

Course Specification

Course Summary Information				
1	Course Title		BA (Hons) Design for Performance: Theatre, Film and Live Events	
2	BCU Course Code	UCAS Code	US0966	W460
3	Awarding Institution		Birmingham City University	
4	Teaching Institution(s) (if different from point 3)			
5	Professional Statutory or Regulatory Body (PSRB) accreditation (if applicable)			

6	Course Description
	<p>Are you looking for a course that can act as a springboard for a rewarding career in design and production for theatre, festivals, exhibitions, nightclubs, live arts and more? This degree will enable you to make creative and informed contributions to contemporary performance design practice. Ambitious in its approach, this course includes design and production for theatre, events, museums, concerts, exhibitions, festivals, environments, nightclubs, film, live arts and scenography.</p> <p>You will benefit from the collaboration of ideas within a multi-disciplinary School, in a course that reflects the dynamic crossover common to creative arts in the twenty-first century. Imagination, experimentation and risk taking are fundamental to our students as the challenges and opportunities are so varied on this course.</p> <p>What's covered in the course?</p> <p>You will develop a clear understanding of the scope and breadth of contemporary Design for Performance, engaging with a variety of individual and collaborative opportunities. Working with traditional and experimental formats from stage design to live arts and site-specific festivals to themed environments. Using hands-on making, technical skills, 2D and 3D design, craft techniques and digital platforms you will be able to determine your own career path in this expansive and growing industry.</p> <p>Our approach is to offer a first year experience that educates and supports students to develop skills and understanding that encompass spatial, figurative and performance design. From these underpinning principles students tailor their second and third year study to areas of performance that are of particular interest to them. Because flexibility is built into our course design, you are able to study the same modules together regardless of your specific area of interest - this fosters a studio culture rich in diversity and collaboration.</p> <p>You will be supported by an experienced team who assist you with your exploration of the traditions, theories and practices that are pertinent to your individual student journey. Learning is demonstrated through an accumulation of individual, collaborative, realised, speculative and live projects along with a suite of high profile industry opportunities.</p> <p>This ensures that the course remains relevant and able to respond to the needs of the contemporary and future workplace and indeed to the discipline as a whole.</p>

7	Course Awards		
7a	Name of Final Award	Level	Credits Awarded
	Bachelor of Arts with Honours Design for Performance: Theatre Film and Live Events	6	360
7b	Exit Awards and Credits Awarded		
	Certificate of Higher Education Design for Performance: Theatre, Film and Live Events	4	120
	Diploma of Higher Education Design for Performance: Theatre, Film and Live Events	5	240
	Bachelor of Arts Design for Performance: Theatre, Film and Live Events	6	300

8	Derogation from the University Regulations		
	Not applicable		

9	Delivery Patterns		
	Mode(s) of Study	Location	Duration of Study
	Full-time	City Centre	3 years
	Professional Placement Year	City Centre	4 years

10	Entry Requirements		
	The admission requirements for this course are stated on the course page of the BCU website at https://www.bcu.ac.uk/ , or may be found by searching for the course entry profile located on the UCAS website.		

11	Course Learning Outcomes		
	Knowledge & Understanding		
1	Describe and evaluate the critical, contextual and historical dimensions of Design for Performance		
2	Develop a high level of 2D and 3D practical skills in analogue and digital formats and be able to creatively apply these.		
3	Undertake research into Design for Performance Practice and its contexts, through the use of creative experimentation, academic rigour and critical analysis.		
4	Develop multiple skills for employability and be working at a professional standard.		
	Cognitive & Intellectual Skills		
5	The ability to source and apply research and to develop and articulate ideas in practical, written and verbal forms.		
6	Demonstrate critical and reflective analysis of their own practice and the work of appropriate Design for Performance practitioners.		

7	Demonstrate creative thinking skills and different approaches to solving problems.
8	Review, consolidate, and apply their knowledge in accordance with theories, discourse and concepts of Design for Performance.
	Practical & Professional Skills
9	Generate a range of potential ideas and visual developments and apply this to the production of creative work.
10	Apply appropriate practical and technical knowledge through a wide range of materials, tools, technologies and approaches to Design for Performance.
11	Explore the benefits of risk-taking, iterative failure and the possibilities found within innovative forms of cross-disciplinary activities.
12	Synthesise theory and practice towards personal career ambitions and reflect upon their position within Design for Performance and related disciplines.
	Key Transferable Skills
13	Manage own learning, including self-evaluation through reflection and take action that results in self-development.
14	Employ negotiation, enterprise, planning, exhibition and presentation skills to a professional standard.
15	Communicate ideas, information, problems and solutions in visual, written and oral forms.
16	Work effectively and efficiently, either autonomously or collaboratively.

12	Course Requirements																																																						
12a	<p>Level 4:</p> <p><i>In order to complete this course a student must successfully complete all the following CORE modules (totalling 100 credits):</i></p> <table><tr><th>Module Code</th><th>Module Name</th><th>Credit Value</th></tr><tr><td>VIS4025</td><td>Introduction to Visual Communication</td><td>20</td></tr><tr><td>VIS4050</td><td>Principles and Practice of Design for Performance</td><td>40</td></tr><tr><td>VIS4042</td><td>Enterprise of Design for Performance</td><td>20</td></tr><tr><td>VIS4041</td><td>Discourse</td><td>20</td></tr></table> <p><i>In order to complete this course a student must successfully complete at least 20 credits from the following list of OPTIONAL modules:</i></p> <table><tr><th>Module Code</th><th>Module Name</th><th>Credit Value</th></tr><tr><td>VIS4038</td><td>Narrative (Space and Place)</td><td>20</td></tr><tr><td>VIS4040</td><td>Narrative (Time and Sequence)</td><td>20</td></tr><tr><td>VIS4037</td><td>Narrative (Sound and Movement)</td><td>20</td></tr><tr><td>VIS4039</td><td>Narrative (Text and Image)</td><td>20</td></tr><tr><td>VIS4036</td><td>Narrative (People and Identity)</td><td>20</td></tr></table> <p>Level 5:</p> <p><i>In order to complete this course a student must successfully complete all the following CORE modules (totalling 100 credits):</i></p> <table><tr><th>Module Code</th><th>Module Name</th><th>Credit Value</th></tr><tr><td>VIS5038</td><td>Context of Design for Performance</td><td>40</td></tr><tr><td>VIS5041</td><td>Identifying Direction</td><td>40</td></tr><tr><td>ADM5001</td><td>Live Project</td><td>20</td></tr></table> <p><i>In order to complete this course a student must successfully complete at least 20 credits from the following list of OPTIONAL modules.</i></p> <table><tr><th>Module Code</th><th>Module Name</th><th>Credit Value</th></tr><tr><td>ADM5000</td><td>Work Placement</td><td>20</td></tr><tr><td>ADM5006</td><td>Collaborative Practice</td><td>20</td></tr></table>	Module Code	Module Name	Credit Value	VIS4025	Introduction to Visual Communication	20	VIS4050	Principles and Practice of Design for Performance	40	VIS4042	Enterprise of Design for Performance	20	VIS4041	Discourse	20	Module Code	Module Name	Credit Value	VIS4038	Narrative (Space and Place)	20	VIS4040	Narrative (Time and Sequence)	20	VIS4037	Narrative (Sound and Movement)	20	VIS4039	Narrative (Text and Image)	20	VIS4036	Narrative (People and Identity)	20	Module Code	Module Name	Credit Value	VIS5038	Context of Design for Performance	40	VIS5041	Identifying Direction	40	ADM5001	Live Project	20	Module Code	Module Name	Credit Value	ADM5000	Work Placement	20	ADM5006	Collaborative Practice	20
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Level 6:

In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):

Module Code	Module Name	Credit Value
VIS6037	Critical Practice	60
ADM6006	Major Project	60

12b Structure Diagram

Please note list of optional modules is indicative only as modules will only run if selected by 15 or more students. Students' choice will not be guaranteed for optional modules but a fair and transparent process will be adopted and shared with students.

Level 4

SEMESTER ONE	SEMESTER TWO
Core <ul style="list-style-type: none"> • Introduction to Visual Communication (20 credits) • Principles and Practice of Design for Performance (40 credits) 	Core <ul style="list-style-type: none"> • Enterprise of Design for Performance (20 credits) • Discourse (20 credits)
Optional <ul style="list-style-type: none"> • No optional modules 	Optional <ul style="list-style-type: none"> • Narrative (Space and Place) (20 credits) • Narrative (Time and Sequence) (20 credits) • Narrative (Sound and Movement) (20 credits) • Narrative (Text and Image) (20 credits) • Narrative (People and Identity) (20 credits) •

Level 5

Core <ul style="list-style-type: none"> • Context of Design for Performance (40 credits) • 	Core <ul style="list-style-type: none"> • Identifying Direction (40 credits) • Collaborative Practice (20 credits)
Optional <ul style="list-style-type: none"> • Work Placement (20 credits) • Live Project (20 credits) 	Optional <ul style="list-style-type: none"> • No optional modules

Level

Core <ul style="list-style-type: none"> • Critical Practice (60 credits) 	Core <ul style="list-style-type: none"> • Major Project (60 credits)
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13 Overall Student Workload and Balance of Assessment

Overall student *workload* consists of class contact hours, independent learning and assessment activity, with each credit taken equating to a total study time of around 10 hours. While actual contact hours may depend on the optional modules selected, the following information gives an indication of how much time students will need to allocate to different activities at each level of the course.

- *Scheduled Learning* includes lectures, practical classes and workshops, contact time specified in timetable
- *Directed Learning* includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning
- *Private Study* includes preparation for exams

The *balance of assessment* by mode of assessment (e.g. coursework, exam and in-person) depends to some extent on the optional modules chosen by students. The approximate percentage of the course assessed by coursework, exam and in-person is shown below.

Level 4

Workload

% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	258
Directed Learning	702
Private Study	240
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	100%
Exam	
In-Person	

Level 5

Workload

% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	201
Directed Learning	759
Private Study	240
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	66%
Exam	
In-Person	34%

Level 6**Workload****% time spent in timetabled teaching and learning activity**

Activity	Number of Hours
Scheduled Learning	89
Directed Learning	871
Private Study	240
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	100%
Exam	
In-Person	