

Liverpool John Moores University

Title: The Actor's Process: Acting for Camera III
Status: Definitive
Code: **5504ASDM** (127156)
Version Start Date: 01-08-2021

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

Team	Leader
Eleanor Yule	

Academic Level: FHEQ5
Credit Value: 20
Total Delivered Hours: 110
Total Learning Hours: 200
Private Study: 90

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Workshop	110

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Practice	Practical	Acting for Camera III: Digital Media Skills (2500 words equivalent)	70	
Presentation	Podcast	Podcast presentation: Analysing Context, Theory and Practice (2000 words equivalent)	30	

Aims

The aim of the module is to consider the factors which influence collaborative creative processes and the differences and connections between digital and live performance.

Learning Outcomes

After completing the module the student should be able to:

- 1 Critically appraise team working and group dynamics.
- 2 Critically examine collaborative creative processes in the industry and beyond and differentiate between approaches.
- 3 Debate the differences and synergies between digital and live performance.
- 4 Demonstrate differences between acting technique for live and recorded media.
- 5 Compare and contrast a range of group skills and apply them in the making of performance.

Learning Outcomes of Assessments

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

Acting for Camera III	3	4	5
Podcast Presentation	1	2	

Outline Syllabus

In this module you will consider the role of technology in performance, working to realise mixed-media works, understanding its genealogy and contemporary manifestations, examining its meaning and impact relative to the history and understanding of live performance and the role of the actor. The module will also consider the role of performance in communities and ways in which groups of people collaborate in the act of performance and the reasons for practitioners abandoning conventional individual roles in the making of performance for group and collective approaches. The module will require application of this understanding in practical performance making.

Selected material of study will reflect a consideration of diversity and equality concerning gender, age, religion, class, disability and ethnicity.

Learning Activities

This module requires students to develop practical skills alongside the presentation of ideas and critical contexts and as such is best suited to workshop-based learning where flexible and varied activities including skills sessions, discussions and informal presentations can be designed on a weekly basis.

Notes

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