



Module Specification

Summary Information

Module Code	5602ASD
Formal Module Title	The Actor's Process: Screen & Digital Project II
Career	Undergraduate
Credits	30
Academic level	FHEQ Level 5
Module Pass Mark	40

Learning Methods

Learning Method Type	Hours
Practical	150
Workshop	100

Module Offering(s)

Start Month	Duration
September	28 weeks

Aims and Outcomes

Aims	<p>This module aims to provide you with the skills to transform the industry profile of your own live performance work, exploring the accessible technology behind theatrical "livecasting".</p> <p>It will contrast historic and contemporary performance traditions as you interrogate a Jacobethan text and apply digital technology, fusing live and recorded performance skills.</p> <p>It will enable you to undertake the textual preparation appropriate to challenging works, as well as the physical performative demands of a heightened text.</p> <p>This module develops your visual storytelling skills as you camera-operate and vision-mix for the performance, following on from principles explored in the multi-camera module.</p> <p>Additionally, you are required to employ self-management processes to meet the project demands, demonstrating collective company ethics.</p>
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Learning Outcomes

After completing the module the student should be able to:

Code	Description
ML01	Apply independent historical and cultural research for digital performance creation
ML02	Analyse and redefine historic texts for contemporary performance
ML03	Demonstrate interdisciplinary acting and production techniques in your process
ML04	Employ an effective approach to self-management
ML05	Demonstrate constructive communication and negotiation with company members

Module Content

Outline Syllabus

This module presents the opportunity to assimilate the skills and techniques required to realise challenging works, requiring historical research and close text analysis.

Your interdisciplinary processes will be tested further by the complex language and performative scale, engaging with expansive physical expression and the vocal disciplines for verse-speaking as well as intellectual and emotional depth.

Production skills training will support your technical learning as you explore the potential applications for accessible multi-camera systems.

Module Overview

This project allows you to apply your developing process to heightened works, including Shakespeare, and explore the accessible technology behind livecasting so you can make your own digital theatre event.

You will take responsibility for realising the demands of the material and are expected to identify appropriate methods and techniques for approaching historical texts.

Movement supports your ability to find physical expansion and play; vocal approaches allow you to adapt for verse and metre; production skills training will equip you technically.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Learning Outcome Mapping
Practice	Digital Project I	50	0	ML01, ML02, ML03, ML04, ML05
Practice	Digital Project II	50	0	ML01, ML02, ML03