

Nottingham Trent University
School of Art & Design
Course Specification

Basic Course Information

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| 1. Awarding Institution: | Nottingham Trent University |
| 2. School/Campus: | School of Art & Design |
| 3. Final Award and Course Title: | BA (Hons) Design for Stage and Screen
(Costume Design and Construction)
(Design for Film and Television)
(Design for Theatre and Live Performance) |
| 4. Mode of study and normal duration: | FT 3 years
SW 4 years |
| 5. UCAS Code: | W451 Costume Design and Construction
W280 Design for Film and Television
W460 Design for Theatre and Live Performance |

6. Overview and general educational aims of the course

BA (Hons) Design for Stage and Screen offers three specialist 'pathways':

- Costume Design & Construction
- Design for Film and Television
- Design for Theatre & Live Performance

There are opportunities to diversify and collaborate across these pathways, to personalise your learning journey.

The course offers you the opportunity to explore your personal expression as an imaginative and accomplished Artist / Practitioner / Designer / Maker who can contribute to the global stage and screen industry. You will experience a dynamic project-led course which integrates theory with practice, offering you a variety of career paths based on aesthetic sensitivity, practical capabilities, intellectual curiosity, critical awareness and entrepreneurial skills. You will have the opportunity to develop a professional understanding of your subject, developing a contextual expertise and emerging as an industry-ready practitioner (e.g. Production Designer/ Set Designer, Art Director, Costume Designer / Maker and many more).

The course aims to:

- prepare you for a career in the Film, Television & Theatre industries, as well as more widely-related employment in the cultural industries
- foster your creative, practical and academic potential by offering a holistic approach to design and making with contextual understanding
- emphasise the innovation and vision inherent in design-led performance practice
- develop your interpersonal, organisational and communication skills
- allow the flexibility for a personal direction as a professional practitioner and industry leader to mature through research, analysis and application

The School supports your course in developing a flexible approach that enables work experience / placement activity to occur within modules, negotiated with your tutors. As well as support in finding placements in key performance areas such as film, TV, theatre, opera and dance, you will also be encouraged to explore the possibilities of

wider stage, screen and cultural opportunities locally and nationally such as advertising campaigns, heritage / museum projects, commercials, multimedia, events, festivals, circus, pageants, concerts and light entertainment.

Course staff are practicing professionals and/or research-active and committed to the enrichment of your experience through industry-led and research-led thinking. Industry experts and specialists are a regular feature of the course, either delivering guest lectures and workshops or working more closely with you on live projects, enhancing your learning and preparing you for employment. Relevant study trips such as visits to exhibitions or live / recorded performances are also provided.

Accreditations:

Costume Design and Construction is accredited by The Textile Institute

Design for Film and Television is accredited by ScreenSkills

Design for Theatre and Live Performance is accredited by Chartered Society of Designers

Practical modules are designed to enable you to express your ideas about environment, narrative and character, through focused analytical, reflective and research skills, concept creation, design techniques, 3D problem-solving, transferable and communication skills and contextual understanding. Through blending traditional and contemporary techniques and processes, you have the opportunity to use traditional and contemporary technologies, including a range of software, to generate experimental design and innovative making methods which incorporate exciting material surfaces relevant to your specialism.

Contextual modules are designed to develop your critical awareness and understanding of past and present influences on and debates within the stage and screen industries more broadly and its relationship with societies and cultures worldwide. We also encourage an awareness of 'design responsibility' and an understanding of social and ethical issues relating to the global stage and screen industry, promoting ethical and sustainable practices.

The School of Art and Design offers a rich and diverse portfolio of courses and there are potential opportunities to collaborate with students from other courses, for example, BA (Hons) Photography and BA (Hons) Filmmaking. During the course you can engage in various industry and cultural activities to further develop your understanding and knowledge of contemporary professional performance practice nationally and internationally. For example, you are encouraged to participate in competitions such as the Linbury Prize or the Costume Society awards (as appropriate to your specialism). Year 3 culminates in a public presentation of your work, with the possibility of selection for a variety of appropriate external exhibitions and events.

Relevant study abroad opportunities are available through our international exchange Erasmus partners in Europe and through the world-wide Study Abroad scheme.

The course curriculum and teaching and learning approaches support you in navigating your own personal growth and advancing your professional direction through sustained engagement and application. You will have the opportunity to develop your ambition and expression through creating and building your own designs and discover the satisfaction of achieving a successful result as part of a collaborative team as well as an interpretative individual, reflecting contemporary industry practice. As well as the value of the specific subject skills you acquire, the transferable skills you develop through your study such as problem solving, visual and verbal communication, flexible

working practices and self-management, will prepare you for a broad range of related employment opportunities within the cultural industries and / or postgraduate study.

7. **Course outcomes**

Course outcomes describe what you should know and be able to do by the end of your course if you take advantage of the opportunities for learning that we provide.

By the end of the course you should be able to:

- Evidence analysis, evaluation and application of research to formulate concepts
- Experiment with and evaluate a variety of relevant approaches and techniques to develop your design skills
- Select and manipulate a range of materials, employing appropriate construction skills and techniques
- Select and demonstrate appropriate strategies for effective communication of theory and/or practice (B)
- Demonstrate a professional, reflective, responsive and flexible approach to learning and self-management
- Build specialist knowledge and understanding of the performance industry in a global context (B)
- Critically analyse and evaluate historical, contemporary, cultural and theoretical influences informing practice (B)
- Evidence your ability to work collaboratively towards a common aim

QAA Art & Design (2017) benchmark informed outcomes are indicated '(B)'.

8. **Learning and teaching methods**

The course combines a diverse range of teaching and learning methods aligned with the Course Learning Outcomes to develop your knowledge, understanding and skills. Learning interactions may include staff feedback, peer feedback, tutorials, seminars, presentations, practical workshops, projects, critiques, briefings, lectures, study visits, workshop inductions, technical demonstrations, self-evaluation, e-learning, independent studio practice, self-directed research, personal development planning, the NTU Online Workspace virtual learning environment (NOW), collaboration and working within and across courses / live projects.

As you move through each year you will become more independent as your confidence and knowledge builds. You are also supported by industry professionals and guest lecturers with national and international links within the performance industry. You will experience a rich and stimulating climate of enquiry, informed by staff research and professional experience, direct links with industry and a vibrant university culture. You will be encouraged to participate in project work, industry visits and work experience to make the maximum use of these networks.

We provide modern and well-equipped facilities for all aspects of the course and create a culture in which you are encouraged to experiment and explore ideas creatively. We offer a dynamic curriculum which encourages you to make the best of every opportunity on the course.

All first-year students within the School of Art and Design will work together on a joint project. Delivered in two parts, this will initially take place as a one-day event in the autumn, which will be followed up by a week event early in the summer term. As a learning experience this will support your own knowledge of working practices enable you to work collaboratively in groups in new and unique ways. In the second year,

you will have further opportunities to work collaboratively with a wider range of students, partners and industry.

9. **Assessment methods**

Assessment is conducted according to the School 'Assessment and Feedback Principles and Guidelines' which ensures that appropriate academic standards are made clear. Modules are assessed through 100% coursework. The learning outcomes for each module at each level are aligned with the Course Outcomes. As you progress through the course, the assessment methods used both reflect industry practice and allow you to demonstrate how you have met the Module Learning Outcomes at each level.

Formative feedback at interim points helps you to form an impression of how you are progressing and to evaluate your learning and develop your work with the aim of meeting Module Learning Outcomes. Summative feedback at the end of a module is the formal feedback provided as a summary of your learning, where a piece of completed work is assessed against the Module Learning Outcomes. You will receive feedback at formative and summative points through each module using an appropriate mixture of the following assessment methods:

- visual and verbal presentation of physical and/or digital work to peers, staff, visiting practitioners
- submission of written work
- submission of practical work

Work for formative or summative assessment might consist of collections of visual research images, theoretical research, sketchbooks, reflective journals, design development work, 3D development work, design portfolios, finished physical items, written reports and evaluations, essays, verbal and visual presentations in a variety of formats.

Formative and summative feedback is provided through an appropriate mixture of verbal, voice-recorded, videoed and written indications of progress. Your sustained level of engagement throughout a module is a contributing factor in ensuring that you are able to meet the Learning Outcomes. Personal reflection and personal development planning are encouraged in order to assist your understanding of the formative and summative feedback you receive and in order to develop actions that can support your own learning. If you are unable to pass modules to the required standard, you will be provided with advice directly relating to the University Common Assessment Regulations.

10. **Course structure and curriculum**

The course is studied on a full-time (3 years) basis, with the option of a placement year between years two and three (4 years).

Level 4 (Year 1)	Core / Optional	Credits
Design for Stage and Screen: Introduction	Core	80
Contextual Studies: Introducing Research	Core	20
Skills Passport	Core	20

Level 5 (Year 2)	Core / Optional	Credits
Exploration (pathway specialism)	Core	60

Contextual Studies: Research and Impact	Core	20
Co Lab: Research, Exploration and Risk-taking	Core	20
Pathway: Costume Design & Construction		
Millinery: Object and Narrative*	Optional	20
Model Making: Object and Narrative*	Optional	20
Storyboarding: Visualising the Story, Enhancing the Narrative *	Optional	20
Ethical Design*	Optional	20
Pathway: Design for Film & TV		
Model Making: Object and Narrative*	Optional	20
3D Material and Exploration*	Optional	20
Character Ideation*	Optional	20
Storyboarding: Visualising the Story, Enhancing the Narrative *	Optional	20
Pathway: Design for Theatre & Live Performance		
Model Making: Object and Narrative*	Optional	20
3D Material and Exploration*	Optional	20
Millinery: Object and Narrative*	Optional	20
Storyboarding: Visualising the Story, Enhancing the Narrative*	Optional	20

* students select 1 module (20 credits) from the suite of optional modules offered specific to each pathway

Level 6 (Year 3 / 4)	Core / Optional	Credits
Exposition (pathway specialism)	Core	100
Contextual Studies: Research and Professional Practice	Core	20

LEVEL 4 (Year 1)

Design for Stage and Screen: Introduction

This module introduces the skills and vocabulary relevant to your subject. It establishes key theoretical and practical approaches to character / narrative / environment creation in relation to your chosen pathway and has shared elements to allow you to gain an understanding of the broader subject area. Through experimentation with a variety of methods and materials, this module will provide the opportunity to develop your visual communication skills and 3D problem solving and introduce you to the fundamentals of professional practice within the stage and screen industry.

Contextual Studies: Introducing Research

This module introduces a range of cultural contexts and their connection to design for performance. Critical thinking and analysis are emphasised, enabling the integration of findings from your independent research activities. The articulation of your knowledge and understanding through written and / or other means of communication is key and supports your practical work.

Skills Passport

This module introduces a variety of practical technical skills and safe professional practice. Through exploration of a range of materials and processes, this module will provide opportunities to build industry-relevant and pathway-specific skills, developing your practical knowledge base, allowing flexibility for personal direction and acquiring an understanding of industry needs.

LEVEL 5 (Year 2)

Exploration (pathway specialism)

This module strengthens concept creation and the acquisition and application of skills through a more challenging depth of practical work which focuses on developing your personal and artistic responses. You will have the opportunity to apply theoretical and practical knowledge and skills and to consider the progression of your individual practice and artistic style, both 2D and 3D, within a broadened understanding of the stage and screen industry.

Contextual Studies: Research and Impact

This module builds on your investigations around the role of performance and how it can present meaning within a variety of cultural contexts. Emphasis is placed on performance analysis and practice within the global industry. Intellectual curiosity and critical thinking are key to the expression of your knowledge and understanding through written and / or other means of communication in support of both your practical work and your personal development as you approach and prepare for Level 6 study.

Collaborative Module

Co Lab: Research, Exploration and Risk-taking facilitates cross-discipline collaboration across the School(s), industries and/or strategic partners.

Optional modules

As part of our commitment to develop personalisation in our curricula, you will be offered a choice of modules at level 5, from which you will select one. The module options presented vary for each specialist pathway and have been selected to compliment your study, and to give you the opportunity to follow and deepen your interests, and study with students from other courses.

LEVEL 6 (Year 3)

Exposition (pathway specialism)

This module allows you to advance your personal approaches and professional practice within your chosen specialism, anticipating entry into the stage / screen / cultural industries. From research through development to completion of practical work, you have the opportunity to respond innovatively to your area of interest within your discipline and demonstrate experimental, independent learning through critical inquiry and individual expression. Reflectivity, flexibility and evaluation are emphasised, combining practical work with personal development and through engaging in a public presentation of completed work, establishing yourself as an emerging practitioner.

Contextual Studies: Research and Professional Practice (20 credits)

This module consists of two main elements:

- Dissertation: An in-depth study of a negotiated chosen topic, related to your discipline
- Professional Practice Paper: The critical evaluation and justification of your practical work through a clear contextualisation of influences. Reflectivity, flexibility and a clear written articulation of your emerging practice and its relevance to a contemporary audience is emphasised

Placement awards

Students undertaking the sandwich placement may achieve a Placement Diploma in Professional Practice, and students undertaking placements of shorter duration may be eligible for a Placement Certificate in Professional Practice.

Interim awards

Students who do not progress to the final stage may be eligible for an interim award of Certificate of Higher Education, Diploma of Higher Education or Ordinary Degree.

11. Admission to the course

Entry requirements.

For current information regarding all entry requirements for this course, please see the 'Applying' tab on the NTU course information web page.

12. Support for learning

The School is committed to assisting you to achieve the best results possible during your studies, providing a wide range of academic and pastoral help and advice. In addition to the Course Leader (for each pathway), Module Leaders and Course Administrators, a member of staff will also be assigned to you at the start of the course as your Personal Tutor.

As part of your Induction, you will be introduced to the Student Handbook which includes information on how to access Employability Services, Language Support, Disability Services, Fees and Student Finance Services, the Student Union, Health and Wellbeing Services, International Students Support, Study Support and Individual Support.

Course support includes:

- Level 4 inductions fostering a sense of community through group activities
- Level 5 and Level 6 Collaborative Engagement and Retention Team (CERT) Student Mentors who can assist students at Level 4 with personal issues
- A dedicated Module Leader and/or Year Leader at each level who can provide academic support
- Module information accessible through NOW, including opportunities for blended learning
- Personal tutorials through staff contact

School support includes:

- Art & Design Senior Student Support Advisors

University support includes:

- Student Support Services

13. Graduate destinations/employability

Employability is a key focus on the course and we are committed to offering experiences that enhance your understanding of industry requirements, producing highly employable graduates. The course has a dedicated Employability Tutor and, additionally, the school Employability Team continuously work closely with all course staff to expand the placement opportunities available to students. The Employability team also provide specialist career talks, workshops and events.

You are encouraged to take part in work experience opportunities offered by the course, and / or arrange your own short work placements, negotiated with your tutors, to build personal links with industry practitioners / organisations and prepare you for your future. There are also opportunities to make industry links through live and / or theoretical projects, visiting experts, study trips and competitions.

Graduate destinations have included:

- **Costume Design & Construction:** costume designing and / or making for prestigious companies such as Angels Costumiers and the BBC, and freelance or in-house costume designing, making and assisting for a myriad of stage and screen companies, events and performances both large-scale and small-scale. Broader employment has included specialisms such as tailoring, and wider costume-related engagement such as stylist work or business start-up.
- **Design for Film & Television:** graduates have gained employment as Production Designers, Art Directors and a wide range of Art Department roles within Film & Television. They have worked on large feature films including Star Wars, Marvel Entertainment: Black Widow, Guardians of the Galaxy, Warner Bros: Fantastic Beasts & Where to Find Them, Wonder Woman 2, Universal Pictures: Jurassic World 2, Disney: Aladdin, Maleficent: Mistress of Evil.
- **Design for Theatre & Live Performance:** graduates have been employed as designers and assistant designers on a multitude of live productions or have gained employment in specific production roles with companies such as the English National Opera (drawing room), National Theatre (scenic art), Cameron Mackintosh (model-making). Graduates have also freelanced alongside internationally renowned designers in and out of the UK and worked on gallery installations, festivals, in film and TV and for events and as community artists and practitioners.

This course also provides you with the transferable skills needed for alternative careers such as teaching and heritage work or to undertake further specialised postgraduate study in design / performance-related / other subjects.

14. **Course standards and quality**

There are well established systems for managing the quality of the curriculum within the School.

Module feedback questionnaires and annual surveys are used to gather feedback from students on their learning experiences. Termly course committee meetings, attended by student representatives and academic staff, provide opportunities to raise and discuss matters contributing to the quality, standards and continuing development of the course.

The outcomes of the above inform an annual report highlighting positive features and areas to address which are further included in a course development plan. The plan is monitored through course committees and students have the opportunity to talk through the impact of any changes made.

Informally, course and individual tutorials additionally provide a means of gathering student feedback and enable staff to address matters as soon as they arise.

Externally, the School consult with industry representatives as part of the course review and development process to ensure continued relevance of the curriculum to the creative and cultural industries. An external examiner is appointed to provide advice

and monitor the academic standards of the course and student achievement in relation to those standards.

15. Assessment regulations

This course is subject to the University's Common Assessment Regulations (located in Section 16A of the Quality Handbook).

16. Additional information

Collaborative partner(s):

Course referenced to national (QAA)
Benchmark Statements:

Art and Design (2017)

Course recognised by:

The Textile Institute
ScreenSkills
Chartered Society of Designers

NTIC progression route(s):

Foundation Certificate for Art,
Design & Media

Date this course specification approved:

DAG 11/11/19

Any additional information: