

Liverpool John Moores University

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Title: Performance and Design Technology
Status: Definitive
Code: **7505IABDIR** (124370)
Version Start Date: 01-08-2018

Owning School/Faculty: Liverpool Screen School
Teaching School/Faculty: Institute of the Arts Barcelona

Team	Leader
Andrew Sherlock	

Academic Level: FHEQ7 **Credit Value:** 10 **Total Delivered Hours:** 60
Total Learning Hours: 100 **Private Study:** 40

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	30
Practical	20
Seminar	5
Tutorial	5

Grading Basis: 50 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Practice	Practice	Advanced design proposal for specific performance	100	

Aims

This module focuses on developing the student's understanding of the relationship between performance, design and technology. The subject is explored through both practice (interrogating performance texts to explore design possibilities) and theory (investigating the various approaches to mise-en-scène, text, choreography and

performance). A particular focus is on the impact of emerging technology.

Learning Outcomes

After completing the module the student should be able to:

- 1 Reflect upon, elucidate and demonstrate a critically evaluated understanding of the theoretical and conceptual underpinnings of designing for performance
- 2 Reflect upon, elucidate and demonstrate an advanced critical understanding of the relationship between space, setting, design and performance
- 3 Reflect upon, elucidate and demonstrate an evaluative ability to interrogate a text and develop an innovative, appropriate and practical design concept that reflects contemporary practice

Learning Outcomes of Assessments

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

Practical Project	1	2	3
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Outline Syllabus

The module will explore the relationship between text, performance, venue and design. The module will begin with a history of performance design from the mid 19th Century to the present day, with a particular focus on key individual design practitioners who have impacted on practice from Adolphe Appia and Edward Gordon Craig onwards.

Through these investigations and case studies the student will be asked to explore the various options available to the performance designer across the disciplines of dance, opera, realist theatre, experimental / avant-garde theatre and other forms in diverse performance setting and context.

The module will ask the student to evaluate the relationship between stage setting and audience, and to investigate viable modes through which (a) design can create meaning in and of itself, and (b) enhance and reinforce the overall concept of the performance.

Learning Activities

The module will be delivered via lectures and seminar presentations, screening and site visits. The majority of the module however will consist of practical interrogations of texts and an exploration of the design and technological opportunities arising from them. The module will conclude with the student's development of a design concept and proposal together with an accompanying rationale and evaluation.

Notes

The module enables the interrogation and exploration performance and performance

text within a context of emerging technologies. Assessment is via an advanced design proposal.