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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	Acting 3 - Final Major Project
Module Code *Student Records to establish coding protocol*	BAAS603
Credit Value	60
Level and Study block *e.g. Level 4, Study block 2*	Study Block 3 - Level 6, Semester 2
Pre-requisites *Insert name, codes will be inserted once created by Student Records*	
Named Module Leader	XXX
Module Aim *One succinct statement*	This module aims to allow students to utilise their learning across the programme in order to deliver a major project
Summary Module Description	Through this module, you consolidate your experience with recorded media, taking part in both the production and performance of a short media project in film, voiceover, radio, ADR or gaming. You research and fulfil the pre/post-production requirements and expectations of an assigned role, and work within high-pressured and challenging environments which match the real world. As well as your final, edited media project, you are assessed on your professional engagement and reflective analysis of your work In this module, you assume full responsibility for your own process and production work to meet professional standards. You will work with a director as a mentor to produce a digital production of your own creation, providing contrasting material for your developing creative profile and portfolio. Your independent methodology is further tested through self-governed responsibility and engagement with external professionals. You reflect on your process, professionalism and production through a verbal evaluation

	you will then be challenged to create and consolidate creative assets to give you the edge over the competition in your chosen field. Specialist workshops will be offered throughout the module, informed and delivered by our wide-reaching connections and specialist lecturers in the creative industries. This dissertation-level project allows students to build on the technical process skills and subject knowledge developed at Level Four and Five. It gives you the opportunity to work across a range of areas to demonstrate your acquired performance and/or technical knowledge through the production of a creative portfolio. You are expected to undertake sustained practice/s, developing understanding, application, and critical processes of practice within the discipline through an extended range of experience. Crucially, you are expected to work collaboratively to produce a range of visual and audio creative artefacts with high standards of content, presentation, and development. The module aims to develop transferable skills in identifying commercial opportunities for creative practitioners.
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	Evaluate ideas, creative elements, processes and techniques appropriate to a project	Process
2	Collaboration	Evaluate constructive relationships and work effectively in the conception and delivery of a team project	Communication
3	Communication	Evaluate professional communication and presentation skills	Communication
7	Experimentation/ Innovation	Evaluate 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	2	3	7	
1	DI	Final Project	75	X	X		X	Compulsory
2	PR	Panel Presentation	25			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	30
Tutorial	
Project supervision	60
Demonstration	
Practical classes and workshops	60
Supervised time in studio/workshop	
Fieldwork	
External visits	
Guided independent study	450
Work based learning	
Placement	
Year abroad	
TOTAL	600

Indicative list of Resources
Reading List Ken Robinson. (2021). **Out of Our Minds: The Power of Being Creative.** Minnesota: capstone. Twyla Tharp. (2006). **The Creative Habit: Learn It and Use It for Life**. USA: Simon & Schuster. Dennis Longwell. (1987). **Sanford Meisner on Acting.** London: Vintage Books. Stella Adler. (2000). **Stella Adler: The Art of Acting**. New York: Applause Books.

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