

## 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		

**MODULE DESCRIPTOR**

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

<b>Module Name</b>	Character Development
<b>Module Code</b> <i>Student Records to establish coding protocol</i>	BAAS502
<b>Credit Value</b>	30
<b>Level and Study block</b> <i>e.g. Level 4, Study block 2</i>	Study Block 3 - Level 5, Semester 1
<b>Pre-requisites</b> <i>Insert name, codes will be inserted once created by Student Records</i>	
<b>Named Module Leader</b>	xxxx
<b>Module Aim</b> <i>One succinct statement</i>	In this module, learners will acquire knowledge and critical understanding of the role that analysis and research play in the development of compelling screen characters
<b>Summary Module Description</b>	<p>In this module, you will further enhance your ability to develop characters for visual storytelling. This module builds on the foundational theories and techniques established in the previous semesters, particularly Acting 1. Students will lean further into script analysis, focusing on units (or beats) and learning how to employ personalisation &amp; substitutions. The use of action verbs introduced in Acting 1 is reinforced to clarify intentions and objectives. Further exploration of the given circumstances within the scenes leads to more imaginative, complex, and detailed world-building. You will acquire knowledge and critical understanding of the role that analysis and research play in the development of compelling characters. You will also have the opportunity to examine the importance of cultural context and practices such as non-traditional and integrated casting, and how this impacts inclusion and diversity in the Screen industries.</p> <p>Exercises may be taped for in-class critique and evaluation to inform your summative assessment, a critical evaluation of a character development.</p>

<p><b>Module Specific Employability Skills</b></p>	<p><b>Industry &amp; Business Knowledge:</b> You will develop an ability to recognise and apply relevant terminologies, technologies and processes to your creative practice or evaluation of others' work.</p> <p><b>Critical Thinking &amp; Analysis:</b> 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.</p> <p><b>Expanded Worldview:</b> You will appreciate a range of diverse creative practices and modes of expression. You will also develop social and political sensitivity, especially regarding representation.</p> <p><b>Ethical and Legal Responsibilities:</b> You will progress your understanding of how to work professionally within industry-standard ethical and legal frameworks.</p> <p><b>Health and Safety:</b> You will enhance your awareness of health and safety guidelines and apply them in professional settings.</p> <p><b>Problem Solving and Innovation:</b> 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.</p> <p><b>Imagination and Creativity:</b> 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.</p> <p><b>Collaboration and Team Working:</b> 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.</p> <p><b>Organisation:</b> You will advance your project and time management skills.</p> <p><b>Entrepreneurial skills:</b> 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.</p>
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	<p><b>Communication skills:</b> 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.</p> <p><b>Personal Development:</b> 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.</p> <p>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.</p>
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**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
5	Research	Demonstrate the use of research, resources and methodologies that inform a project	Research
6	Analysis	Demonstrate the ability to analyse specialist information and practices	Analysis

Assessment Method Table						
No	Assessment Method	Description of Assessment Method	%	Learning Outcomes Assessed		Compulsory or Compensatable
				5	6	
1	CE	Critical evaluation of character development	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	30
Seminar	30
Tutorial	15
Project supervision	
Demonstration	
Practical classes and workshops	
Supervised time in studio/workshop	
Fieldwork	
External visits	
Guided independent study	225
Work based learning	
Placement	
Year abroad	
TOTAL	300

Indicative list of Resources
<p><b>Reading List</b>            Constantin Stanislavski. (2013). <b>Building A Character</b>. London: Bloomsbury Academic.            Uta Hagen. (1991). <b>A Challenge For The Actor</b>. New York, NY: Scribner.            Marina Caldron &amp; Maggie Lloyd Williams. (2004). <b>Actions The Actors' Thesaurus</b>. London: Nick Hern Books.            Stanislavski, K. Benedetti, J (2009) <b>An Actor's Work on a Role</b>. London: Routledge            Bruehl, B. (1996) <b>The Technique of Inner Action</b>. Oxford: Heinemann.</p>

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