

Module Specification

Module Summary Information

1	Module Title	Principles & Practice of Design for Performance
2	Module Credits	40
3	Module Level	4
4	Module Code	VIS4050

5	Module Overview
<p>The aim of this module is to introduce you to the main principles and common practice found within Design for Performance, creating a solid foundation of knowledge and skill based activity. Emphasis will be placed upon providing a holistic view of the Performance Designer's creative process.</p> <p>Through a series of theory-based lectures and hands-on workshops, you will individually weave together a range of visual ideas responding to a common theme. You will be required to examine the environment of the performance space, including the relationship between space, scenic components and the performer.</p> <p>Initially you will be required to design, produce and present your concept.</p> <p>Particular emphasis will then be placed upon the collaborative realisation of a scale design through a full-size installation, following an industry standard model of production management. For the benefit of this module we will be exploring the sculptural qualities of basic, readily available materials such as paper and card board in conjunction with technical aspects such as lighting and sound to transform a space into a thematic environment.</p> <p>This module is an experiential approach to the universal themes of space, narrative, meaning, time and communication and a chance for you to demonstrate an understanding of the dynamic at work within a performance environment through a realized design concept.</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	Utilise a range of appropriate research methods to communicate an understanding of the relationship between theory and practice.
	2	Create visual solutions through a range of projects, which are informed by key ideas, techniques and principles of the Course.
	3	Present concepts, ideas and visual outcomes that engage a defined audience.
	4	Reflectively evaluate learning in the creative development process.

8	Module Assessment		
Learning Outcome			
	Coursework	Exam	In-Person
1-4	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	106	
Directed Learning (DL) includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning, as directed on VLE	214	
Private Study (PS) includes preparation for exams	80	
Total Study Hours:	400	