



## Module Specification

### Summary Information

<b>Module Code</b>	5604ACT
<b>Formal Module Title</b>	Artistic Practice II
<b>Career</b>	Undergraduate
<b>Credits</b>	30
<b>Academic level</b>	FHEQ Level 5
<b>Module Pass Mark</b>	40

### Learning Methods

<b>Learning Method Type</b>	<b>Hours</b>
Practical	75
Seminar	25
Workshop	150

### Module Offering(s)

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

### Aims and Outcomes

<b>Aims</b>	This module aims to provide you with the opportunity to analyse and apply the integration of research, theory and practical creation in a self-generated work of your own invention. You will also be introduced to the planning and logistic business and enterprise considerations associated with the creation and production of works.
-------------	--

### Learning Outcomes

After completing the module the student should be able to:

<b>Code</b>	<b>Description</b>
ML01	Apply independent critical research to create new performance
ML02	Demonstrate engagement with interdisciplinary skills to develop new work
ML03	Integrate practitioner approaches and performance styles for a target audience
ML04	Evidence advanced personal management and planning skills
ML05	Evidence effective interpersonal communication and negotiation skills

## Module Content

### Outline Syllabus

This module progresses your individual creativity in the creation of a personal performance piece of your choosing. You can generate an original work and realise this as part of a 'scratch' or 'R&D' process. You are required to undertake critical, and cultural research according to your chosen subject area/theme and realise the technical demands of your chosen performance projects whilst making adjustments to realise this work with both invention and originality. You will consider a variety of creative processes to achieve your goal, including potential target audiences/demographics and its reception, as well as the self-management and interpersonal skills requirements to achieve an original created work. The consolidation of critical, contextual, and cultural perspectives, pragmatic personal, interpersonal and enterprise skills, and practical creation skills is core to the module delivery.

### Module Overview

This module delivers the opportunity to research, create, and present a project such as a script submission, play reading, short film, screening or performance. You will investigate cultural perspectives, unearthing objective debates around studied materials and the creation of your own, bringing together research, theory, and practice. Also, you will enhance your business knowledge and industry skills, including project planning, target audiences and audition technique to contribute to both your actors process and personal practice.

## Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Learning Outcome Mapping
Practice	Artistic Creation II	80	0	ML01, ML02, ML03
Portfolio	Artistic Review	20	0	ML04, ML05