



## Module Specification

### Summary Information

<b>Module Code</b>	4603TPT
<b>Formal Module Title</b>	Collaborative Practical Project
<b>Career</b>	Undergraduate
<b>Credits</b>	30
<b>Academic level</b>	FHEQ Level 4
<b>Module Pass Mark</b>	40

### Learning Methods

<b>Learning Method Type</b>	<b>Hours</b>
Lecture	6
Practical	100
Workshop	44

### Module Offering(s)

<b>Start Month</b>	<b>Duration</b>
September	28 Weeks

### Aims and Outcomes

<b>Aims</b>	This module aims to develop the discipline skills set out in the Essential Production Skills module through the forum of a practical and realised collaborative project with the Level 4 designers. It will allow students to put into practice their planning, management, creative and fabrication skills to realise an exhibition, installation, or event. The module furthermore aims to provide the technical communication skills which supports the planning and delivery of a production.
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### Learning Outcomes

After completing the module the student should be able to:

<b>Code</b>	<b>Description</b>
MLO1	Work effectively on a collaborative project in the design, development, management, fabrication, and assembly of scenic and technical theatrical elements by a pre-set deadline with sensitivity, commitment, enthusiasm, and team spirit.

ML02	Develop creative, technical, and making attributes that will inform your future working practices.
ML03	Analyse the practical processes and reflect upon personal development, contribution, and endeavour throughout the project.

## Module Content

### Outline Syllabus

Through a series of practical workshop sessions, formative feedback and guidance, students will work collaboratively in small groups with the Level 4 design programme students in developing a design idea into a cohesive, communicative final design, employing performance elements such as lighting, sound, video, construction, and special effects as necessary. Students will apply event planning, budgeting, and scheduling techniques throughout the project, and they will learn to relate design concepts to a physical space and consider the effect and viewpoints of an audience.

Students will learn and experience scenic construction processes, including working from scale models and technical drawings; choice and use of tools and materials; finishing techniques incorporating an introduction to scene painting and applied finishes; set get-in and assembly; working as a group; and safe working practices in the scenic workshop. The module is structured to deliver the knowledge, understanding, interpersonal and technical skills necessary to support work on productions.

### Module Overview

This module is a practical collaborative project with the Level 4 Theatre and Performance Design students that asks you to create and realise an exhibition, installation, or event. This project allows you to develop and practise your planning, management, creative and fabrication skills, as well as developing the communication skills needed for creating, planning, and delivering productions.

## Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Learning Outcome Mapping
Practice	Collaborative Project Practice	80	0	ML01, ML02
Reflection	Project Reflection	20	0	ML02