Level 5

Performing Arts Single Honours

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Module Title: Perspectives in Performance and Digital Arts 2

Module Code: PERF2010

Module Leader: Jim Burrows

The module will be delivered through seminars, lectures and demonstrations drawn from across Dance, Drama and Music Technology and Innovation. The module aims to introduce students to a range of perspectives in thinking about, discussing and making performance. The module will engage with a range of perspectives through close study of a range of aims, approaches, contexts, ideologies and works. Students are invited to consider these from a critical, analytical, theoretical and performative perspective and will be expected to articulate their learning through discussion, verbal presentation and writing.

Assessment: Group Research Presentation / individual research portfolio; Written

Evaluation

Module Title: Applied Performance

Module Code: PERF 2025

Module Leader: Mark Crossley

About the module:

This module reflects upon the multitude of social contexts in which performance is utilised, outside of standard theatrical situations. These range from drama and theatre in educational settings to drama therapy, drama in healthcare and many other forms. The module considers the aims, objectives and methodologies behind such practices and their relationship to broader drama, theatre and performance practices. The content of the module will be explored through workshop-based sessions.

Assessment: Group presentation or performance, essay

Module Title: Performing Mixed Realities Project

Module Code: PERF2051

Module Leader: Craig Vear

Mixed reality is the dynamic collision of technologies, digital realms and platforms into a single performance experience. Borrowing from gaming, digital performance, human-computer interaction, smart media and pervasive technologies we will workshop and laboratory test working prototypes of Mixed Reality Performance.

You will further your skills in digital technologies; explore new media as well as developing innovative approaches that may include mixed reality, mobile media and gaming technology. You work might bring together virtual-spaces, GPS tracking, sound and music, gaming, the Internet, digital creative play, networked bodies, digital-narrative and lots of other performative elements into a final solution that will innovate and surprise.

You will engage in a range of studio-based, creative laboratories that are designed to advance your skills and knowledge in Mixed Reality. You will explore new methods of making including "agile" and "scrum" methods, or *Wizard-of-Oz* prototyping. This will develop further creative approaches to performance making in solo, partner and ensemble work.

Assessment: Continual Practice

Module Title: **Site Project**

Module Code: **PERF2052**

Module Leader: **Jim Burrows**

This module provides the opportunity for you to consider and experiment with the specific performance challenges of different sites, beyond the limits of usual theatre spaces. Contemporary theatre practitioners now utilize a wide variety of locations to inspire them and to situate their performances within.
Site allows you to experiment with different dramatic and/or post dramatic performance styles, dance techniques and a range of technical media to create an original site inspired work in a pair or trio. The selection of techniques is your choice depending on what site you choose and how you wish to respond to it.

Assessment: Performance; Artistic Statement

Module Title: **Score-making Project**

Module Code: **PERF2053**

Module Leader: **Rosie Garton**

You will engage in studio-based, creative sessions that are designed to advance your movement and compositional skills and knowledge. This project focuses on improvisational approaches to performance making through movement, voice and technical skills in solo, partner and ensemble work.

You are encouraged to undertake a detailed examination of your practice and begin to develop techniques that will enable you to respond to the demands of improvised performance and devised work.

Through teacher-led workshops, individual research and self-directed group/solo

tasks, you will work with your tutor and peers to practically explore methods of score-making. Throughout the project, students are expected to work professionally and respectfully to others, with a commitment to creating **experimental** and **innovative** performance based responses to tasks**.** Throughout the project there will be scope for you to draw from the skills you have/are learning this year and last year during the course and build on them in a new direction.

Assessment: Continual Practice; Essay

Module Title: **Deconstructing Performance Project**

Module Code: **PERF2054**

Module Leader: **Jim Burrows**

This project provides the opportunity for you to continue your experiments in contemporary performance making, drawing from the range of practices, methods and techniques introduced during the year. Further more, it requires you to discover an exciting and innovative style of presentation.

Deconstructing Performance pulls together all the learning strands from second year. You will be expected to pool your knowledge and experiences from these projects to create your own performance piece. You may draw from the methods and techniques you have explored in just one of these projects, or combine ideas from across all four if you wish. However it is **essential** that there is evidence of this learning in your practice.

You will be provided with a list of artworks/images/texts of which you will choose **one** as the stimuli. You may work individually or in groups of up to 3, with the aim of creating a **contemporary live performance.**

Assessment: Performance; Viva

Module Title: **Teaching and Leading Dance 1**

Module Code: **DANS2525**

Module Leader: **Jayne Stevens**

Pre-requisites:

About the Module:
This module provides an introduction to teaching and leading participatory dance activities. It explores the role of dance artists as contributors to education in formal and informal contexts and as dance leaders in a range of community settings. The module considers their contribution to physical, creative and cultural education; to

the enhancement of health and wellbeing; to individual and community development. Students investigate the values, responsibilities and practices involved in teaching, leading and facilitating dance for children, young people and adults.

Assessment: Individual Written Assignment; Group Presentation

Students intending to take DANS3525 Teaching and Leading Dance 2 next year are advised to take this module.

Module Title: **Promoting Dance**

Module Code: **DANS2513**

Module Leader: **Jill Cowley**

Pre-requisites:

About the Module:
This module introduces aspects of marketing and managing dance events and the key roles and responsibilities involved in curating, organising and promoting. You will cover event planning; health and safety compliance; evaluation; marketing strategies on- and off-line; basic budgeting. The module guides you on how to prepare for and manage small-scale dance events, and on the analysis of personal and job-specific skills.

Assessment: Written Assignment; Group Presentation

Module Title: **The Healthy Practitioner**

Module Code: **DANS2527**

Module Leader: **Martin Leach**

About the Module:
This module will introduce and provide a critical framework for theories and practices around the concept of a 'healthy practitioner'. It will introduce a variety of discourses and practices that are currently used in performance industries and provide taster sessions of a range of these practices. A basic general scientific background of anatomy and physiology will be given against which to consider the various approaches that will be set in their historical contexts.

Assessment: Presentation; reflective writing

Module Title: **Devising**

Module Code: **DRAM2003**

Module Leader: **Alissa Clarke**

About the Module:

Students will make performances generated from their own material, by learning theoretical and practical research methods. They will make two performances – one solo and one collaborative. In order to do so they will be taught a series of approaches through practical exercises. The module will also include a written submission in which the student will critically analyse the process and their final works, as well as providing evidence of their research and independent learning.

Assessment: Critical Analysis; Solo Devised Performance; Collaborative Devised Performance

Module Title: **Curve Company 1**
Module Code: **DRAM2007**
Module Leader: **Tracy Cruickshank**

About the Module:
Curve Company 1 offers you the opportunity to perform at Curve in a production as part of the theatre's spring season. Working with the artistic team, you will, following a successful audition process, prepare, rehearse and perform in a public production as a member of the Curve Company. The module will enable you to develop your technical and creative skills in performance as well as your professional working skills in preparation, conduct and reflection. The module requires a commitment to work in the evenings and includes intensive delivery. The module will be delivered on campus and at Curve. Enrolment onto the module is dependant on a successful audition that will take place towards the end of your first year.

Assessment: Performance