

## Liverpool John Moores University

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Title: DESIGN AND CONSTRUCTION SKILLS  
Status: Definitive  
Code: **4511TPR** (116327)  
Version Start Date: 01-08-2014

Owning School/Faculty: Liverpool Screen School  
Teaching School/Faculty: Liverpool Institute for Performing Arts

Team	Leader
Mark Smith	Y

**Academic Level:** FHEQ4      **Credit Value:** 24.00      **Total Delivered Hours:** 54.00  
**Total Learning Hours:** 240      **Private Study:** 186

### Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	12.000
Seminar	6.000
Tutorial	3.000
Workshop	33.000

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Presentation	PRESENT	Continual assessment and presentation	50.0	
Reflection	EVALUATION	Continual assessment and evaluation.	50.0	

### Aims

*This module aims to introduce a wide range of design and construction skills and develop an understanding of the design, realisation and fabrication processes*

*associated with live performance. Students will be introduced to the role that scenic construction plays within the whole production process.*

## **Learning Outcomes**

After completing the module the student should be able to:

- LO1 Develop, communicate and realise an idea following a given brief, distinguishing the appropriate methods and influences relevant for an effective concept.
- LO2 Work effectively within a group in the production of scenic elements with sensitivity, tact, enthusiasm, team spirit and appraise their role in the production process
- LO3 Examine and develop a range of design, production and construction techniques and tools safely, competently and appropriately
- LO4 Evaluate the production process in relation to workshop skills and the scenic workshop department.

## **Learning Outcomes of Assessments**

The assessment item list is assessed via the learning outcomes listed:

CONT. ASSESS & PRESENTATION	LO1	LO2	LO3
CONT. ASSESS & EVALUATION	LO2	LO3	LO4

## **Outline Syllabus**

*The Main areas covered within this module are;*

*Model making; using models to develop and communicate ideas. Relating ideas to a physical space and considering the effect and viewpoints of an audience. Presenting and communicating an idea to a group.*

*Technical drawing; Putting all relevant information on paper, as suitable to be used in the workshop. Relating a structure to a physical space. An introduction to CAD.*

*Scenic construction: working from technical drawings, choice & use of materials finishing techniques including introduction to paint and applied finishes, assembly, working as a group, and health and safety in the workshop.*

*The type of work experienced in the workshop will be defined by the particular project being realized.*

## **Learning Activities**

The module will begin with a series of lectures and practical workshops. Students will work on individual design projects resulting in short evaluative presentations. The middle stage of the project will involve working in groups in the workshop on full-

scale structures for a TPDT exhibition. The final phase of the project will involve an extended period in the workshop and performance spaces working on an actual realized production.

Assessment will take into account the continual design and realisation process as well as the finished models and set pieces. Assessment of the production part of the module will be based on continual assessment/monitoring as the students follow through the realisation of at least one production. Students will submit an evaluation of their practical process to demonstrate their learning.

### **Notes**

Most materials will be supplied for this module although students may need to provide particular model making requirements