Module Specifications 2026/27

BA in Production Arts

Personal & Professional Development 1

HE Level	4
Credit value	20
Module Code	TBC
Module Type	Core
Applicable in the year of study	1
Department	Production Arts

Module Outline

This module supports your transition into higher education, helping you develop as a learner, artist, and future professional. You will build core skills such as communication, adaptability, self-awareness, and resilience, while also fostering teamwork and professional standards. You will take part in two collaborative projects: the Cross-School Project, which develops ensemble and team-based skills, and the Installation Project, a student-led performance-making project. Together, these experiences provide a foundation for your long-term personal, creative, and professional growth.

The module is taught primarily via seminars, lectures and supervised project work. You will receive regular verbal feedback from tutors throughout the module to help you monitor your progress and refine your work. After each block of teaching and assessment, you will also receive written feedback that reflects on your performance in relation to the assessment criteria and outlines strategies for development in future tasks.

Upon successful completion of this module, you will be able to:

- Work effectively and respectfully as part of a collaborative team, demonstrating growing confidence, responsibility, and awareness of group processes in diverse contexts.
- Identify and use established research and presentation techniques to structure and communicate ideas clearly and reliably, using appropriate terminology.
- Apply evidence-based knowledge and emerging reflective practice to support your own learning and to make a constructive contribution to the development of peers.
- Interpret and apply constructive feedback with increasing independence, demonstrating an ability to evaluate your own progress and take steps to improve.
- Demonstrate awareness of professional expectations by showing responsibility, organisation, and reliability in preparation, teamwork, and presentation tasks, including safe and ethical working practices.

Learning Hours	Hours	%
Indicative Contact Hours	50	25%
Indicative Independent Study Hours	150	75%

Assessment Outline	Type	% Pass Mark	% Weighting
Installation Project	Practical	40%	25%
Collaborative Working Process	Practical	40%	25%

Assessment Outline	Type	% Pass Mark	% Weighting
Self-reflective Account	Coursework	40%	25%
Peer Evaluation	Coursework	40%	25%

Word Count or Time Limit

Your Self-reflective Account must be between 800-1000 words if it is a written submission. If you opt to make a video or audio recording, the equivalent would be between 6.5 - 8 minutes.

The length of your Peer Evaluation submission will depend on the number of peers you are assigned to evaluate. As a guideline, you should aim to write approximately 200 words for each student, resulting in a total of around 1000–1200 words.

Key Reading

Title	Author	Date	Publisher
The Study Skills Handbook (5th ed.)	Cottrell, S.	2019	Red Globe Press
A Handbook of Reflective & Experiential Learning	Moon, J	2013	Routledge
Effective Teamwork: Practical Lessons from Organizational Research (3rd ed.)	West, M	2012	Wiley-Blackwell
Grit: The Power of Passion and Perseverance	Duckworth, A	2016	Scribner
The Reflective Practitioner: How Professionals Think in Action	Schon, D	1983	Basic Books
The Shift: The Future of Work is Already Here	Johns, T. & Gratton, L.	2013	HarperCollins
Reflective Practice: Writing and Professional Development (4th ed.)	Bolton, G	2014	Sage
Skilled Interpersonal Communication: Research, Theory and Practice (5th ed.)	Hargie, O.	2011	Routledge
Adaptation and Resilience in the Performing Arts: The Pandemic and Beyond	Aebischer, P & Nicholas, R (eds.)	2024	Manchester University Press
Becoming a Visually Reflective Practitioner: An Integrated Self-Study Model for Professional Practice	Klein, S & Marzilli Miraglia, K	2024	Intellect Books

All reading lists are updated on an annual basis.

Responding to Performance

HE Level	4
Credit value	10
Module Code	TBC
Module Type	Core
Applicable in the year of study	1
Department	Production Arts

Module Outline

In this module you will attend up to eight live performances or related events, ranging from theatre productions to exhibitions and immersive experiences. These are chosen to expose you to diverse creative practices and broaden your understanding of performance and production.

Following each event, you will take part in seminars to reflect, discuss, and develop your critical awareness as both an observer and practitioner. You will also maintain a Performance Journal to document your responses, which will form the basis of your final assessed piece, Response to Performance.

Alongside this, Critical Lens seminars will introduce you to key frameworks and themes, helping you analyse live work and situate your own creative practice within contemporary cultural and societal contexts.

The module is taught primarily via seminars, lectures and field trips.

You will receive regular verbal feedback from tutors throughout the module to help you monitor your progress and refine your work. After each block of teaching and assessment, you will also receive written feedback that reflects on your performance in relation to the assessment criteria and outlines strategies for development in future tasks.

Upon successful completion of this module, you will be able to:

- Identify and describe the performing arts within a range of cultural, historical, and social contexts, demonstrating knowledge of underlying concepts and principles in the discipline.
- Begin to analyse and discuss contemporary developments in the performing arts, making connections to key themes and wider cultural perspectives with awareness of the limits of your knowledge.
- Demonstrate an introductory understanding of research methodologies and apply them to explore and inform emerging critical debates in the performing arts.

Learning Hours	Hours	%
Indicative Contact Hours	50	50%
Indicative Independent Study Hours	50	50%

Assessment Outline	Type	% Pass Mark	% Weighting
Response to Live Performance	Coursework	40%	100%

Word Count or Time Limit

Your Response to Performance must be between 1600–1800 words, excluding appendices. You are welcome to include images, photographs, diagrams, or other visual material to support your work; however, these will not be included in the overall word count.

Key Reading

Title	Author	Date	Publisher
Theatre: A Very Short Introduction	Carlson, M.	2015	Oxford University Press
A Dictionary of Theatre Anthropology: The Secret Art of the Performer	Barba, E., & Savarese, N.	2021	Routledge
Postdramatic Theatre	Lehmann, H.-T.	2006	Routledge
Experiencing Liveness in Contemporary Performance	Reason, M., & Lindelof, A. M.	2016	Routledge
The Transformative Power of Performance: A New Aesthetics	Fischer-Lichte, E.	2008	Routledge
Performance in the Twenty-First Century: Theatres of Engagement	Lavender, A.	2016	Routledge
Fair Play: Art, Performance and Neoliberalism	Harvie, J.	2013	Palgrave Macmillan
Adaptation and Resilience in the Performing Arts: The Pandemic and Beyond	Aebischer, P., & Nicholas, R. (eds.)	2024	Manchester University Press
Theatre and Performance in Digital Culture: From Simulation to Embeddedness	Causey, M	2016	Routledge
Artificial Hells: Participatory Art and the Politics of Spectatorship	Bishop, C	2012	Verso
Certain Fragments: Contemporary Performance and Forced Entertainment	Etchells, T	2019	Routledge

All reading lists are updated on an annual basis.

Stagecraft & Production Process

HE Level	4
Credit value	10
Module Code	TBC
Module Type	Core
Applicable in the year of study	1
Department	Production Arts

Module Outline

This module introduces you to the wider production process and the collaborative nature of theatre-making. Through practical workshops and demonstrations, you will develop core technical and safety skills, including manual handling, working at height, safe use of tools, and theatre-specific protocols.

You will gain an understanding of theatre spaces, stage configurations, and industry-standard terminology, supporting effective communication and safe working practices across departments. The module also introduces you to the role of the Production Manager, covering responsibilities such as scheduling, budgeting, risk assessment, and health and safety compliance.

In addition, you will explore sustainability in theatre, engaging with the Theatre Green Book framework to consider environmentally responsible practices.

The module is taught primarily via seminars, lectures and supervised practical activity.

You will receive regular verbal feedback from tutors throughout the module to help you monitor your progress and refine your work. After each block of teaching and assessment, you will also receive written feedback that reflects on your performance in relation to the assessment criteria and outlines strategies for development in future tasks.

Upon successful completion of this module, you will be able to:

- Identify and apply appropriate health and safety practices to work safely, responsibly, and competently within theatre production environments, demonstrating awareness of professional standards.
- Describe the key elements of the production process and explain their interconnections, showing an understanding of how they support the planning and delivery of live performance.
- Demonstrate foundational knowledge of theatre buildings, staging configurations, and stagecraft, applying appropriate terminology to describe, interpret, and participate in production processes.
- Recognise sustainability and ethical responsibilities in theatre production, identifying environmentally conscious approaches and reflecting on the social, cultural, and material impact of creative and technical decisions.

Learning Hours	Hours	%
Indicative Contact Hours	50	50%
Indicative Independent Study Hours	50	50%

Assessment Outline	Type	% Pass Mark	% Weighting
Skills Competencies	Practical	Pass/Fail	N/A
Online Stagecraft and H&S Test	Coursework	Pass/Fail	N/A

Key Reading

Title	Author	Date	Publisher
The Event Safety Guide: A Guide to Health, Safety and Welfare at Live Entertainment Events	Health and Safety Executive (HSE)	latest edition online	HSE
Sustainable Productions: Theatre Green Book, Volume 1		2021–ongoing	
Theatrical Design and Production: An Introduction to Scene Design and Construction, Lighting, Sound, Costume, and Makeup (8th ed.)	Gillette, J. M	2019	McGraw-Hill
The ABC of Theatre Jargon	Reid, F.	2001	Entertainment Technology Press
50 Rigging Calls	Higgs, C.	2014	Entertainment Technology
Safety and Health for The Stage, Collaboration with the production process	Reynolds, W. J.	2020	Routledge
Illustrated Theatre Production Guide	Holloway, J.	2014 - Updated 2020	Routledge
Introduction to Production, Creating Theatre Onstage, Backstage and Offstage	Sutherland-Cohen, R. I.	2018	Routledge
The Production Manager's Toolkit: Successful Production Management in Theatre and Performing Arts (2nd Edition)	Gillett, C., & Sheehan, J.	2023	Routledge

All reading lists are updated on an annual basis.

Associated Studies

HE Level	4
Credit value	10
Module Code	ASC1005
Module Type	Core
Applicable in the year of study	1
Department	Production Arts

Module Outline

This module allows you to explore subjects outside your main area of study, broadening your skills and giving you the chance to try new specialisms. Through a mix of short intensive practical courses, you will gain foundational knowledge to support production practice roles beyond your primary pathway.

You will undertake three short courses across the spring and summer terms, chosen from the available options. Completion of the relevant short course is required before you can take on a second-year role in that area, ensuring you are equipped to work safely and competently while also developing a wider understanding of theatre production.

The module is taught primarily via seminars and supervised project work.

You will receive regular verbal feedback from tutors throughout the module to help you monitor your progress and refine your work. After each block of teaching and assessment, you will also receive written feedback that reflects on your performance in relation to the assessment criteria and outlines strategies for development in future tasks.

Upon successful completion of this module, you will be able to:

- Apply appropriate tools, materials, and techniques across a range of production disciplines, demonstrating safe, responsible, and competent working practices in line with professional expectations.
- Demonstrate knowledge and understanding of core concepts, processes, and terminology relevant to a range of production disciplines, and use this to support effective participation in creative and technical work.

Learning Hours	Hours	%
Indicative Contact Hours	80	80%
Indicative Independent Study Hours	20	20%

Assessment Outline	Type	% Pass Mark	% Weighting
Short Course 1	Practical	Pass/Fail	N/A
Short Course 2	Practical	Pass/Fail	N/A
Short Course 3	Practical	Pass/Fail	N/A

Key Reading

Instead of set readings, this module is supported by a range of resources and guidance available on Moodle. These may include:

- Technical documentation and safe working practices
- Links to relevant industry standards or reference materials

You are expected to engage with these resources as part of your preparation for this module.

This approach ensures that your learning is practical and directly connected to the project you are working on, while still giving you access to supporting information whenever you need it.

Costume

HE Level	4
Credit value	70
Module Code	TBC
Module Type	Pathway
Applicable in the year of study	1
Department	Production Arts

Module Outline

This module is taken by students on the Costume Pathway only and provides a practical grounding in the skills needed for costume work in theatre and live performance. You will develop core techniques through classes and workshops, including construction, alterations, dressing, and maintenance, before consolidating these skills through projects and production activities.

The module emphasises confidence, problem solving, and time management in real production contexts. By working on a range of projects, you will experience different aspects of the costume process - from initial preparation through to supporting live performance -building a strong foundation of technical ability, resilience, and professional practice.

The module is taught primarily via seminars, lectures, supervised project work and production activities.

You will receive regular verbal feedback from tutors throughout the module to help you monitor your progress and refine your work. After each block of teaching and assessment, you will also receive written feedback that reflects on your performance in relation to the assessment criteria and outlines strategies for development in future tasks.

Upon successful completion of this module, you will be able to:

- Identify, practise, and demonstrate a broad range of fundamental skills and techniques commonly used in costume, applying them with accuracy and growing confidence.
- Use costume-related equipment and materials safely, responsibly, and effectively, showing awareness of professional standards.
- Describe and apply the key stages of a creative process, and communicate your ideas clearly in written, verbal, and practical formats appropriate to costume practice.
- Apply basic problem-solving strategies and manage time effectively to meet project or production requirements, demonstrating responsibility for your own learning tasks.
- Demonstrate an awareness of emerging professional standards and expectations within production arts practice, including reliability, punctuality, personal organisation, and collaborative work in diverse contexts under guidance.

Learning Hours	Hours	%
Scheduled teaching	550	78%
Independent study	150	22%

Assessment Outline	Type	% Pass Mark	% Weighting
Project 1	Practical	40%	33.33%
Project 2	Practical	40%	33.33%
Project 3	Practical	40%	33.33%
Production Activity	Practical	Pass/Fail	N/A
Emerging Professional Standards	Practical	Pass/Fail	N/A

Key Reading

Title	Author	Date	Publisher
The Costume Supervisors Toolkit	Pride, R.	2019	Routledge
Costume Makers Companion	Favell, D.	2020	Crowood Press
The Costume Designer's Toolkit: The Process of Creating Effective Design	Durbin, H P.	2023	Routledge
The Wardrobe Supervisor's Toolkit: A Comprehensive Guide to Wardrobe	Polly, E	2025	Routledge

All reading lists are updated on an annual basis.

Design Realisation

HE Level	4
Credit value	70
Module Code	TBC
Module Type	Pathway
Applicable in the year of study	1
Department	Production Arts

Module Outline

This module is for students on the Design Realisation Pathway and introduces you to the essential skills needed to support the design and delivery of productions. Through classes, workshops, and projects, you will gain a grounding in design realisation techniques and apply them in practical contexts.

The projects allow you to refine your technical and creative abilities while building confidence in problem solving, collaboration, and time management. You will also begin to understand how design concepts are translated into realised work on stage, developing professional working practices to support your future training and industry engagement.

The module is taught primarily via seminars, lectures, supervised project work and production activities.

You will receive regular verbal feedback from tutors throughout the module to help you monitor your progress and refine your work. After each block of teaching and assessment, you will also receive written feedback that reflects on your performance in relation to the assessment criteria and outlines strategies for development in future tasks.

Upon successful completion of this module, you will be able to:

- Identify, practise, and demonstrate a broad range of fundamental skills and techniques commonly used in design realisation, applying them with accuracy and growing confidence.
- Use design realisation-related equipment and materials safely, responsibly, and effectively, showing awareness of professional standards.
- Describe and apply the key stages of a creative process, and communicate your ideas clearly in written, verbal, and practical formats appropriate to design realisation practice.
- Apply basic problem-solving strategies and manage time effectively to meet project or production requirements, demonstrating responsibility for your own learning tasks.
- Demonstrate an awareness of emerging professional standards and expectations within production arts practice, including reliability, punctuality, personal organisation, and collaborative work in diverse contexts under guidance.

Learning Hours	Hours	%
Scheduled teaching	550	78%
Independent study	150	22%

Assessment Outline	Type	% Pass Mark	% Weighting
Project 1	Practical	40%	33.33%
Project 2	Practical	40%	33.33%
Project 3	Practical	40%	33.33%
Production Activity	Practical	Pass/Fail	N/A
Emerging Professional Standards	Practical	Pass/Fail	N/A

Key Reading

Title	Author	Date	Publisher
Prop Making			
Making Stage Props: A Practical Guide	Wilson, A.	2003	Crowood Press
The Prop Building Guidebook: For Theatre, Film, and TV	Hart, E.	2023	Routledge
The Prop Master: A Guidebook for Successful Theatrical Prop Management (3rd Edn.)	Mussman, A.	2008	Meriweather Publishing
Scenic Construction			
Scenic Construction for the Stage: Key Skills for Carpenters	Tweed, M.	2018	Crowood Press
Scenic Art and Construction: A Practical Guide	Troubridge, E. Blaikie, T.	2002	Crowood Press
Stage Scenery: Its Construction and Rigging (3rd Edn.)	Gillette, A. S. & J. M.	1981	Harper & Row
Scenic Art			
Theatrical Scenic Art	Troubridge, E.	2018	Crowood Press
Surfaces: Visual Research for Artists, Architects and Designers	Juracek, J. A.	1997	Thames and Hudson
Scenic Art for the Theatre (3rd Edn.)	Crabtree, S. & Beudert, P.	2012	Focal Press

All reading lists are updated on an annual basis.

Stage Management

HE Level	4
Credit value	70
Module Code	TBC
Module Type	Pathway
Applicable in the year of study	1
Department	Production Arts

Module Outline

This module is for students on the Stage Management Pathway and introduces you to the essential skills required for stage management in theatre and live performance. You will develop a grounding in core practices such as rehearsal and performance support, communication, record keeping, and organisation through a combination of classes, workshops, and hands-on activity.

You will then consolidate these skills through projects and production work, giving you the opportunity to apply what you have learned in practical contexts. Alongside building your technical and organisational ability, projects will help you gain confidence in problem solving, collaboration, and time management, while developing strong professional working habits and a clear understanding of the stage manager's role within the wider production process.

The module is taught primarily via seminars, lectures, supervised project work and production activities.

You will receive regular verbal feedback from tutors throughout the module to help you monitor your progress and refine your work. After each block of teaching and assessment, you will also receive written feedback that reflects on your performance in relation to the assessment criteria and outlines strategies for development in future tasks.

Upon successful completion of this module, you will be able to:

- Identify, practise, and demonstrate a broad range of fundamental skills and techniques commonly used in stage management, applying them with accuracy and growing confidence.
- Describe and apply the key stages of a creative process, and communicate your ideas clearly in written, verbal, and practical formats appropriate to stage management practice.
- Apply basic problem-solving strategies and manage time effectively to meet project or production requirements, demonstrating responsibility for your own learning tasks.
- Demonstrate an awareness of emerging professional standards and expectations within production arts practice, including reliability, punctuality, personal organisation, and collaborative work in diverse contexts under guidance.

Learning Hours	Hours	%
Scheduled teaching	550	78%
Independent study	150	22%

Assessment Outline	Type	% Pass Mark	% Weighting
Project 1	Practical	40%	33.33%
Project 2	Practical	40%	33.33%
Project 3	Practical	40%	33.33%
Production Activity	Practical	Pass/Fail	N/A
Emerging Professional Standards	Practical	Pass/Fail	N/A

Key Reading

Title	Author	Date	Publisher
Stage Management: A Practical Guide	Copley, S. and Killner, P.	2001	Crowood Press
The Dance and Opera Stage Manager's Toolkit	Fenty Studham, S. and Kay, M.	2024	Routledge
The Stage Manager's Toolkit (3rd Edn.)	Kincman, L.	2020	Routledge
Stage Management	Norburn, D.	2018	Crowood Press
Stage Management Handbook	Pallin, G.	2010	Nick Hern

All reading lists are updated on an annual basis.

Theatre Technology

HE Level	4
Credit value	70
Module Code	TBC
Module Type	Pathway
Applicable in the year of study	1
Department	Production Arts

Module Outline

This module is for students on the Theatre Technology Pathway and introduces you to the core skills needed to support the technical aspects of theatre and live performance. Through classes, workshops, and hands-on activity, you will develop fundamental knowledge and techniques in areas such as lighting, sound, video, and stage engineering.

You will apply and consolidate these skills through projects and production work that become increasingly self-directed. This approach fosters ownership of your learning while building confidence in problem solving, teamwork, and time management. Working across varied production contexts, you will develop insight into the role of theatre technicians and establish professional practices essential for future training.

The module is taught primarily via seminars, lectures, supervised project work and production activities.

You will receive regular verbal feedback from tutors throughout the module to help you monitor your progress and refine your work. After each block of teaching and assessment, you will also receive written feedback that reflects on your performance in relation to the assessment criteria and outlines strategies for development in future tasks.

Upon successful completion of this module, you will be able to:

- Identify, practise, and demonstrate a broad range of fundamental skills and techniques commonly used in theatre technology, applying them with accuracy and growing confidence.
- Use theatre technology-related equipment and materials safely, responsibly, and effectively, showing awareness of professional standards.
- Describe and apply the key stages of a creative process, and communicate your ideas clearly in written, verbal, and practical formats appropriate to theatre technology practice.
- Apply basic problem-solving strategies and manage time effectively to meet project or production requirements, demonstrating responsibility for your own learning tasks.
- Demonstrate an awareness of emerging professional standards and expectations within production arts practice, including reliability, punctuality, personal organisation, and collaborative work in diverse contexts under guidance.

Learning Hours	Hours	%
Scheduled teaching	550	78%

Learning Hours	Hours	%
Independent study	150	22%

Assessment Outline	Type	% Pass Mark	% Weighting
Project 1	Practical	40%	33.33%
Project 2	Practical	40%	33.33%
Project 3	Practical	40%	33.33%
Production Activity	Practical	Pass/Fail	N/A
Emerging Professional Standards	Practical	Pass/Fail	N/A

Key Reading

Title	Author	Date	Publisher
Lighting			
Performance Lighting Design (2nd Edition)	Moran, N	2019	Methuen
Library of Light	Joelson, J	2019	Lund Humphries
Stage Lighting Design	Pilbrow, R	2004	Nick Hern Books
Sound			
Theatre Sound	Leonard, J.A.	2001	Theatre Arts
Basics: A Beginner's Guide to Stage Sound	Coleman, P.	2004	Entertainment Technology Press
Video			
Media Design and Technology for Live Entertainment: Essential Tools for Video Presentation	Gaddy, D.	2017	Routledge
Digital Compositing for Film and Video: Production Workflows and Techniques	Wright, S.	2024	Routledge
Stage Technology			
Entertainment Rigging for the 21st Century: Compilation of Work on Rigging Practices, Safety, and Related Topics	Sapsis, B (ed.)	2014	Focal Press
PLASA National Rigging Certification Handbook (5th edition)	Professional Lighting and Sound Association (PLASA)	2019	Professional Lighting and Sound Association (PLASA)

All reading lists are updated on an annual basis.

Personal & Professional Development 2

HE Level	5
Credit value	10
Module Code	TBC
Module Type	Core
Applicable in the year of study	2
Department	Production Arts

Module Outline

This module prepares you for professional life in the creative industries while supporting you to develop an area of personal practice for your final-year Project. Building on your first-year experience, you will further define your identity as a learner, emerging artist, and future professional. The module combines industry-focused learning with personal project planning, helping you develop self-awareness, clarify your creative ambitions, and take practical steps toward your future career.

The module is taught primarily via seminars.

You will receive regular verbal feedback from tutors throughout the module to help you monitor your progress and refine your work. After each block of teaching and assessment, you will also receive written feedback that reflects on your performance in relation to the assessment criteria and outlines strategies for development in future tasks.

Upon successful completion of this module, you will be able to:

- Develop, articulate, and justify a viable project proposal, setting out clear aims, objectives, and methodology, and demonstrating an increasing capacity to plan and manage independent creative or technical work.
- Analyse and evaluate current industry practices, mapping potential career pathways and demonstrating informed awareness of roles, responsibilities, and the professional expectations of production arts.

Learning Hours	Hours	%
Indicative Contact Hours	45	45%
Indicative Independent Study Hours	55	55%

Assessment	Type	% Pass Mark	% Weighting
Industry Preparation Portfolio	Coursework	Pass/Fail	N/A
Project Proposal	Coursework	Pass/Fail	N/A

Key Reading

Title	Author	Date	Publisher
Creative Graduate Pathways Within and Beyond the Creative Industries	Bridgstock, R	2019	Routledge

Title	Author	Date	Publisher
Skills for Success: Personal Development and Employability. 4th ed.	Cottrell, S	2019	Red Globe Press
Higher Education and the Creative Economy: Beyond the Campus	Gilmore, A., & Comunian, R.	2016	Routledge
The CDI Career Development Framework	Career Development Institute (CDI)	latest online	Career Development Institute
The Routledge Companion to the Cultural Industries	Oakley, K., & O'Connor, J.	2015, (reissued 2020)	Routledge
Effective Communications for Arts and Humanities Students	van Emden, J. and Becker, L.	2003	Palgrave Macmillan

All reading lists are updated on an annual basis.

Production Practice 1

HE Level	5
Credit value	110
Module Code	TBC
Module Type	Core
Applicable in the year of study	2
Department	Production Arts

Module Outline

In this module, you will enhance your technical and creative abilities by taking on a variety of supporting roles in stage and screen productions throughout the year, developing and applying your knowledge of equipment, techniques, and industry-standard workflows.

Through collaboration with peers, tutors, and industry professionals, you will refine your ability to communicate effectively and work cohesively as part of a production team. You will also evaluate your learning experiences, considering ethical and sustainability factors, while integrating your skills and knowledge into your ongoing professional development.

The module is taught primarily via supervised project work and production activities.

You will receive regular verbal feedback from tutors throughout the module to help you monitor your progress and refine your work. After each block of teaching and assessment, you will also receive written feedback that reflects on your performance in relation to the assessment criteria and outlines strategies for development in future tasks.

Upon successful completion of this module, you will be able to:

* Apply practical skills and techniques confidently and effectively within a defined production role, contributing to the successful planning and delivery of live or recorded work.
* Communicate clearly and collaborate professionally as part of a team, demonstrating initiative, respect, and responsibility within production contexts.
* Analyse and interpret production processes relevant to your role, showing informed understanding of current industry standards, practices, and expectations.
* Evaluate your professional development in relation to industry norms, identifying strengths, areas for improvement, and realistic goals for future growth.
* Apply developing professional standards of behaviour, communication, and teamwork in a range of production contexts, proactively contributing to safe, inclusive and efficient working practices across diverse teams.

Learning Hours	Hours	%
Indicative Contact Hours	900	82%
Indicative Independent Study Hours	200	18%

Assessment Outline	Type	% Pass Mark	% Weighting
Term 1 Practical Production/Project Activity	Practical	40%	30%
Term 2 Practical Production/Project Activity	Practical	40%	30%
Term 3 Practical Production/Project Activity	Practical	40%	30%
Term 1 Self-reflective Account	Coursework	40%	5%
Term 2 Self-reflective Account	Coursework	40%	5%
Terms 1 and 2 Developing Professional Standards	Practical	Pass/Fail	N/A

Word Count or Time Limit

If you choose a written format for your Self-reflective Account, each submission must be 1500–2000 words. If you prefer to submit a video or audio recording, the equivalent length would be 10–16 minutes.

Key Reading

The knowledge and skills you gain through your pathway module already prepares you for the production roles you will take on in these areas. Therefore, instead of set readings, this module is supported by a range of resources and guidance available on Moodle. These may include:

- Technical documentation and safe working practices
- Production schedules, templates, and role-specific guidance
- Links to relevant industry standards or reference materials

You are expected to engage with these resources as part of your preparation for production work. Tutors may also highlight specific materials on Moodle that are relevant to your current projects or roles.

This approach ensures that your learning is practical, hands-on, and directly connected to the productions you are working on, while still giving you access to supporting information whenever you need it.

Personal & Professional Development 3

HE Level	6
Credit value	10
Module Code	TBC
Module Type	Core
Applicable in the year of study	3
Department	Production Arts

Module Outline

This module gives you the opportunity to apply your learning in a professional context and begin preparing for your transition into the creative industries. Through either a self-sourced external work placement or an internal experiential learning opportunity lasting 4–6 weeks, you will gain valuable insight into professional practice, working alongside industry specialists and applying your skills in real-world situations.

These experiences allow you to deepen your understanding of industry expectations, develop professional networks, and reflect on your own career aspirations. Alongside this practical experience, you will also take part in the Graduate Exhibition, an event showcasing the work and achievements of final-year students. By presenting your work publicly, you will gain experience in sharing your practice with industry professionals and wider audiences, supporting your professional identity as you prepare to move into employment or further creative opportunities.

The module is taught primarily via work placement and seminars.

You will receive regular verbal feedback from tutors throughout the module to help you monitor your progress and refine your work. After each block of teaching and assessment, you will also receive written feedback that reflects on your performance in relation to the assessment criteria and outlines strategies for development in future tasks.

Upon successful completion of this module, you will be able to:

- Critically evaluate your professional practice and development through reflection on your experience within a real-world production or workplace context, demonstrating insight, autonomy, and an advanced understanding of industry expectations.
- Design, curate, and present a professional exhibition or portfolio, showcasing your skills, experience, and personal identity as a practitioner to both specialist and non-specialist audiences.

Learning Hours	Hours	%
Indicative Work Placement Hours	90	90%
Indicative Independent Study Hours	10	10%

Assessment Outline	Type	% Pass Mark	% Weighting

Work Placement Report	Coursework	Pass/Fail	N/A
Participation in Graduation Exhibition	Practical	Pass/Fail	N/A

Key Reading

Title	Author	Date	Publisher
Creative Labour: Media Work in Three Cultural Industries.	Bridgstock, R., & Cunningham, S.	2016	Routledge
Culture is Bad for You: Inequality and the Cultural and Creative Industries	Brook, O., O'Brien, D., & Taylor, M.	2020	Manchester University Press

All reading lists are updated on an annual basis.

Graduation Project

HE Level	6
Credit value	20
Module Code	TBC
Module Type	Core
Applicable in the year of study	3
Department	Production Arts

Module Outline

The module helps you develop skills in research, analysis, and evaluation, while supporting you to consolidate your identity as a reflective practitioner and connect your creative and academic work to future professional contexts.

Working on either an independent Creative Research Project or a Written Research Project, you will explore an area of individual interest in depth, presenting your ideas and findings through the most appropriate media.

The module is primarily self-directed with some supervision.

You will receive regular verbal feedback from tutors throughout the module to help you monitor your progress and refine your work. After each block of teaching and assessment, you will also receive written feedback that reflects on your performance in relation to the assessment criteria and outlines strategies for development in future tasks.

Upon successful completion of this module, you will be able to:

- Design and undertake an independent research project, demonstrating originality, critical thinking, and in-depth understanding of your specialist area.
- Apply advanced planning, problem-solving, and collaborative skills where appropriate, managing the development and delivery of a sustained piece of work within defined timeframes.
- Critically evaluate your creative or research process, using structured reflection and analysis to demonstrate insight into methodologies, challenges, and outcomes.
- Present and communicate your project rationale, methodology, and outcomes effectively, using written, oral, and/or visual formats to a professional standard, tailored to the intended audience.

Learning Hours	Hours	%
Scheduled supervision	6	3%
Independent study	194	97%

Assessment Outline	Type	% Pass Mark	% Weighting
Practical Research Project	Practical	40%	40%
Research Portfolio	Coursework	40%	30%
Oral Review	Practical	40%	30%

Word Count or Time Limit

Your Research Portfolio must be between 2800-3000 words, excluding appendices. You are welcome to include images, photographs, diagrams, or other visual material to support your work; however, these will not be included in the overall word count.

Or

Assessment	Type	% Pass Mark	% Weighting
Research Essay	Coursework	40%	70%
Oral review	Practical	40%	30%

Word Count or Time Limit

Your Research Essay must be between 4000-4200 words, excluding appendices. You are welcome to include images, photographs, diagrams, or other visual material to support your work; however, these will not be included in the overall word count.

Key Reading

Title	Author	Date	Publisher
Visualizing Research: A Guide to the Research Process in Art and Design	Gray, C., & Malins, J.	2016	Routledge
Practice as Research: Approaches to Creative Arts Enquiry	Barrett, E., & Bolt, B. (eds.)	2014	I.B. Tauris
Research Design: Qualitative, Quantitative, and Mixed Methods Approaches (5th ed.)	Creswell, J. W., & Creswell, J. D.	2018	Sage
Practice-led Research, Research-led Practice in the Creative Arts.	Smith, H., & Dean, R. (eds.)	2009	Edinburgh University Press
The Handbook of Academic Writing (3rd ed)	Murray, R., & Moore, S.	2020	Red Globe Press

All reading lists are updated on an annual basis.

Production Practice 2

HE Level	6
Credit value	90
Module Code	TBC
Module Type	Core
Applicable in the year of study	3
Department	Production Arts

Module Outline

In this module you will apply your technical, managerial, and creative skills in leading roles on productions, preparing you for professional work. You will demonstrate your ability to lead teams, make informed decisions, and take responsibility for the successful planning and realisation of productions.

By working collaboratively with peers, staff, and creative teams, you will enhance your ability to evaluate challenges, adapt to unforeseen circumstances, and work cohesively across departments to achieve production goals, while adhering to industry standards and ethical practices in a professional production environment.

The module is taught primarily via supervised project work and production activities.

You will receive regular verbal feedback from tutors throughout the module to help you monitor your progress and refine your work. After each block of teaching and assessment, you will also receive written feedback that reflects on your performance in relation to the assessment criteria and outlines strategies for development in future tasks.

Upon successful completion of this module, you will be able to:

- Critically evaluate and synthesise advanced practical skills and techniques, demonstrating the ability to lead, innovate, and make informed professional judgements within a production role.
- Exhibit leadership in communication and collaboration, managing teamwork effectively, resolving challenges, and facilitating high-quality outcomes in complex production environments.
- Critically analyse and integrate comprehensive production processes, applying specialist knowledge to optimise workflow, creative decision-making, and production outcomes.
- Reflect critically on professional development and industry practices, identifying strengths, challenges, and proposing informed strategies for continuous improvement and career progression.
- Exhibit consistent and independent professionalism in production work, showing leadership, integrity, inclusive practice, and the ability to apply industry-recognised standards and ethical conduct in preparation for professional engagement.

Learning Hours	Hours	%
Indicative Contact Hours	450	50%
Indicative Independent Study Hours	450	50%

Assessment Outline	Type	% Pass Mark	% Weighting
Whole Year Practical Production/Project Activity	Practical	40%	50%
Terms 1 & 2 Self-reflective Account	Coursework	40%	20%
Professional Standards	Practical	40%	30%

Word Count or Time Limit

Your single Self-reflective Account will cover your learning in the autumn and spring terms and must be between 2000-2500 words if it is a written submission. If you opt to make a video or audio recording, the equivalent would be between 14–20 minutes. Penalties will be applied to Self-reflective Accounts that are under or exceed the limit.

Key Reading

The knowledge and skills you gain through your pathway module and year 2 production activity already prepares you for the production roles you will take on in these areas. Therefore, instead of set readings, this module is supported by a range of resources and guidance available on Moodle. These may include:

- Technical documentation and safe working practices
- Production schedules, templates, and role-specific guidance
- Links to relevant industry standards or reference materials

You are expected to engage with these resources as part of your preparation for production work. Tutors may also highlight specific materials on Moodle that are relevant to your current projects or roles.

This approach ensures that your learning is practical, hands-on, and directly connected to the productions you are working on, while still giving you access to supporting information whenever you need it.