

Liverpool John Moores University

Title: IMMERSIVE THEATRE RESEARCH METHODOLOGIES AND PROPOSAL
Status: Definitive
Code: **7001IT** (129071)
Version Start Date: 01-08-2021

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

Team	Leader
Nicholas Phillips	Y
Teri Howson-Griffiths	
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Academic Level: FHEQ7 **Credit Value:** 20 **Total Delivered Hours:** 40

Total Learning Hours: 200 **Private Study:** 160

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	10
Seminar	30

Grading Basis: 50 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Presentation	Pres	Either a 3,000 word written proposal or a 15-20 minute oral presentation (with subsequent 10-15 minute Q&A) with submission of supporting Bibliography with key sample annotations and draft ethics documentation as appropriate. (1,000 words).	100	

Aims

1. *Acquire an understanding of research methodologies applicable to the design of practice as research in immersive performance.*
2. *Enhance ability to articulate, orally and in writing, concepts integral to immersive performance theory and practice.*
3. *Produce a proposal that applies immersive methodologies to the formulation of a practice-as-research project in the field of immersive performance.*

Learning Outcomes

After completing the module the student should be able to:

- 1 Articulate understanding of research methodologies for the study and practice of immersive performance and apply this understanding in oral presentation and discussion.
- 2 Demonstrate advanced understanding of how to design a coherent and rigorous practice-as-research project plan, utilizing an appropriate methodology.

Learning Outcomes of Assessments

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

Presentation	1	2
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Outline Syllabus

A short series of introductory lectures will focus on the relative utility of distinct research methodologies for performance (generally), including ethnographic and semiotic approaches. These lectures will also introduce students to: research ethics; qualitative/data analysis; online, in-person and other resources within and beyond LJMU.

These lectures will be followed by lectures specifically attending to research methodologies for immersive performance, including relational aesthetics. Each student, in consultation with tutors, will then select a critical concept introduced in the lectures and/or the recommended reading and identify two performance examples to which the concept can be applied. Supported by tutorials, the student will prepare a presentation applying the concept to the performance examples and, through this application, advance an argument about the validity of the concept. Through lecture and supporting documentation, students will be introduced to specific linguistic, structural and evaluative strategies for the development of a practice-as-research proposal, including: defining a field; literature review; formulating a question; referencing; questionnaires, interviews and other tools. Through subsequent tutorials supporting private study, students will develop a written proposal for a practice-as-research project in immersive theatre.

Learning Activities

Lectures, Seminars

Notes

This module introduces students to research methodologies for the study of all kinds of theatre and performance at Masters level, as well as introducing methodologies specific to immersive performance. While the proposed idea is likely to evolve and may change over the course of Semester Two, the development of a practice-as-research proposal is the first stage in the conception of the thesis project.

Further note on assessment: The determination of the modes of assessment (written or presentation) will be made by tutors on an annual basis in relation to the balance of overall modes of assessment and learning activity across the Programme to give students the best option to achieve broader Programme Learning Outcomes in a balance of assessment modes across the year.