Liverpool John Moores University

Title: PUPPETRY (SECOND SKILL OPTION)
Status: Definitive
Code: **5523CMD**   (118640)
Version Start Date: 01-08-2014

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

Team	Leader
Ros Merkin	Y

Academic Level:	FHEQ5	**Credit Value:**	12.00	**Total Delivered Hours:**	30.00
Total Learning Hours:	120	**Private Study:**	90		

Delivery Options
Course typically offered: Semester 2

Component	Contact Hours
Seminar	10.000
Workshop	20.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Presentation	CONTINUOUS	Continuous assessment and presentation	100.0	

Aims

The aim of this module is to give a broad and inspiring introduction to the world of puppetry. It will consider various types of puppetry in terms of history, theory, making skills and performance. It will be a very practical module, concentrating on experimentation and collaborative work, utilising design, making and performance skills within the group.
It will enable students to develop - through analysis combined with creative work and practical experience - their knowledge, skills and understanding of puppetry work in

and for the 21st Century. It will inform students of current debate and discourse on the position and importance of current puppetry practice.

Learning Outcomes

After completing the module the student should be able to:

LO1   Demonstrate an understanding of the different types of puppetry through research and practical work.

LO2   Work individually and collaboratively in order to experiment and explore puppetry as a performance medium.

LO3   Develop a range of design and making skills.

LO4   Demonstrate creativity and imagination by devising a short performance utilising and exploiting the possibilities of puppetry.

Learning Outcomes of Assessments

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

CONTINUOUS & PRESENTATION   LO1   LO2   LO3   LO4

Outline Syllabus

• *Introduction to the different areas of Puppetry including Marionettes, Shadow, Glove and Rod.*

• *History of puppetry from around the world.*

• *Introduction to making techniques (from sophisticated materials and processes to use of found objects).*

• *Introduction to performance techniques.*

• *Practical workshops exploring puppetry in performance.*

• *Experimenting with developing new and emerging technologies and puppetry.*

• *Presentation of results of experiments (in whatever form is appropriate).*

• *Presentation of research and practical work.*

Learning Activities

The module will be taught by puppetry specialists through a series of lectures, seminars and practical workshops. All students will learn and be expected to experiment with both making and performance skills in relation to puppetry. Research work will demonstrate knowledge of the definitions of puppetry and the underpinning theories and history, as well as work of relevant artists and companies in the field. The module will culminate in a presentation/performance in order to articulate knowledge of the field and demonstrate collaborative, group based and individual skills.

Notes

Course Notes