



Module Specification

Summary Information

Module Code	5606TPD
Formal Module Title	Making and Design Practice B
Career	Undergraduate
Credits	30
Academic level	FHEQ Level 5
Module Pass Mark	40

Learning Methods

Learning Method Type	Hours
Lecture	30
Practical	30
Seminar	6
Tutorial	14
Workshop	100

Module Offering(s)

Start Month	Duration
September	28 Weeks

Aims and Outcomes

Aims	This module aims to provide students with the opportunity to develop and advance Design and Making skills acquired at Level 4, applying them in relation to new subject areas and briefs. Students will select a project that allows them to refine their making skills and hone design practice in relation to their interests and vocational ambitions. Each project will be specifically designed for the dynamics of the cohort and will support the teaching of advanced making skills, encourage experimentation, and introduce new modes of working. The project will be co-created with the students.
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Learning Outcomes

After completing the module the student should be able to:

Code	Description
ML01	Examine, select and employ specialised production processes effectively in a performance context, or in the preparation for performance or a presentation.
ML02	Create a design or system of work from an initial idea or brief, and finesse to finished product with guidance.
ML03	Develop research skills, synthesising and organising results, and evaluate and record the significance of the material in practice.
ML04	Develop a repertoire of interpretative skills, practices and making techniques and apply them effectively to engage with a final presentation/performance.

Module Content

Outline Syllabus

This module will extend the range of skills taught at Level 4 and allow a degree of specialisation and experimentation within areas chosen by each student, as appropriate to their personal career choices.

The content of each project will vary to suit the groups dynamics or the needs of the individual, but will allow for at least one area of specialist study in the following:

- Costume Construction/Deconstruction
- Costume Props
- Live Art
- Puppetry
- Scenic Art

The module will help develop a greater understanding of the current professional context of these specialist areas of production and provide an opportunity to apply them in a practical design-led project.

A series of practical workshops with core teaching staff and visiting professionals will support the development of advanced technical skills. Alongside these making and design skills, the module will embrace devising and direction.

Students will further develop reflective working practices and analytical skills through synthesis and experimentation.

Module Overview

This module will provide students with an opportunity to take part in an exciting practical project through which to develop and refine design and making skills acquired at Level 4, experimenting with new modes of working and introducing areas of specialist study. Projects will vary and be designed to suit the cohorts dynamics, or needs of the individual, but will provide an opportunity to study at least one of the following areas of performance design: Costume Construction/Deconstruction, Costume Props, Live Art, Puppetry and Scenic Art.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Learning Outcome Mapping
Practice	Practical Project	80	0	ML01, ML02, ML03, ML04
Reflection	Work File and Evaluation	20	0	ML01, ML02, ML03, ML04