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APPROVED

BA (Hons) Theatre Design

Awarding Body	University of the Arts London
College	Wimbledon College of Arts
School	University of the Arts London
Programme	Performance Design and Technologies (L074)
Course AOS Code	WIMBATDSF01
FHEQ Level	Level 6 Degree
Course Credits	360
Mode	Full Time
Duration of Course	3 years
Valid From	September 1st 2020
QAA Subject Benchmark	Art and Design, Dance, drama and performance
Collaboration	N/A
UAL Subject Classification	Performance and design for theatre and screen
JACS Code	W460 - Theatre design
UCAS Code	W463
PSRB	N/A
Work placement offered	Yes
Course Entry Requirements	<p>The standard minimum entry requirements for this course are one or a combination of the following qualifications:</p> <ul style="list-style-type: none">• Pass at Foundation Diploma in Art and Design (Level 3 or 4)• 2 A Levels at grade C or above• Merit, Pass, Pass (MPP) at BTEC Extended Diploma• Pass at UAL Extended Diploma• Access to Higher Education Diploma

- Or equivalent EU/International qualifications, such as International Baccalaureate Diploma
- 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 portfolio of work, 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 the subject
- An ability to work imaginatively and creatively in 2D and 3D visual media, materials and processes
- An ability to create, investigate and develop ideas independently
- An ability to communicate your ideas visually, verbally and in writing
- Potential for creative problem solving
- An ability to self-direct and evaluate your own work

	<ul style="list-style-type: none">• An ability to engage with the idea of character in the context of a dramatic situation• Visual awareness and an understanding of the creative process• Cultural and historical awareness of theatre design and performance• Motivation for working in theatre related industries• A desire to learn and succeed
Scheduled Learning and Teaching	<p>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. This is often described as blended learning.</p> <p>Definitions of our learning and teaching modes can be found here.</p>

Awards and Percentage of Scheduled Learning

Year 1

Percentage of Scheduled Learning	36
Awards	Credits
Certificate of Higher Education	120

Year 2

Percentage of Scheduled Learning	33
Awards	Credits
Diploma of Higher Education	240

Year 3

Percentage of Scheduled Learning	14
Awards	Credits
Bachelor of Arts	360

Course Aims and Outcomes

The Aims and Outcomes of this Course are as follows:

Aim/Outcome	Description
Aim	Place the study of theatre design at the centre of a course that enables students to graduate with knowledge and skills that will lead them to a rich mix of careers.
Aim	Establish a learning community and environment where creative and critical discussion and shared experiences about all aspects of theatre design can grow.
Aim	Promote the use and understanding of drawing & model making, by hand and digitally, and reflect upon their role in the development and realisation of theatre design ideas.
Aim	Offer all students opportunities to collaborate with other theatre makers to realise their designs.
Aim	Enable all students to fully investigate and gain knowledge of the theory and practice of contemporary theatre design.
Outcome	Demonstrate specialist knowledge and skills in theatre design that support practice within the professional field.
Outcome	Apply research methods and critical skills to understand and support your practice, synthesising your knowledge and skills to make theatre design work
Outcome	Be curious, creative thinkers and practitioners engaging with contemporary theatre making.
Outcome	Work independently and professionally on self-generated and collaborative projects, demonstrating the potential to innovate, evaluate, adapt and deal with uncertainty.
Outcome	Demonstrate attributes that enable practice within the broader creative and cultural industries.

Distinctive Features	
1	Course staff are all professional practitioners currently working across theatre and live performance both in the UK and internationally. This ensures that students graduate with an extensive range of industry appropriate skills and attributes.
2	Reflection, on the past, present and future of theatre design, is encouraged, at all stages of the course, through written work, journals, drawing and sketchbooks. This enables critical thinking and expressive output based on a practical skill set.
3	Supports the development of relationships with fellow students through connections with a wide range of internal and external collaborators to create live performance. These projects enable students to begin to develop a professional network before graduation.
4	The BA Theatre Design spaces (studios and theatre), provide a professional and supportive environment for course-led and self-initiated projects. Students look beyond traditional methods to examine their concerns, interests and cultural backgrounds.
5	Focus on drawing, both digital and by hand, as the core investigative and communication tool used by theatre designers.

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				
Unit 1				S	Unit 2					S	Unit 3					S	Unit 4										S	Unit 5					S
Introduction to Theatre Design					Designing and Making: Part 1						Designing and Making: Part 2						Exploring Ideas											Who are you? Establishing Practice					
20 credits					20 credits						20 credits						40 credits											20 credits					
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				
Unit 6				S	Unit 7										S	Unit 8										S	Unit 9					S	
Practice as a Laboratory					Collaborative and Collective Practices											Where in the World? Part 1											Where in the World? Part 2						
20 credits					40 credits											40 credits											20 credits						
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				
Unit 10													S	S	Unit 11														S				
Finding your Voice: Portfolio Design, Crafting, Research Skills and Career Planning															Show your Work: Independent Practice																		
60 credits															60 credits																		

S = Summative Assessment

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

Course Detail

A theatre designer designs the environment in which a performance takes place and the costumes. They may also design sound, lighting and other digital aspects. All these areas are covered on the course.

As well as having a range of practical skills, designers must be good communicators and collaborators. They must be resourceful, imaginative, self-assured and effective problem solvers.

The rich mix of practice and theory on the BA Theatre Design course ensures that experimentation and critical thinking are equally valued. This will enable you to produce inventive and imaginative design work underpinned by strong practical skills.

What you can expect

- A staff team of practicing theatre and performance designers, and tuition from freelance theatre-makers
- Teaching specifically focussed on interpretation of text, perception of character, dramatic space and the role of the designer within the creative team
- A contextual studies programme which builds your knowledge and understanding of film, television and the arts
- An introduction to Computer Aided Design (CAD), fabric dyeing, costume construction, lighting and sound, precision model-making and recorded digital arts for live performance
- To examine the role of drawing in relationship to costume, performance, technical rendering and storyboarding
- To build a strong network of theatre-makers through collaborative live projects with other institutions, such as The Lyric Theatre, London Contemporary Dance School, MA Directing at Birkbeck and BA Contemporary Theatre Practice at East 15 Acting School
- To develop a professional portfolio that showcases your practice and personal identity
- To have access to Wimbledon's shared workshops. View the [Wimbledon facilities](#)

Work experience and opportunities

Students gain production experience on the course with our professional practitioners, as well as through specialist work placements with companies or individuals.

Our students also have the chance to collaborate with established and emerging choreographers and directors designing sets and costume for a wide variety of realised performances including, dance, plays, opera, site-specific theatre and new writing projects.

Students can also study abroad in their second year as part of the college's Erasmus scheme.

Mode of study

BA Theatre Design 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

A short description of each unit and what you can expect.

Year 1

Unit 1 - Introduction to Theatre Design

This unit is an introduction to your course, the college and the university.

Unit 2 - Designing and making 1

This unit will introduce you to the creative skills that are essential to working within the world of contemporary theatre design. You will begin to get an idea of the range and scope of current professional practice.

- You will use model-making, basic surveying, 3D modelling techniques and technical drawing to aid analysis and representation of spatial forms and colour
- Projects will provide a foundation of working methods and processes that you will build on through the course

Unit 3 - Designing and making 2

This unit will focus on costume design. You will:

- Explore methods for carrying out in-depth costume research and character analysis
- Look at the impact of the body in the performance space
- Use drawing as the core process to develop your ideas

Unit 4 - Exploring ideas

In this unit you will create set and costume designs for a set text using a small London theatre as the venue.

- Structured projects led by academics
- Self-directed studio-based project work
- You will engage with the debates and ideas around theatre design
- Begin to evaluate the potential impact of theatre design in a wider cultural context
- Look at critical approaches to theatre design

Unit 5 - Who are you? Establishing practice

In this unit a range of digital processes used in the theatre design and live performance industry will be demonstrated. You will work on short projects in relation to these.

Year 2

Unit 6 - Practice as laboratory

This unit will enable you to investigate the breadth of contemporary theatre and performance design practice. Areas covered will include, but are not limited to, site-responsive theatre, immersive performance and other aspects of design for performance.

- You will carry out research, practical experiments and speculative design projects
- Visit external institutions

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? 1

This unit will be mainly self-directed with support from academic tutors, theatre directors and performers.

- You will make a realised performance in response to themes from set contemporary and historical texts
- Engage with and respond to broader concepts and themes. These might include, but are not limited to body, gender, genre, agency, authenticity, movement, audience, spatiality
- Attend and review performances and events
- Apply for work placements to be undertaken in unit 9
- Work on your CV and professional portfolio
- Have lectures delivered by a range of industry professionals

Unit 9 - Where in the world? 2

The main component of this unit will be in the form of a complete speculative design proposal for the same text that was used in unit 8. Your proposal will include storyboards, set, costume, lighting and sound design

During this unit you can undertake a work placement.

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:

- Research portfolio - a visual and reflective project that demonstrates your research voice within your studio work
- Dissertation - a research project which can be written, filmed or presented
- Professional portfolio - development of a portfolio for potential employment that articulates your aesthetic and personal identity

Unit 11 - Show your work: independent practice

This final unit enables you bring together all the ideas and learning from the course.

- To continue a self-directed programme of practice and related research
- Seminars and talks on working in the theatre design industry
- To prepare your portfolio to help you enter the theatre design profession
- To present work in the college degree show

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

- Artist talks and lectures
- Critical studies and writing
- Design of a learning agreement
- Documentation and dissemination of a project
- Exhibition planning meetings with tutors and technical staff
- Group discussions, crits, seminars and tutorials
- Independent research
- Individual academic tutorial advice and support
- Lectures and seminars
- Negotiation and development of a design proposal
- Peer review and assessment
- Planning for a formal presentation of a design proposal

- Postgraduate forums
- Practical workshops
- Preparation and presentation of ideas at planning meetings
- Project related professional work placement or collaboration
- Seminars
- Studio work
- Study visits
- Technical inductions and instruction
- Workshops

Assessment Methods

- Presentation
- Professional and personal development
- Research portfolio

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