

Module Specification

Module Summary Information

1	Module Title	Enterprise of Design for Performance
2	Module Credits	20
3	Module Level	4
4	Module Code	VIS4042

5	Module Overview
<p>This module will consolidate your practice undertaken in the previous Level 4 projects. Allowing you to develop further your creative process as a designer for performance, it will build on and extend your visual and technical vocabulary, and prepare you for progression to level five.</p> <p>Central to this module will be considerations around contemporary performance and Scenographical practice. Performance occurs within a variety of environments and requires the designer to be enterprising in their individual approaches. You will use spatial and figurative work to produce a complete design concept for a performance, paying specific attention to audience experience and the challenges associated with less conventional spaces. The module will re-visit the crucial iterative process of research, ideas generation, and discussion. This will lead to the production of a final design concept, using a variety of appropriate presentation methods such as: 3D models, 2D concept drawings, story boards etc.</p> <p>Reflection on the year so far, and the revisiting of design methodology through workshops, will be an important part of the module, as will the ability to discuss your ideas with others and the resolution of your concept in an enterprising manner.</p>	

6	Indicative Content
<p>The module will consist of a combination of lectures, workshops, presentations and tutorials; introducing you to the contextual themes that underpin your discipline whilst focussing on the acquisition of new knowledge and skills to support your practice.</p> <p>The focus of the level will be to transform you from a prescriptive learner to an active learner.</p>	

7	Module Learning Outcomes
On successful completion of the module, students will be able to:	
1	Employ imagination and risk in the production and dissemination of visual outcomes.
2	Apply resourcefulness and enterprise in engaging a defined audience.

8 Module Assessment			
Learning Outcome			
	Coursework	Exam	In-Person
1	X		
2	X		

9 Breakdown Learning and Teaching Activities	
Learning Activities	Hours
Scheduled Learning (SL) includes lectures, practical classes and workshops, peer group learning, Graduate+, as specified in timetable	47.5
Directed Learning (DL) includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning, as directed on VLE	112.5
Private Study (PS) includes preparation for exams	40
Total Study Hours:	200