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DOCUMENT CONTROL & APPROVAL

Issue	Amendment Detail	Name	Date Approved
0.1	Templates added to submission library	QAE	
	Academic Director Approval and submission to QAE.		
1.0	QAE Approval		

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MODULE DESCRIPTOR

THE MODULE DESCRIPTOR PROVIDES ESSENTIAL INFORMATION TO STUDENTS, COURSE TEAMS AND OTHERS ON A PARTICULAR MODULE.

Module Name	The Virtual Actor - Voice, Action & Motion
Module Code *Student Records to establish coding protocol*	BAAS501
Credit Value	30
Level and Study block *e.g. Level 4, Study block 2*	Study Block 3 - Level 5, Semester 1
Pre-requisites *Insert name, codes will be inserted once created by Student Records*	
Named Module Leader	xxx
Module Aim *One succinct statement*	The aim of this module is to introduce learners to the theories and practices of acting for non-film media such as animation, whereby they are introduced to voiceover, ADR and motion capture practices.
Summary Module Description	This module is a project-based exploration of acting craft for motion capture, animation and voice-over, in which you apply learning from core acting modules, as well as movement and voice, to execute a recorded scene. You adapt and adjust your learned techniques, exploring the nature of audience engagement and reception of motion capture. You collaborate with students from other disciplines, working on group projects to produce a 'virtual' piece of visual storytelling. The module draws from a broad range of motion capture performance practice and aims to introduce and develop knowledge of the processes involved in the manufacture of a body motion capture artefact and the physical demands required for authenticity in a virtual environment. Through this module, you will also consolidate your experience with recorded media, taking part in both the production and performance of a short media project.

Module Specific Employability Skills	**Industry & Business Knowledge:** You will develop an ability to recognise and apply relevant terminologies, technologies and processes to your creative practice or evaluation of others' work. **Critical Thinking & Analysis:** You will develop an ability to look below the surface of screen-based performance, make connections and reflect on different social and creative perspectives. Through this process, you will build a more profound understanding not only of screen acting but also of values and attitudes in contemporary global societies that influence what you see on the screen. **Expanded Worldview:** You will appreciate a range of diverse creative practices and modes of expression. You will also develop social and political sensitivity, especially regarding representation. **Ethical and Legal Responsibilities:** You will progress your understanding of how to work professionally within industry-standard ethical and legal frameworks. **Health and Safety:** You will enhance your awareness of health and safety guidelines and apply them in professional settings. **Problem Solving and Innovation:** You will grow your capability to logically and critically evaluate the currently available screen performance practices and progress your creativity towards innovation by applying conceptual models to practical challenges. **Imagination and Creativity:** You will gain confidence to determine your potential contribution to the creative industries, finding the courage to use artistic solutions and produce unique and original work. **Collaboration and Team Working:** You will develop a positive attitude when working with others in a respectful, organised and collaborative manner. Your ability to forge productive relationships with others and to understand the essential elements of how creativity is fostered in team environments. **Organisation:** You will advance your project and time management skills. **Entrepreneurial skills:** You will learn to identify and take advantage of professional and personal opportunities. You will develop your business awareness and understand what

	is required working within the performing arts.
	Communication skills: You will practise an ability to articulate your ideas in writing, speech and performance in a coherent and clear manner that can be understood by non-specialist audiences.
	Personal Development: You will define your priorities, manage your time effectively, develop an understanding of personal strengths and weaknesses and find ways of responding to constructive criticism and feedback.
	In addition to its subject focus on Screen Acting, the course will prepare you for other types of creative industry careers. All the above skills are transferable, which means that they can be adapted and deployed in a variety of fields and careers.

Learning Outcomes no more than 3 at module level (up to 5 in a 60 credit module)

LO #	Learning Outcome Name	Learning Outcome Description	Assessment Criteria Category
1	Technical	Demonstrate ideas, creative elements, processes and techniques appropriate to a project	Process
7	Experimentation/Innovation	Demonstrate problem solving techniques, independent enquiry, practice and experimentation in the realisation of a project	Innovation

Assessment Method Table					
No	Assessment Method	Description of Assessment Method	%	Learning Outcomes Assessed	Compulsory or Compensatable
				1	7	
1	AR	Film/Media Project	100	X	X	Compulsory

*The following codes for assessment methods apply (additional codes can be proposed through this process, if necessary):-			
AR	Artefact	LR	Literature Review
CB	Computer-based	OR	Oral
CE	Critical evaluation	PC	Practical
CS	Case study	PF	Performance
DI	Dissertation or project	PL	Placement
ES	Essay	PO	Portfolio
EX	Exam	PR	Presentation
GR	Group Report	RE	Individual report
IT	In-module Test	SP	Studio Practice
JL	Journal / Logbook	OT	Other

Modes of delivery (KIS)	
Activity	**Hours**
Lecture	
Seminar	
Tutorial	
Project supervision	15
Demonstration	15
Practical classes and workshops	45
Supervised time in studio/workshop	
Fieldwork	
External visits	
Guided independent study	225
Work based learning	
Placement	
Year abroad	
TOTAL	300

Indicative list of Resources
Edda Sharpe & Jan Haydn Rowles. (2009). **How To Do Accents**. 2nd ed. London: Oberon Books Ltd. Feldenkrais, M (1990) **Awareness through Movement.** London: Penguin Arkana. Rudolph Laban & Lisa Ullmann. (2011). **The Mastery of Movement.** 4th ed. London: Dance Books Ltd. Berry, C (2000) **Voice and the Actor.** London: Virgin Jean Newlove & John Dalby. (2003). **Laban For All.** London: Nick Hern Books.

Named Awards – Indicate below all Courses where this is a Compulsory or Option Module (*delete as appropriate)	
BA (Hons) Acting for Screen	Compulsory