

Liverpool John Moores University

Title: Making Theatre
Status: Definitive
Code: **5030DRAMA** (127661)
Version Start Date: 01-08-2021

Owning School/Faculty: Liverpool Screen School
Teaching School/Faculty: Liverpool Screen School

Team	Leader
Mark Smith	Y

Academic Level: FHEQ5 **Credit Value:** 20 **Total Delivered Hours:** 70
Total Learning Hours: 200 **Private Study:** 130

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Tutorial	10
Workshop	60

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Practice	Continuous	Practical workshop - continuous assessment	50	
Presentation	Pitch	Pitch presentation - c.10 minutes	50	

Aims

To expand theatre making skills by introducing students to the background and crafts of the director, writer and associated design and production processes
To further develop collaborative working practices in a creative and interpretive context
To develop students' ability to develop and present creative ideas in oral presentation.

Learning Outcomes

After completing the module the student should be able to:

- 1 Conceive ideas for creative and collaborative development of either new work or interpretation of extant script
- 2 Undertake directed practice in one or more of the key roles in a creative team
- 3 Present an oral pitch for a creative project effectively

Learning Outcomes of Assessments

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

Workshop	1	2
Presentation	3	

Outline Syllabus

Introductory sessions giving a background to the emergence and development of the roles of the director, writer and designer, and the usage of the term 'creatives' in a theatre context, lead to a series of workshops which allow students to undertake exercises in the craft of directing and writing. Students will also undertake research/a case study of a specific 'creative' of their choice and share key findings in class. Students may work singly or in collaboration to develop and present a pitch for a creative project – either new work or original interpretation of an extant text.

Learning Activities

Tutorials and practical workshops

Notes

The module introduces further creative skills in the making of performance in terms of creative personnel and processes, usually through a series of directed exercises.