

COURSE SPECIFICATION

Course Aim and Title	BA (Hons) Acting for Stage and Screen
Intermediate Awards Available	BA Acting for Stage and Screen, DipHe Acting for Stage and Screen, CertHe Acting for Stage and Screen
Teaching Institution(s)	University of East London
Alternative Teaching Institutions (for local arrangements see final section of this specification)	N.A.
UEL Academic School	Arts and Creative Industries
UCAS Code	W410
Professional Body Accreditation	N.A.
Relevant QAA Benchmark Statements	Dance, Drama Performance (2019)
Additional Versions of this course	BA (Hons) Acting for Stage and Screen with Foundation BA (Hons) Acting for Stage and Screen with Placement
Date Specification Last Updated	6/5/2021

Course Aims and Learning Outcomes

This course is designed to give you the opportunity to:

- Develop knowledge, understanding of the social, cultural, technological, commercial, arts contexts of performance practice for stage and screen.
- Develop practical skills and understanding in rehearsal and devising practices, technique development, performance production, technical operations and production arts, using digital media, within the context of acting for stage and screen.
- Develop intellectual and creative skills, to foster and support innovation, experimentation and creative output in a range of social, cultural, technological, commercial and professional contexts.
- Identify, evaluate, and develop skills and aptitudes in stage and screen arts practices that reflect professional practice, and in particular, those prized by employers in a range of related sectors.
- Demonstrate the ability to organise and manage a schedule of work effectively, in both solo and collaborative creative projects, recognising and implementing professional practice.
- Demonstrate intellectual curiosity, practical experimentation, innovation, and the potential for continuing artistic and creative development.

What you will learn:

Knowledge

- To understand the social, cultural, and relational significance of acting for stage and screen.
- To understand and explain core concepts and techniques relating to acting for stage and screen, using related components of language.
- To understand and evaluate current personal employability competencies, and analyse opportunities for skills development relevant to a range of professional contexts
- To understand historical, current and potential future developments in the acting and media industries.

Thinking skills

- To demonstrate understanding of group and collective processes
- To demonstrate understanding of appropriate interdisciplinary elements of acting, performance, and devising for stage and screen, and how to apply them
- To develop understanding of key components of performance within the disciplines of acting for stage and acting for screen.
- To demonstrate understanding of the responsibilities of performance practitioners to facilitate safe and ethical working practices on stage and screen.

Subject-Based Practical skills

- To develop core skills in acting for stage and acting for screen, appropriate to contemporary practice within industry.
- To apply core concepts and techniques relating to acting for stage and screen in different creative industry contexts, across performance, media and multimedia.
- To create and maintain an engaging professional web portfolio, reflecting current skills, creative ideas and practice, and framed appropriately for relevant industry context/s

Skills for life and work (general skills)

- To develop and apply practical skills creatively through effective collaboration with other arts practitioners
- To recognise and achieve professional standards in a range of industry contexts
- To develop skills in reflective practice and self-awareness as a creative practitioner and performer.
- To demonstrate the ability to organise and manage a schedule of work effectively, in solo and collaborative creative projects, recognising and implementing professional practice as appropriate to context.

Learning and Teaching

Teaching Strategy

Knowledge, thinking skills, practical skills and skills for life and work are developed across modules through live project work that integrates disciplinary skills, collaboration, and the application of creative practice in professional contexts.

You will also develop the ability to reflect critically on your work and the work of others, the ability to develop a broad theoretical appreciation of drama, dance, music and creative writing and media and, in particular, the interconnections between them. The nature of teaching, learning and assessment will be interdisciplinary, captured in the delivery of collaborative project work applied in stage and on-screen contexts.

Teaching and Learning Activities

1. Studio workshops (creative practice skills and knowledge)
2. Individual and group-based production work (creative practice skills and knowledge)
3. Performance (creative practice skills and knowledge)
4. Formal and interactive lectures (thinking skills and knowledge)
5. Interactive seminar discussions (thinking skills and knowledge)
6. Individual and group presentations (creative practice skills, thinking skills and skills for life and work)
7. Individual tutorials and independent learning (thinking skills and knowledge)
8. Analysis of practical and theoretical issues (thinking skills and knowledge)
9. Project sessions (creative practice skills, thinking skills and knowledge)
10. Research seminars (creative practice skills, thinking skills and knowledge)
11. Project supervision (creative practice skills, thinking skills and knowledge)
12. Work placement (creative practice skills, thinking skills, skills for life and work, and knowledge)

Projects

Interdisciplinary creative projects will be the main mode of delivery, providing a context for learning and skills development and operating as a vehicle for the development of creative practice and skills development, critical analysis, research skills, and theoretical understanding. Project work will be assessed within 3 discrete modules each term, assessing Skills Development, Collaboration, and Applied Interdisciplinary Practice, respectively.

Types of project include:

Soft Projects: modelled on professional practice to develop skills and collaborative capacity, applied in the context of a simulated industrial or public environment. Project briefs will be designed and based upon previous live briefs from previous years.

Soft Projects will exist predominantly but not exclusively at level 3 and 4.

Industry Projects: live projects delivered in collaboration with an industrial or public context, reflecting professional practice in the development and application of skills, collaboration and standards of presentation and public engagement.

Industry Projects will exist predominantly but not exclusively at Level 5

Student-led Projects: As you progress through the levels of the courses within the cluster, they will develop independence and creative agency, to the extent that by Level 6, you will be designing and managing their own projects, supervised by lecturers and mentors.

Student-Led projects exist predominantly but not exclusively at Level 6.

Cross-cluster collaboration and collaboration between levels will lead to the emergence of hybrid project models, supported by the Professional Life / MW module strand.

Assessment

Assessment Strategy

A wide variety of assessment tasks and artefacts will be used to assess a student's knowledge, skills and understanding. Project-based delivery will integrate a range of practice and documentation representative of the professional contexts in which it is taught and produced.

Knowledge is assessed by:

- Coursework essays, reports, evaluations, reviews, reflections and presentations
- Exercises and discussions undertaken in seminar and workshop sessions

Thinking skills are assessed by:

- Coursework essays, reports, evaluations, reviews, reflections and presentations
- Exercises and discussions undertaken in seminar and workshop sessions
- Long dissertation / extended essay / written reports

Creative Practice skills are assessed by:

- Completion of practical work relevant to each discipline or interdisciplinary practice
- Presentation and delivery of practical work / Portfolio
- Use of the rehearsal studios, theatre production, and media production spaces for devising, rehearsal, and performance
- Performance skills
- Production skills
- Reflexive reports / portfolios on creative work
- Ability to work individually and in groups

Skills for life and work (general skills) are assessed by:

- Involvement in and contribution to collaborative project and presentation work
- Ability to think and work independently
- Quality of written work (including non-academic writing) in assignments
- Ability to understand and meet requirements of module specification
- Strict assignment deadlines
- Ability to work in professional contexts / placements

Students with disabilities and/or particular learning needs should discuss assessments with the Course Leader to ensure they are able to fully engage with all assessment within the course.

Work or Study Placements

Placement Aims

The broad aims of providing you with a work-based learning / placement experience are:

- To give you practical experience of working with an organisation related to music technology and production
- To provide the opportunity to apply skills and knowledge in a professional context
- To increase employability
- Improve interpersonal skills such as communication, problem solving, time management and confidence
- To give employers access to the most up to date Performing Arts industry training and the chance to meet the next generation of industry professionals
- Make current industry practice influence our curriculum design and ensure employability continues to be key to all our courses of study.

This module consists of a combination of learning methods: scheduled lectures and tutorials, and an industry placement negotiated and organised in conjunction with the module leader and a host organisation, that will run alongside the formally taught sessions. You are encouraged to contact and set up their own placements wherever possible, although some opportunities exist both inside and outside the University that will be open to a formal application process.

This module enables the student to engage in a professional work-based learning opportunity through practice in a professional industry, educational and/or community context. The module will offer a valuable experience that is geared to student future employability, skills and competencies in their chosen field(s). There is also a series of lectures that covers aspects of the music business that will develop your entrepreneurship skills.

Course Structure

All courses are credit-rated to help you to understand the amount and level of study that is needed.

One credit is equal to 10 hours of directed study time (this includes everything you do e.g. lecture, seminar and private study).

Credits are assigned to one of 5 levels:

- 3 Equivalent in standard to GCE 'A' level and is intended to prepare you for year one of an undergraduate degree course.
- 4 Equivalent in standard to the first year of a full-time undergraduate degree course.
- 5 Equivalent in standard to the second year of a full-time undergraduate degree course.
- 6 Equivalent in standard to the third year of a full-time undergraduate degree course.
- 7 Equivalent in standard to a Masters degree.

Courses are made up of modules that are each credit weighted.

The module structure of this course:

Level	Module Code	Module Title	Credit Weighting	Core/Option	Available by Distance Learning? Y/N
3	PA3017	Performing Arts Skills 1	20	Core	N
3	PA3014	Group Work 1	20	Core	N
3	PA3019	Public Outcome	20	Core	N
3	PA3018	Performing Arts Skills 2	20	Core	N
3	PA3015	Group Work 2	20	Core	N
3	PA3016	Mental Wealth: Professional Life	20	Core	N
4	PA4038	Acting for Stage and Screen Technique 1 (Establish)	20	Core	N
4	PA4012	Collaboration 1	20	Core	N
4	PA4023	Public Project 1	20	Core	N
4	PA4039	Acting for Stage and Screen Technique 2 (Extend)	20	Core	N

4	PA4013	Collaboration 2	20	Core	N
4	PA4017	Mental Wealth Professional Life Enterprise and Engagement 1	20	Core	N
P	PA5027	Optional Placement Year	120P	Optional	N
5	PA5043	Acting for Stage and Screen Craft 1 (Integrate)	20	Core	N
5	PA5011	Multidisciplinary Collaboration 1	20	Core	N
5	PA5013	Public Project 2	20	Core	N
5	PA5044	Acting for Stage and Screen Craft 2 (Refine)	20	Core	N
5	PA5012	Multidisciplinary Collaboration 2	20	Core	N
5	PA5010	Mental Wealth Professional Life Enterprise and Engagement 2	20	Core	N
6	PA6058	Acting for Stage and Screen Advanced Practice and Innovation	20	Core	N
6	PA6022	Final Project: Research and Development	20	Core	N
6	PA6021	Public Project 3	20	Core	N
6	PA6057	Acting for Stage and Screen Advanced Practice and Enterprise	20	Core	N
6	PA6023	Final Project: Engagement and Impact	20	Core	N

6	PA6020	Mental Wealth Professional Life Enterprise and Engagement 3	20	Core	N

Please note: Optional modules might not run every year, the course team will decide on an annual basis which options will be running, based on student demand and academic factors, in order to create the best learning experience.

Additional detail about the course module structure:

A core module for a course is a module which a student must have passed (i.e. been awarded credit) in order to achieve the relevant named award. An optional module for a course is a module selected from a range of modules available on the course.

The overall credit-rating of this course is 360 credits for BA(Hons) Acting for Stage and Screen, or 480 for BA (Hons) Acting for Stage and Screen with Foundation. If for some reason you are unable to achieve this credit you may be entitled to an intermediate award, the level of the award will depend on the amount of credit you have accumulated. You can read the University Student Policies and Regulations on the UEL website.

Course Specific Regulations

N/A

Typical Duration

It is possible to move from full-time to part-time study and vice-versa to accommodate any external factors such as financial constraints or domestic commitments. Many of our students make use of this flexibility and this may impact on the overall duration of their study period.

The expected duration of this course is:

BA(Hons) Acting for Stage and Screen - 3 years full-time or 4.5 years part-time.

BA(Hons) Acting for Stage and Screen with Foundation - 4 years full-time or 5.5 years part-time.

An additional year will be added for those taking a placement year.

A student cannot normally continue study on a course after 4 years of study in full time mode unless exceptional circumstances apply, and extenuation has been granted. The limit for completion of a course in part time mode is 7 years from first enrolment.

Further Information

More information about this course is available from:

- The UEL web site (www.uel.ac.uk)
- The course handbook
- Module study guides
- UEL Manual of General Regulations (available on the UEL website)
- UEL Quality Manual (available on the UEL website)
- School web pages

All UEL courses are subject to thorough course approval procedures before we allow them to commence. We also constantly monitor, review and enhance our courses by listening to student and employer views and the views of external examiners and advisors.

Additional costs:

From time to time additional costs may be incurred through occasional field trips to theatre, television, film and multimedia studios and facilities, performances, seminars, events etc... you will be notified in advance, and where possible matched funding will be sourced to subsidise costs.

No significant additional costs are anticipated, however, you may be required to pay for trips to theatre, media, and other performance events and performances.

You are encouraged to acquire your own computers and software to enable you to work at home. However sufficient access will be given to all rehearsal and performance studios, technical resources and facilities at UEL, to enable you to complete all coursework required without the need for your own personal equipment.

Alternative Locations of Delivery

N/A