

## Design and Construction Skills

### Module Information

2022.01, Approved

#### Summary Information

Module Code	4540TPR
Formal Module Title	Design and Construction Skills
Owning School	Liverpool Screen School
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 4
Grading Schema	40

#### Teaching Responsibility

LJMU Schools involved in Delivery
LJMU Partner Taught

#### Partner Teaching Institution

Institution Name
Liverpool Institute for Performing Arts

#### Learning Methods

Learning Method Type	Hours
Lecture	12
Practical	120
Seminar	5
Tutorial	3
Workshop	8

#### Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
SEP-PAR	PAR	September	28 Weeks

## Aims and Outcomes

Aims	This module aims to introduce students to a wide range of practical design and construction skills relating to set design and realisation. In addition to the development of technical skills, students will develop a firm knowledge and understanding of the design and fabrication processes associated with live performance. The module furthermore aims to establish the role that scenic construction plays within the complete production process.
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**After completing the module the student should be able to:**

### Learning Outcomes

Code	Number	Description
MLO1	1	Develop, communicate and realise an idea following a given brief, distinguishing the appropriate methods and influences relevant for an effective concept.
MLO2	2	Examine and develop a range of professional practical design, production and construction techniques and tools safely, competently and appropriately.
MLO3	3	Work effectively within a group in the production of scenic elements with sensitivity, commitment, enthusiasm and team spirit.
MLO4	4	Evaluate the production process in relation to workshop skills and the scenic workshop department and appraise their role in the production process.

## Module Content

Outline Syllabus	The module is structured to deliver the knowledge, understanding, interpersonal and technical skills necessary to support work on productions. Through a series of workshops; lecture demonstrations; individual projects and group tasks students will be introduced to essential technical skills necessary in the design and realisation of productions. These skills include: scale model making, technical drawing, scene painting and scenic construction. Students will use 1:25 scale models: in the development and communication of ideas; to relate design concepts to a physical space, considering the effect and viewpoints of an audience and in presenting finished ideas to a group. Students will be taught the role technical drawing plays in the development of design and its realisation. Hand-drawn technical drawings will be produced to present relevant information as suitable for use in the scenic workshop. The students will learn about and experience scenic construction processes including: working from scale models and technical drawings; choice and use of tools and materials; finishing techniques incorporating an introduction to scene painting and applied finishes; set get-in and assembly; working as a group; and safe working practices in the scenic workshop. In addition to the development of technical skills, students will be introduced to research skills for design and encouraged to develop both verbal and written self-reflective and evaluative skills.
Module Overview	
Additional Information	Lois Maskell is the Module Leader.

## Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping

Presentation	Continual Assessment 1	50	0	MLO1, MLO2, MLO3, MLO4
Practice	Continual Assessment 2	50	0	MLO2, MLO3, MLO4

## Module Contacts

### Module Leader

Contact Name	Applies to all offerings	Offerings
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### Partner Module Team

Contact Name	Applies to all offerings	Offerings
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