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**APPROVED**

## BA (Hons) Creative Technical Theatre

<b>Awarding Body</b>	University of the Arts London
<b>College</b>	Wimbledon College of Arts
<b>School</b>	University of the Arts London
<b>Programme</b>	Performance Design and Technologies (L074)
<b>Course AOS Code</b>	WIMBACTTF01
<b>FHEQ Level</b>	Level 6 Degree
<b>Course Credits</b>	360
<b>Mode</b>	Full Time
<b>Duration of Course</b>	3 years
<b>Valid From</b>	September 1st 2021
<b>QAA Subject Benchmark</b>	Art and Design, Dance, drama and performance
<b>Collaboration</b>	N/A
<b>UAL Subject Classification</b>	Performance and design for theatre and screen
<b>JACS Code</b>	None
<b>UCAS Code</b>	N/A
<b>PSRB</b>	N/A
<b>Work placement offered</b>	Yes
<b>Course Entry Requirements</b>	<p>The standard minimum entry requirements for this course are:</p> <ul style="list-style-type: none"><li>• Pass at Foundation Diploma in Art and Design (Level 3 or 4)</li><li>• 2 A Levels at grade C or above</li><li>• Merit, Pass, Pass (MPP) at BTEC Extended Diploma</li><li>• Pass at UAL Extended Diploma</li><li>• Access to Higher Education Diploma</li><li>• Or equivalent EU/International qualifications, such as International Baccalaureate Diploma at 24 points minimum</li></ul>

- And 3 GCSE passes at grade 4 or above (grade A\*-C)

Entry to this course will also be determined by the quality of your application, looking primarily at your personal statement and reference.

### **APEL - Accreditation of Prior (Experiential) Learning**

Applicants who do not meet these course entry requirements may still be considered in exceptional cases. The course team will consider each application that demonstrates additional strengths and alternative evidence. This might, for example, be demonstrated by:

- Related academic or work experience
- The quality of the personal statement
- A strong academic or other professional reference
- A combination of these factors

Each application will be considered on its own merit but we cannot guarantee an offer in each case.

### **English language requirements**

All classes are taught in English. If English isn't your first language you must provide evidence at enrolment of the following:

- IELTS level 6.0 or above, with at least 5.5 in reading, writing, listening and speaking (please check our [English language requirements](#))

### **Selection Criteria**

We look for:

- An interest, commitment and motivation for studying creative technical theatre practice
- Some practical experience of theatre production disciplines or related activity
- Potential for creative problem solving
- An ability to create and develop new ideas
- A desire to learn and an ability to investigate and develop ideas independently
- Ability to communicate your ideas visually, verbally and in writing
- An understanding of the creative technical processes
- Ability to self-direct and evaluate your own work

	<ul style="list-style-type: none"><li>• Motivation for working in the related industries</li><li>• A desire to succeed</li></ul>
<b>Scheduled Learning and Teaching</b>	During your course you will engage with learning and teaching that includes both online and face-to-face modes. The advertised scheduled activity for the course will be delivered through a combination of live, synchronous and asynchronous on-line learning. Scheduled learning and teaching activity may include lectures, seminars, studio and workshop briefings, tutorials, external visits and project briefings.

# Awards and Percentage of Scheduled Learning

## Year 1

<b>Percentage of Scheduled Learning</b>	<b>27</b>
<b>Awards</b>	<b>Credits</b>
Certificate of Higher Education (Exit Only)	120

## Year 2

<b>Percentage of Scheduled Learning</b>	<b>27</b>
<b>Awards</b>	<b>Credits</b>
Diploma of Higher Education (Exit Only)	240

## Year 3

<b>Percentage of Scheduled Learning</b>	<b>14</b>
<b>Awards</b>	<b>Credits</b>
Bachelor of Arts	360

# Course Aims and Outcomes

The Aims and Outcomes of this Course are as follows:

<b>Aim/Outcome</b>	<b>Description</b>
Aim	To develop your subject knowledge and technical skills in creative technical theatre.
Aim	To provide you with specialist attributes such as presenting technical design ideas, and to enable you to develop wider attributes such as collaborating, creative problem solving, including a reflective approach to creative storytelling, curiosity, enterprise and employability.
Aim	To support independent study within your chosen area of practice in creative technical theatre, through a critical, research based awareness of the fields involved and their application to studio work.
Aim	To provide you with the opportunity to engage with professional practitioners and relevant companies, visiting professionals, external visits and undertake work placements.
Aim	To enable your learning within a supportive and inclusive community that will allow the development of an individual, practice within creative technical theatre and its associated fields.
Outcome	To demonstrate specialist knowledge and skills in creative technical theatre that supports practice within the professional field.
Outcome	To apply creative research methods and critical skills to understand and support your practice, synthesising your knowledge and skills to create work.
Outcome	To be a curious and creative practitioner, seeking out new perspectives and enabling you to build upon your existing knowledge of creative technical theatre.
Outcome	To work independently and professionally on self-generated and collaborative projects, demonstrating your potential to innovate, evaluate, adapt and deal with uncertainty.
Outcome	To demonstrate graduate attributes and skills that enable practice within the broader creative and cultural industries.

<b>Distinctive Features</b>	
1	The BA Creative Technical Theatre course at Wimbledon College of Arts combines, production practices, methods and techniques, developed by an art -school approach towards creativity, to offer a unique experience of designing for live and recorded entertainment industries.
2	Students will be introduced to a wide range of specialist skills and technical knowledge, supported to experiment artistically with these processes and where possible encouraged to develop carbon friendly, creative ecologies and approaches to practicing technical theatre.
3	The course provides opportunities for excellent relationships with and visits to industry practitioners, studios and workshops, industry work placements and work experience in a diverse range of screen-based and live entertainment fields.
4	The placement of the course, within the Programme of Performance Design and Technologies Programme and the wider School of Performance at Wimbledon College of Art provides unique opportunities for curiosity both within industry and the wider field of performance making.

# Course Diagram

LEVEL 4 – YEAR 1																															
BLOCK 1															BLOCK 2																
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30		
<b>Unit 1: Introduction to Creative Technical Theatre</b> 20 credits				S	<b>Unit 2: Designing and Doing: Part 1</b> 20 credits				S	<b>Unit 3: Designing and Doing: Part 2</b> 20 credits				S	<b>Unit 4: Exploring Ideas</b> 40 credits										S	<b>Unit 5: Who Are You? Establishing Practice</b> 20 credits				S	
LEVEL 5 – YEAR 2																															
BLOCK 1															BLOCK 2																
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30		
<b>Unit 6: Practice as a Laboratory</b> 20 credits				S	<b>Unit 7: Collaborative and Collective Practices</b> 40 credits										S	<b>Unit 8: Where in the World? Part 1</b> 40 credits										S	<b>Unit 9: Where in the World? Part 2</b> 20 credits				S
OPTIONAL DIPLOMA YEAR – LEVEL 5																															
LEVEL 6 – YEAR 3																															
BLOCK 1															BLOCK 2																

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
<b>Unit 10: Finding your voice: Portfolio Design, Crafting, Research skills and Career Planning</b> 60 credits										S	S	<b>Unit 11: Show your Work: Independent Practice</b> 60 credits														S			



**S = Summative Assessment**

Indicative summative assessment weeks are noted in the course diagram. For exact dates please refer to your timetable.

## Course Detail

The BA Creative Technical Theatre course will develop your experience of technical practices across performance and live events. It will expose you to new ideas and techniques that are currently being used within the wider entertainment industry.

Practical approaches to working will be underpinned by engagement with creative research theories. These will touch on wider perspectives relevant to technical creativity including the practice of scenography. This will develop your collaborative potential to speak in a shared language with other theatre makers and collaborators.

Trips to production houses will give you an insight into current industry practice and developments. You will be able to see first-hand how they are utilising the latest technology. You will have an opportunity to define and refine your specialist area of interest so that you finish the course with a creative technical practice.

## What to expect

- To learn about lighting, sound, projection mapping, visualisation, drafting, production management, digital design and fabrication
- To explore the use of new media and approaches to audiences
- An overview of how technical, spatial and material elements contribute to practicing technical creativity
- An introduction to creative coding, programming, electronics and mechatronics
- Opportunities to collaborate with other design and performance courses and professionals
- To be taught research methods and skills to support your practice
- Visits to industry professionals
- To have access to Wimbledon's shared workshops. View the [Wimbledon facilities](#)

## Work experience and opportunities

Work placements are a key feature during the second year of this course, providing essential links for students' graduate careers within industry and beyond. Students may have the opportunity to visit London television and film studios, scenic workshops, prop houses, makers and suppliers.

## Mode of study

BA Creative Technical Theatre is offered in full-time mode. It is divided into 3 stages over 3 academic years. Each stage consists of 30 teaching weeks. You will be expected to commit an average of 40 hours per week to your course, including teaching hours and independent study.

## Course Units

### Year 1

#### Unit 1 - Introduction to creative technical theatre

This unit is an introduction to your course, the college and the university and will set out industry basics within the field of creative technical theatre.

## **Unit 2 - Designing and doing: Part 1**

This unit will introduce you to:

- Current working processes and models existing in the entertainment industry
- The vocabulary used to describe industry standard methods and processes
- Creating a blog to a professional standard
- Technical skills used within creative technical theatre practice

You will experience this through:

- Seminars, lectures, talks and tutorials
- Teamwork
- Technical workshops
- Developing a personal reflective journal
- Using your reflective journal to create an online blog

## **Unit 3 - Designing and doing part 2**

This unit will allow you to consider and put into practice the fundamental aspects of transforming space through technical means.

You will further your technical and digital skills to build your competency in using technical equipment. You will encounter how you begin to read, plan and engineer, creative technical systems.

- You will undertake set project work e.g. transforming a space
- Begin to develop ongoing digital capabilities in taught sessions
- Reflect upon and record your experiences in your online blog
- Record newly learnt techniques, notes and skills in your reflective journal

## **Unit 4 - Exploring ideas**

The emphasis in this unit will be to connect the idea of the scenographic process and creative technical practices. Alongside this you will consider creative research techniques and modes of enquiry. You will look at the history and development of scenography and technical design. This will help you to situate the process of creative technical theatre in a current context.

You will also undertake practical tasks in sound, lighting, video projection and other media-based practices like Volumetric video, Virtual Reality (VR) and Augmented Reality (AR).

- You will experience the whole design and making process involved in practicing technical theatre
- Expand on your technical skills and experiences of relevant equipment

- Undertake given practical tasks in a variety of formats
- Research and analyse contemporary and historical viewpoints, relevant to creative technical theatre practice
- Record your ongoing learning experiences in your reflective journal and update your online blog

## **Unit 5 - Who are you? Establishing practice**

In this unit you will design a creative technical system in an area of interest previously encountered such as sound, lighting, video, media or VR.

You will recap your encounters with the professional means and standards of producing creative technical theatre. These will include key aspects of production management and essential technical capabilities of practice.

The unit will encourage you:

- To creatively research and explore a project in your current area of interest
- To produce a competent outcome that demonstrates your learning and understanding of creative technical theatre to-date
- To refine your experiences in your online blog

## **Year 2**

### **Unit 6 - Practice as laboratory**

This unit will develop your creative technical skills and techniques further by undertaking a 'scratch' project which will be drafted and designed to completion. You will demonstrate your current understanding of technical practice and visual communication and work supportively with your peers to develop your project.

You will also undertake trips to major producing houses to expand your knowledge of the current industry and undertake:

- Projects that covers planning research, technical and computer aided drawing to implement a technical project
- To continue to use your reflective journal and online blog

### **Unit 7 - Collaborative and collective practices**

This unit aims to introduce you to different ways in which collaborative working can focus and enhance your own creative strengths. This unit has 3 core purposes:

- To engage with fellow students with different practices and interests in a collaborative project
- To engage with external audiences, participants or institutions to consider new contexts for your work

- To develop your creative attributes to enable you to take on future challenges in a variety of contexts

## **Unit 8 - Where in the world? Part 1**

This unit will ask you to review your experience of collaborating creatively in the previous unit. You will then produce a more complex project that extends your experience.

Developing a technical area of creative practice, you will explore your technical competencies in video mapping, programming, coding or AR experiences.

You will also undertake creative technical research to challenge current conventions of practice and understanding to develop your visual and communication skills.

During the unit you will:

- Reflect on the previous experiences of collaborative working and design a complex, creative technical system
- Develop ongoing technical practice
- Engage with and respond to broader concepts and themes encountered during the unit
- Have lectures and seminars that introduce you to contemporary thought
- Write a 2,500 word essay responding to a concept or theme in the unit
- Apply or undertake work placements or industry-based research project
- Work on your CV and professional portfolio

## **Unit 9 - Where in the world? Part 2**

In this unit will allow you to develop and complete a self-directed project in a particular area of interest in the field. You will:

- Set up, prepare and critique a complex creative technical theatre system that reflects an in-depth understanding of choices made to realise its visual components
- During this unit you can undertake a work placement
- Continue to use your reflective journal
- Edit your online blog to a professional level
- Undertake work placements or industry-based research project

## **Year 3**

### **Unit 10 - Finding your voice: portfolio design, crafting, research skills, career planning**

The work generated for your final year project will be self-directed and involve extended pieces of work. The unit has 3 elements that are a:

- Research portfolio - a visual and reflective project that demonstrates your research voice within your practical work

- Creative Research Project (also known as a dissertation) - which can be written, filmed or presented
- Personal profile - development of a personal profile for potential employment

## **Unit 11 - Show your work: Independent practice**

This final unit enables you bring together all the ideas and learning from the course. You will undertake a major self-determined, independent, complex project to evidence practice and interests in specialist area of graduate for employability.

You may engage with a wide field of practice within the entertainment industry. This could relate to film, live production, event creation, museum exhibition, digital gaming, VR or other environment creation for screen or live performance. You will:

- Continue a self-directed programme of practice and related research
- Experience seminars and talks on working in creative technical theatre
- To plan or mount work, of an exhibition standard, to a professional level, demonstrating professional standards

## **Optional Diploma between Year 2 and 3**

Between year 2 and 3 you can opt to undertake the Diploma in Professional Studies or the UAL Diploma in Creative Computing. Whilst these Diplomas are an optional aspect of the course, they are designed as an integrated and assessed part of your journey through the course.

## **Learning and Teaching Methods**

- Briefings, discussions, lectures and seminars
- Creative research skills training
- CV and profile writing
- Field trips and off-site, work-based visits
- Group crits
- Guided and independent learning
- Online study
- Peer learning and review
- Portfolio review
- Presentations and tutorials
- Professional practice talks and workshops
- Project planning
- Research - assignments, essays, reports, dissertation, documentation, films, visual communication of ideas through appropriate design techniques
- Studio and workshop-based study and research
- Workshops on writing styles, research methodology and critical debate

## Assessment Methods

- Critical professional practice presentations
- Exhibition of work
- Off-site projects
- Peer evaluation
- Portfolio building
- Presentations
- Research journal and reflective blog
- Self evaluation
- Technical skills
- Written work including- research assignments, essays, reports, scripts and statements

## Reference Points

- QAA Subject Benchmark statements
- QAA Framework for Higher Education Qualifications
- CCW Common Credit Framework
- UAL Creative Attributes Framework

*The University will use all reasonable endeavours to provide the Course and the services described in this Output. There may be occasions whereby the University needs to add, remove or alter content in relation to your Course as may be appropriate for example the latest requirements of a commissioning or accrediting body, or in response to student feedback, or to comply with applicable law or due to circumstances beyond its control. The University aim to inform you of any changes as soon as is reasonably practicable*