

Course Specification

| Course Summary Information | | | |
|----------------------------|---|------------------|----------------------------------|
| 1 | Course Title | | BA (Hons) Design for Performance |
| 2 | BCU Course Code | UCAS Code | US0799 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,</p> |

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| | <p>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> |
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| 7 | Course Awards | | |
| 7a | Name of Final Award | Level | Credits Awarded |
| | Bachelor of Arts with Honours Illustration | 6 | 360 |
| 7b | Exit Awards and Credits Awarded | | |
| | Certificate of Higher Education Illustration | 4 | 120 |
| | Diploma of Higher Education Illustration | 5 | 240 |
| | Bachelor of Arts Illustration | 6 | 300 |

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| 8 | Derogation from the University Regulations | | |
| | Not applicable | | |

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| 9 | Delivery Patterns | | |
| | Mode(s) of Study | Location | Duration of Study |
| | Full-time | City Centre | 3 years |
| | | | Code |
| | | | US0799 |

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| 10 | Entry Requirements | | |
| | <p>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.</p> | | |

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| 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. | | |

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| 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 border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="background-color: #ffffcc;">Module Code</th> <th style="background-color: #ffffcc;">Module Name</th> <th style="background-color: #ffffcc;">Credit Value</th> </tr> </thead> <tbody> <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> </tbody> </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 border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="background-color: #ffffcc;">Module Code</th> <th style="background-color: #ffffcc;">Module Name</th> <th style="background-color: #ffffcc;">Credit Value</th> </tr> </thead> <tbody> <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> </tbody> </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 border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="background-color: #ffffcc;">Module Code</th> <th style="background-color: #ffffcc;">Module Name</th> <th style="background-color: #ffffcc;">Credit Value</th> </tr> </thead> <tbody> <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>ADM5006</td> <td>Collaborative Practice</td> <td>20</td> </tr> </tbody> </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 border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="background-color: #ffffcc;">Module Code</th> <th style="background-color: #ffffcc;">Module Name</th> <th style="background-color: #ffffcc;">Credit Value</th> </tr> </thead> <tbody> <tr> <td>ADM5000</td> <td>Work Placement</td> <td>20</td> </tr> <tr> <td>ADM5001</td> <td>Live Project</td> <td>20</td> </tr> </tbody> </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 | ADM5006 | Collaborative Practice | 20 | Module Code | Module Name | Credit Value | ADM5000 | Work Placement | 20 | ADM5001 | Live Project | 20 |
| 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 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ADM5006 | Collaborative Practice | 20 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Module Code | Module Name | Credit Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ADM5000 | Work Placement | 20 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ADM5001 | Live Project | 20 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

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. 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 6

| | |
|---|---|
| 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 | 0 |
| In-Person | 0 |

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 | 0 |

| | |
|-----------|-----|
| 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 | 0 |
| In-Person | 0 |