

Level 6

Performing Arts Single Honours

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*Note: You must take International Performance Project, and/or Performance Company and/or Performance Research Project 1

Module Title: Music Industry Management

Module Code: AMAN3040

Module Leader: **Jacqui Norton**

About the Module:

Music exerts a major influence on our everyday lives and the music industry ranks as one of the most successful elements of the UK's creative economy. The overall aim of this module is to increase general understanding of the sector and to develop personal confidence in it as a possible source of employment. The module provides an overview of the sector since 1945, tracking the emergence of the global system that we have today and considering key developments and influences in its history. It examines both the commercial and subsidised sectors and the role of Government and other national bodies, exploring their different roles and how they work together. It introduces students to some theoretical and philosophical frameworks for examining the workings of the music industry, the relationships between its many parts and the different styles and genres it produces, as well as exploring how different aspects of the sector are managed e.g. an orchestra or a rock band. This will include live (touring, festivals) and recorded work, and explore the relationship between artists and management, and the role of the latter in developing a band/an artist's career. The module will also provide opportunity for students to develop their understanding of particular genres of music and any management issues that it faces - e.g. marketing and issues of access. Students will have the opportunity to share this in their seminar work.

Assessment: Essay; Group Research Project; Group Poster; Presentation;

Module Title: **Media Industry Management**

Module Code: **AMAN3041**

Module Leader: **Tony Graves**

About the Module:

This module is concerned with the management of the contemporary media industry. It will consider the social, cultural, political context in which the media operates. It will examine media organisations themselves, and it will look at media content, practices and audiences. The media as a whole can be seen to exert a major influence on people's lives, and collectively they rank as one of the most successful elements of the UK's creative economy. In particular the module will focus on the managing of a media product from the inception of an idea, through pre-production planning, to the pitching and commissioning of a programme.

The overall aims of this module are to increase understanding of the contemporary media sector, its management structures, the role of entrepreneurship and enterprise, its creative environment, and its career opportunities. The module also looks at the role of the Government in creating a commercial environment for cultural activities, as well as the role of national and international law and regulation. The module will encourage the development of personal and group skills, through the experience of creating programme ideas, developing an independent production company, and the process of pitching an idea to a commissioning editor.

Assessment: Essay; Group Research Project; Pitch

Module Title: **Live Art and Experimental Performance**

Module Code: DRAM3006

Module Leader: Kelly Jordan

About the Module:

This studio-based module is concerned with live art and experimental theatre as creative spaces that seek to break the rules and push the boundaries of performance. You will be introduced to a wide range of innovative, interdisciplinary and experiential practices from the mid-twentieth century to the present. These artistic experiments often function in between and at the edges of more conventional artistic forms.

Assessment: Practical Project; Final Practical Project; Viva Voce

Module Title: Music, Media and Community Arts

Module Code: MUST3023

Module Leader: John Richards

About the Module:

This module provides the opportunity for students to explore music technology and new media in the wider context of the local community; for example, in schools and colleges, youth groups, on-line and through the Internet, day centres and hospitals; and alongside other arts organisations. Areas covered include investigating developing music technology in under-resourced areas and working with disadvantaged groups, and how technology offers a unique way of interacting with the community and music making.

As well as theoretical work, this module offers provides first hand practical experience through a placement. Placements normally take place in the second term and assessment of the placement is based on a report.

Assessment: Essay; Seminar; Placement and Report

Module Title: Performance Research Project 1

Module Code: PERF3010

Module Leader: Jill Cowley

About the Module:

This module enables students to undertake individual research in order to explore an aspect of the content or concerns of their performing arts course in depth. The module encourages the development of skills in independent learning, research and the communication of process and product. Practical research methods and outcomes can be negotiated. Students study independently with tutorial support and some group sessions.

Assessment: 8,000-10,000 word written outcome of research or 4,800-6,000 word written submission plus a related practical presentation or portfolio equivalent

Module Title: Performance Research Project 2

Module Code: PERF3040

Module Leader: Jill Cowley

About the Module:

This module enables students to undertake individual research in order to explore an aspect of the content or concerns of their performing arts course in depth. The module encourages the development of skills in independent learning, research and the communication of process and product. Practical research methods and outcomes can be negotiated. Students study independently with tutorial support and some group sessions.

Assessment: 4,000-5,000 word written outcome of research or 2,500 – 3,000 word written submission plus a related practical presentation or portfolio equivalent

Module Title: Creative Media and Performance 1

Module Code: PERF3051

Module Leader: Jill Cowley

About the Module:

This module explores creative media technologies as part of the creative process in making performance. The student will learn a range of techniques and creative approaches for cutting-edge use of media and technology within the creative industry of performing arts. Its key ethos is *creativity and innovation aligned to emerging and current creative industry practices*.

Through this creative industry lens the learner will consider: technology as a creative agent; theoretical and philosophical approaches in the use of technology in creative practice; the influence of visual and aural cultures on performance contexts; the aesthetics of composition and 'liveness' of performance.

Students will gain practical experience in planning, creating and evaluating the use of creative media in performance. This will be conducted through exploring real-world prototypes such as Sound Design and Sound Art; Telematics and Networked Video-based Performance; Social Media; Gamification; Lighting Design, Projection Maps and VJing; Interactivity; and wearables, live coding, hacking, sensors and a range of industry and creative performance software. Furthermore, this module will focus more on creative process than on final product, encouraging risk-taking in

exploring the distinctive aesthetic potentials of creative media technologies and considering what will constitute the future of performance.

This Major version of this module augments the learning through a research project that expands on students' ideas formulated through the practice-based sessions that run in the first part of the academic year (shared with minor version). The result of this research project is a demonstration of practice-based work that articulates deeper knowledge of the practical, technical, contextual and critical elements of their work.

Assessment: Continual practice; portfolio; research demonstration

Module Title: Creative Media and Performance 2

Module Code: PERF3052

Module Leader: Jill Cowley

About the Module:

This module explores creative media technologies as part of the creative process in making performance. The student will learn a range of techniques and creative approaches for cutting-edge use of media and technology within the creative industry of performing arts. Its key ethos is *creativity and innovation aligned to emerging and current creative industry practices*.

Through this creative industry lens the learner will consider: technology as a creative agent; theoretical and philosophical approaches in the use of technology in creative practice; the influence of visual and aural cultures on performance contexts; the aesthetics of composition and 'liveness' of performance.

Students will gain practical experience in planning, creating and evaluating the use of creative media in performance. This will be conducted through exploring real-world prototypes such as Sound Design and Sound Art; Telematics and Networked Video-based Performance; Social Media; Gamification; Lighting Design, Projection Maps and VJing; Interactivity; and wearables, live coding, hacking, sensors and a range of industry and creative performance software. Furthermore, this module will focus more on creative process than on final product, encouraging risk-taking in exploring the distinctive aesthetic potentials of performance technologies and considering what will constitute the future of performance.

Assessment: Continual practice; portfolio

Module Title: Education and the Performing Arts

Module Code: PERF3027

Module Leader: Mark Crossley

About the Module:

This module does what it says on the tin: it looks at and critiques the relationship between the performing arts and education. It is an academic and practice based reflection on the issues and ideas in this field. In this regard it is not a manual for being a teacher, but it will prepare you well to apply for (and be inspired to pursue) future career options in education.

This module will equip students with a broad understanding of arts education and a specific understanding of performing arts education policy, pedagogy, curriculum design, and assessment in a time of educational, economic, technological and social change. We will explore the place of the performing arts in the evolving English education system and in the early years, informal and community settings.

Assessment: Group presentation or workshop; individual essay

Module Title: International Performance Project

Module Code: PERF3028

Module Leader: Craig Vear

About the Module

You will spend a week in residence in an international city (in 2016 this will take place in Valetta, Malta), to immerse yourselves in the culture, art, history, beliefs, values, perspectives, practices, vernacular, architecture, people, humanity, the general goings on of a place and its people of this location.

BAPA partners with a local arts and cultural organisation, and academic institution for peripheral support, but you will not be anchored/ restricted by this and will be free to absorb the place in your own way.

The style of experimentation is completely open and might be site-specific, dance theatre, opera, studio work, live performance, digitally mediated work, film, co-locative, telematic, locative etc.

Assessment: R&D presentation; performance

Module Title: Performance Company

Module Code: PERF3029

Module Leader: Rosie Garton

About the Module

This module presents the opportunity for you to contribute to the local arts scene within the city, through working, as a company, with a practitioner/practitioners to develop work for public performance. This work will be directly influenced by the locality, connecting with the city's venues and audiences. You will develop your rehearsal and performance skills, as well as taking on selected production and

management roles within the company, through the design and fulfilment of your own individual brief.

The module involves regular and intensive periods of practical, studio-based making and rehearsal leading to public performance. It also involves input in terms of production and management roles.

* Please note that entrance onto the module is by application, and staff will also be considering your attendance and engagement to date. The form can be found at the back of this guide and on W43041 Blackboard shell under PERF3029. This should be submitted via Turnitin on W43041 Performing Arts shell by **5pm on Friday 24th February**. When filling in your re-enrolment form, you must select a second choice onto which you will be enrolled, should your application be unsuccessful.

Assessment: Contribution to preparation, production and rehearsal; performance; individual brief

Module Title: Contemporary Screen Dance: Concept to Production
Module Code: DANS3519
Module Leader: Jo Breslin

About the Module

The module provides an opportunity to develop your understanding and practice of making work for screen. The module builds on a range of creative approaches and presentational forms for screen; how movement as the central concern is re-envisioned and re-presented in the edit. Workshops provide you with processes for planning, production and managing a shoot. You can work individually or in a partnership. You will continue to develop your skills as director/producer as a means for re-evaluating choreography for screen.

Assessment: Short film; Research portfolio with a critical evaluation of approx 1,500 words

Module Title: Placement 1
Module Code: DANS3523
Module Leader: Sally O'Donnell

About the Module

This module provides students with the opportunity to engage in a dance placement with a host organisation that is external to the University. Students are encouraged to consider a placement that develops and supports their skills set and career goals, whilst developing their understanding of a topical issue or debate within the current dance industry. Examples of dance placements might include working within an arts administration, marketing or teaching context, or with a particular artist or performance company. This module emphasises independent learning with tutorial

support and some group sessions. Student's reflection and evaluation of their placement experience, and their understanding of a relevant topical issue or debate is assessed.

Assessment: Presentation/viva; essay

Module Title: Teaching and Leading Dance 2

Module Code: DANS3525

Module Leader: Jayne Stevens

Pre-requisite: DANS2525

This module provides opportunities to gain practical experience in teaching and leading participatory dance activities. Students are introduced to a range of teaching and learning styles and strategies appropriate to facilitating dance for children, young people and adults in educational and community settings. In preparation for short placements the module considers key issues and practices including features of effective practice; fostering participation, creativity and inclusion; planning and evaluating dance sessions; designing and implementing a duty of care strategy. In the course of the module students gain practical experience in planning, delivering and evaluating dance workshops and/or events with guidance and under supervision. Students reflect on and critically evaluate their own practice.

Assessment: Written assignment 1 (30%); Written assignment 2 (70%)

Module Title: Creative Enterprise 2

Module Code: DANS3526

Module Leader: Jo Breslin

Pre-requisite:

This module develops understanding of the creative industries, and the place of Dance within these. It introduces ideas of entrepreneurialism and employability, to help you prepare for and understand your place within a range of employment and self-employment contexts. You will gain an overview of creating a business model, which helps reflect and support your artistic mission. It will touch on notions of cultural capital and how this has shaped creative Britain. You investigate online presence as a marketing tool, and develop skills in the design and creation of such materials. You will be expected to engage in and reflect upon sessions delivered by DMU's Central Services, such as mentoring, interview techniques, freelancing etc. Your understanding of the requirements of the Dance employment contexts, coupled with your own artistic values and mission will be used to create and present an appropriate commissioning pitch in an interview situation.

Assessment: Website (70%); Interview (30%).

Application for PERF3029 Performance Company

Name:

Explain why you want to take Performance Company. (250 words max)

What skills do you bring to this module, evidenced by your work within and outside of DMU to date? (250 words max)

How would you maximise the benefits of taking this module? (150 words max)