
* Networking
* Marketing and promotion
* Starting a business and freelance work
* Professional CVs and business plans
* Recording, photographing or filming your work
* Developing your work using Compositing or Visual Effects
* Costing and selling work
* Copyright and intellectual property
* Legal and ethical considerations
* Job applications and interviews
* Professional communication and IT skills
* Presenting work in a portfolio or show reel
* Development of an online presence

**Method of delivery**

Specific lectures, studio and workshop practice, practical workshops and demonstrations, research, tutorials and critiques. Educational visits and visiting speakers may be used, where appropriate, to support the module delivery.

**Aims**

A1 To further extend and develop your knowledge of career opportunities in the creative industries.

A2 To develop your skills in analysing your research to enhance your own employability.

A3 To enable you to professionally record and present your research.

**Learning outcomes**

On completion of this module, you will be able to:

LO1 Demonstrate knowledge and critical understanding of the well-established principles of and influences on Production Design and apply these to a range of activities.

LO2 Analyse, interpret and apply research from a variety of primary and secondary sources appropriate to your individual routes of enquiry.

LO3 Take personal responsibility for the development of existing skills and new competencies within the management of your work.

**Assessment components**

1 A body of work illustrating examples of industry exploration.

2 A 1000\*- word self-evaluation.

100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

**All learning outcomes must be passed to successfully complete the module.**

**Reference material**

A list of reference material for this module, including key and recommended texts and online resources, is included in the Module Handbook. In addition, you should work with your tutors and Library staff to identify material that is appropriate to the individual nature of your research.

**Level 6 Modules**

**Module Title: Project Research and Preparation**

Module Code: HPDF

Level: 6

Credit Points: 40

Weighting: 2.0

Study Time: 400 hours

**Description**

This module provides you with the opportunity to initiate, negotiate and research an in-depth and challenging project that you can extend, develop and consolidate throughout Level 6. The aim of the Project Research and Preparation module is to enable you to prepare and produce extensive concept development, research, planning and creative investigation that forms the basis for further development and consolidation throughout the subsequent Level 6 modules.

Your proposal will be subject-related and referenced for an identified output or market. This focus of study will highlight your individual areas of interest and require you to work with increasing independence and autonomy, supported by effective reflection and evaluation and your ability to generate ideas and proposals. You will identify, negotiate and agree the range of research required, resource implications for the agreed course of action and the personal skills required to plan a project, which will include the topic of your dissertation or report.

You are expected to demonstrate your awareness of the current and future requirements of your relevant market or chosen sector and direct your development appropriately to your own requirements. You should also indicate how the proposed topic for the Dissertation / Report module will inform and enhance your practical work.

This module, negotiated within a detailed Learning Agreement, should also challenge and extend your knowledge and critical understanding of specialist practice, including its cultural, ethical and professional contexts, through intellectual, contextual and creative inquiry. Your time-management plan should highlight areas of collaboration and define how you will project manage individual elements of your Final Major Project, Dissertation / Report and Final Show and Portfolio modules.

**Outline syllabus**

An indicative guide to the content covered by this module:

* Learning Agreement
* Visual, contextual and market research
* Research ethics, methodologies, sources and bibliographies
* Research evaluation and analysis
* Concept development
* Experimental investigation and development work
* Selection and application of appropriate media, materials, processes and techniques
* Project scope within an agreed timescale
* Resource implications for the agreed course of action
* Problem-solving techniques, e.g. setting criteria to evaluate a solution
* Project planning and organisation, e.g. action plans and setting goals
* Reflective and analytical approaches to initiating, researching and devising a project
* Business skills and methods as applicable to specific sector needs
* Funding applications and business plans (if appropriate)
* Presentation of work

**Method of delivery**

This module will draw on several teaching and learning strategies including lectures, one to one tutorials with academic staff, directed learning, independent research, independent learning and practical workshop skills.

**Aims**

LA1 To extend your knowledge and understanding of the cultural, ethical and professional contexts of your field of study

LA2 To enable you to identify, analyse and apply research that informs your creative and personal development

LA3 To enable you to develop ideas and devise concepts for an individual specialist application that will provide you with opportunities for sustained investigation

LA4 To extend and develop your ability to take responsibility for your learning and working in preparation for professional practice or postgraduate study

**Learning outcomes**

On completion of this module you will be able to:

LO1 Demonstrate a systematic understanding of key areas of your field of study and its cultural, ethical and professional contexts

LO2 Synthesise, evaluate, reference and apply research from appropriate sources to make independent judgements and to initiate and carry out projects

LO3 Demonstrate conceptual understanding that enables you to devise and sustain arguments, solve problems, and use ideas and techniques appropriate to your field of study

LO4 Manage your own work and learning as an autonomous practitioner and collaborate with others in preparation for employment, continuing professional development and/or further study

**Assessment components**

Project planning and development portfolio that consists of a Learning Agreement with a personal study plan for the Final Major Project and Dissertation / Report modules, creative development work and referenced research

100%

The component will enable you to critically review and evaluate the direction of your work whilst also demonstrating the breadth and depth of research and analytical skills supporting the planning of your Learning Agreement and project proposal.

**All learning outcomes must be passed to successfully complete the module.**

**Reference material**

A list of reference material for this module, including key and recommended texts and online resources, is included in the Module Handbook. In addition, you should work with your tutors and Library staff to identify material that is appropriate to the individual nature of your research.

**Module Title: Dissertation / Report**

Module Code: HPDF

Level: 6

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

This module provides you with the opportunity for extended research and academic investigation into a self-initiated and negotiated topic, and equips you with a wide range of skills that can be applied to any area of information retrieval and analysis, and academic writing. The nature and content of the dissertation or report is intended to inform and enhance your individual creative practice in your specialist subject.

Within the Project Research and Preparation module, you will negotiate the topic of your dissertation or report with subject-specialist academic staff alongside the research and preparation for your Final Major Project proposal. The initial teaching sessions for the Dissertation / Report module focus on extending your ability to reference and research practical and theoretical issues associated with your specialist subject.

You can select from one of the two following options, both of which must demonstrate rigorous adherence to the required academic protocols, including referencing, bibliography, presentation and the ethical implications of how to research your chosen topic.

**Option 1 - Dissertation**

A dissertation is a theory-based discussion presented as the answer to a key question. Based on a self-initiated topic relevant to your specialist subject, you will produce a structured and focused argument of 5000 words that demonstrates appropriate levels of critical understanding, analysis and theoretical application. Research activity should identify appropriate primary and secondary reference material to support your theoretical argument.

**Option 2 – Report**

A report is an evaluation of facts or results of data-based research, presented as evidence on a key theme. You will produce a factual report of 5000 words on a negotiated topic with an industrial, entrepreneurial or technical focus which aligns to your individual creative practice and career aspirations. The report should inform and evaluate ideas that will underpin business and professional practice, based on extensive and well-researched supporting evidence.

**Outline syllabus**

An indicative guide to the content covered by this module:

* Structure of written work and development of academic writing skills
* Development of critical argument through the application of research (dissertation)
* Development of analysis and evaluative outcomes of research (report)
* Use of theoretical frameworks
* Application of academic protocols, including compiling a bibliography, research ethics, referencing and presentation
* Realisation of dissertation or report

**Method of delivery**

Supervisory tutorials, seminars, independent study, research.

**Aims**

LA1 To develop your ability to compile a coherent evidence base for critical evaluation by using appropriate research methods and sources

LA2 To extend your ability to analyse evidence and to synthesise ideas within a specific area of study, either in critical writing or a report

LA3 To develop your autonomy as a learner and your communication skills by producing and presenting a sustained piece of academic writing using appropriate academic protocols

**Learning outcomes**

On completion of this module you will be able to:

LO1 Synthesise, evaluate, reference and apply research from appropriate sources to make independent judgements and to initiate and carry out projects

LO2 Demonstrate conceptual understanding that enables you to devise and sustain arguments, solve problems, and use ideas and techniques appropriate to your field of study communicated in an appropriate format to specialist and non-specialist audiences.

LO3 Manage your own work and learning as an autonomous practitioner and collaborate with others in preparation for employment, continuing professional development and/or further study

**Assessment components**

A 5000-word\* written dissertation or report based on a negotiated topic and which adheres to appropriate academic protocols.

100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

**All learning outcomes must be passed to successfully complete the module.**

**Reference material**

Specialist reference material will be determined by the individual nature of your dissertation or report; guidance on primary and secondary sources and other appropriate material will be provided by your tutor or supervisor. A list of recommended texts about dissertation and report writing is included in the Module Handbook.

**Module Title: Final Major Project**

Module Code: HPDF

Level: 6

Credit Points: 40

Weighting: 2.0

Study Time: 400 hours

**Description**

The Final Major Project module provides you with the opportunity to apply and consolidate the knowledge, technical skills and intellectual abilities acquired and developed during the programme within the practical, theoretical, technical, ethical and professional contexts of your specialist subject. It is designed to challenge you and enable you to demonstrate your understanding of a complex body of knowledge and practice, some of which may be at the current boundaries of the discipline.

Based on the planning and specialist creative concept defined in the Learning Agreement\* produced in the Project Research and Preparation module, you will develop your work to its final conclusions through extensive investigation, evaluation and critical analysis to produce a significant body of work appropriate to the level of Honours degree study. This will require you to collaborate effectively with others and to apply your specialist and creative abilities in order to achieve your goals and to produce resolved creative outcomes.

The module is also designed to enable you to critically reflect on the work you have produced during the Final Major Project against your Learning Agreement\* and the finished body of work.

\*Your proposed work may have moved on from your original Learning Agreement negotiated in the Project Research and Preparation module due to further development or a change of plan. If this is the case, you will be required to rationalise the reasons for the changes to your original Learning Agreement as an introduction to the Final Major Project module before starting your final body of work.

**Outline syllabus**

An indicative guide to the content covered by this module:

* Individual investigation and practice as defined in the Learning Agreement
* Project management
* Critical reflection and evaluation
* Use and application of appropriate media and materials
* Specialist techniques, processes and technical skills
* Professional practice and collaboration
* Evaluation and presentation of final work

**Method of delivery**

Studio and workshop practice on a group and individual basis, independent study and research, tutorials and critiques.

**Aims**

LA1 To provide you with the opportunity to apply and enhance your knowledge and abilities in the development and realisation of a body of creative work appropriate to Level 6 study

LA2 To encourage you to learn from the increased complexity and rigour of creative production required for this module

LA3 To provide you with the opportunity to work independently, but with access to support as required, in order to develop your work in a way that reflects contemporary professional practice

LA4 To encourage you to experiment with and apply practical and specialist technical skills that will enable you to produce a body of technically competent work

**Learning outcomes**

On completion of this module you will be able to:

LO1 Demonstrate a systematic understanding of key areas of your field of study and its cultural, ethical and professional contexts

LO2 Demonstrate conceptual understanding that enables you to devise and sustain arguments, solve problems, and use ideas and techniques appropriate to your field of study

LO3 Manage your own work and learning as an autonomous practitioner and collaborate with others in preparation for employment, continuing professional development and/or further study

LO4 Apply an appropriate range of practical and technical skills to produce solutions and outcomes relevant to your field of study and related professional practice

**Assessment components**

Project work as defined in the Learning Agreement, including a 1000-word\* critical self-evaluation.

100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

**All learning outcomes must be passed to successfully complete the module.**

**Reference material**

You are expected to refer to books and journals appropriate to the individual nature of your investigation for this module. These could be available from the School Library, and it is your responsibility to work with your tutors and Library staff to identify material that is useful and appropriate for your research.

Online resources and websites should be based on individual research and specific to the specialist route of your Final Major Project.

**Module Title: Final Show and Portfolio**

Module Code: HPDF664

Level: 6

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

This module aims to consolidate your practice and knowledge of key aspects of self-promotion in developing, supporting and maintaining your future professional or postgraduate practice.

It is designed to provide you with the practical knowledge and theoretical understanding of the professional context of your specialist subject through the realisation of a final show and discipline-specific portfolio of work. These should be appropriate to your individual practice and aspirations, and will be supported by your own promotional or exhibition materials.

You will work individually and/or collaboratively to manage a final show from concept to preview night, and aim to deliver a professional exhibition or viewing that communicates your intentions and responds to audience expectations.

**Indicative outline syllabus**

An indicative guide to the content covered by this module.

* Reflection and evaluation of development
* Planning for progression to postgraduate study and/or engagement with the creative industries
* Production of individual promotional and business materials
* Portfolio building and networking
* Developing online presence, internet and social media
* Communication skills
* Professional and technical skills, specialist techniques and processes
* Planning and preparing individual or group exhibitions/viewings to professional standards as appropriate to your creative discipline

**Method of delivery**

Seminars, discussions, tutorials, research, independent study. Visiting speakers may be used, where appropriate, to support the module delivery.

**Aims**

LA1 To enhance your knowledge and understanding of professional practice within your field of study

LA2 To develop your skills in communication and presentation to a professional standard in the context of a public exhibition/viewing of your work

**Learning outcomes**

On completion of this module, you will be able to:

LO1 Demonstrate a systematic understanding of key areas of your field of study and its cultural, ethical and professional contexts

LO2 Communicate information, ideas, problems and solutions in a range of appropriate formats to specialist and non-specialist audiences, including potential employers and professional networks

**Assessment components**

A final portfolio of work specific to the professional context of your creative discipline with related promotional materials and the presentation of a final exhibition/viewing, including a 500-word\* personal statement.

100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

**All learning outcomes must be passed to successfully complete the module.**

**Reference material**

A list of reference material for this module, including key and recommended texts and online resources, is included in the Module Handbook. In addition, you should work with your tutors and Library staff to identify material that is appropriate to the individual nature of your research.