

Liverpool John Moores University

Title: THE CONTEXT 2 (TPDT)
Status: Definitive
Code: **5518TPR** (116253)
Version Start Date: 01-08-2018

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

Team	Leader
Mark Smith	Y

Academic Level: FHEQ5
Credit Value: 12
Total Delivered Hours: 30
Total Learning Hours: 120
Private Study: 90

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	12
Off Site	4
Seminar	12
Tutorial	2

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	PORTFOLIO	Portfolio	100	

Aims

This module aims to set the performing arts within a contemporary cultural, social and political context and to develop a student's understanding of the major cultural movements, in the last 40 years that have influenced the production of the performing arts. It should provide a framework for understanding the historical relationship between design, technology and the performing arts and help to develop critical and analytical skills. Emphasis will be on how research informs critical debate

as both theorist and practitioner.

It will increase confidence in group discussion, explain the importance of being an informed practitioner (within contemporary cultural debate) and use practical examples to articulate the meanings and methods of contemporary arts, performance and technology.

Learning Outcomes

After completing the module the student should be able to:

- 1 Appraise and argue how cultural, historical, social and political issues have shaped output within the contemporary creative sector and the way it is received.
- 2 Evaluate the contemporary creative sector through questioning lectures, seminars and fieldwork trips.
- 3 Evaluate how theatre and performance design and technology both inform and are informed by other creative disciplines in terms of the aesthetic and production process
- 4 Communicate information articulately in visual, oral and written forms, informing critical analysis with research and intelligent enquiry.
- 5 Present work to an appropriate academic standard, assimilating and assembling material, using relevant scholarly formats or conventions.

Learning Outcomes of Assessments

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

PORTFOLIO	1	2	3	4	5
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Outline Syllabus

Students will be given specific examples of key practitioners and movements within the Theatre & Production Design & Technology and the wider arts. The following examples of lecture themes will provide a guide for the kind of content delivered within this module:

*Modernism
Post-Modernism & Deconstruction
Contemporary Spectatorship
Live Art
Performance in non-purpose built spaces
Total Theatre
Electronic and Audio-visual art forms
Gender issues*

Learning Activities

This module is more programme specific, dealing entirely with subjects within the

fields of design and technology for performance. Throughout the module students will be encouraged to develop deep learning through participation in debates and seminar discussions or presentations. All seminars will be designed to encourage dialogue and will examine specific examples and practitioners in creative disciplines. Field visits and shows will be organised wherever possible, including new developments in the arts and performance.

Assessment will be a portfolio of written documents, exploring one/some aspects of the module content, in a format that represents robust research and correct referencing techniques.

Notes

Students will be responsible for funding fieldwork visits.