

Module Specification

Module Summary Information

1	Module Title	Context of Design for Performance
2	Module Credits	40
3	Module Level	5
4	Module Code	VIS5035

5	Module Overview
<p>To further develop a creative understanding of the practical and technical vocabulary of Design for Performance, this module aims to develop your awareness of the breadth of practice within this industry and your potential role within it.</p> <p>The module will focus on creative responses to productions that are specifically non-textual based as a means to actively remove pre-conceived design parameters. You will engage with contemporary performance work which incorporates ideas of interdisciplinary interest, and will be encouraged to contextualise a personal position within the industry.</p> <p>After an introductory launch exploring the breadth of the industry the module will be supported with weekly sessions exploring the universal themes including Taxonomy of Spatial Function, Telling a Story, Technology as Performance, Professional Standards of Documentation and Presentation Techniques.</p>	

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

7	Module Learning Outcomes
On successful completion of the module, students will be able to:	
1	Devise a critical commentary informed by current debate and contemporary practice.
2	Articulate the contextual relationship between research, communication and design.
3	Select, test and make appropriate use of materials, techniques and processes.
4	Identify, engage and reflect upon a range of opportunities to develop an individual personal direction.

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	73
Directed Learning (DL) includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning, as directed on VLE	247
Private Study (PS) includes preparation for exams	80
Total Study Hours:	400