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MA 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	WIMMATHDF01
FHEQ Level	Level 7 Masters
Course Credits	180
Mode	Full Time
Duration of Course	1 year
Valid From	September 1st 2020
QAA Subject Benchmark	Art and Design
Collaboration	N/A
UAL Subject Classification	Performance and design for theatre and screen
JACS Code	W460 - Theatre design
UCAS Code	N/A
PSRB	N/A
Work placement offered	N/A
Course Entry Requirements	The standard minimum entry requirements for this course are: • BA (Hons) degree in either art and design or drawing-related disciplines, including social and other sciences or engineering • Alternative qualifications and experience will also be taken into consideration • Personal statement • Portfolio of work

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

Selection Criteria	We look for:

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- Commitment and motivation for studying theatre design
- Understanding of contemporary theatre design and its context
- Evidence a visual interest in theatre through design practice or other, directly related activities
- Be able to articulate though writing and if appropriate, illustration, a potential, considered, theatrical project idea that is feasible and achievable
- An ability to work imaginatively and creatively in 2D and 3D visual media, materials and processes
- A desire to learn and an ability to investigate ideas critically and independently
- Evidence of critical awareness and self-direction, openness and the ability to learn

	• Potential for creative problem solving appropriate to theatre design
Scheduled Learning and Teaching	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. Definitions of our learning and teaching modes can be found here.

Awards and Percentage of Scheduled Learning

Year 1

Percentage of Scheduled Learning	8
Awards	**Credits**
Postgraduate Certificate	60
Postgraduate Diploma	120
Master of Arts	180

Course Aims and Outcomes

The Aims and Outcomes of this Course are as follows:

Aim/Outcome	Description
Aim	Create an environment that supports experimentation and innovation in which the expansion of your theatre design practice is possible.
Aim	Enable you to define and develop an area of research that will facilitate and inform your design practice and allow the opportunity for further in-depth enquiry.
Aim	Support you in developing a working methodology that encourages a long term strategy in the progression and growth of your practice.
Aim	Engage you in debates relating to theatre and performance design that challenge the boundaries of the subject, integrating knowledge from a range of disciplines.
Aim	Encourage and develop your skills in the field of digital technology as applied to the theatre and the performing arts.
Outcome	Evaluate and apply the necessary technical language and intellectual skills to produce, articulate and present work in a professional environment.
Outcome	Demonstrate an in-depth understanding of the social and historical context of any work produced within a contemporary theatre and performing arts practice
Outcome	Articulate a critically informed stance towards original debates and practices in the theatre and the performing arts based on current research, advanced scholarship and rigorous practice in the subject.
Outcome	Utilise research knowledge and skills as part of a professional practice or as preparation for further research leading to a Doctoral award
Outcome	Demonstrate the professional design skills necessary to work, participate and innovate within the theatre, the performing arts and any associated disciplines.

	Distinctive Features
1	Provide design skills necessary to enable graduates to work and participate in a professional environment within the performing arts and associated disciplines.
2	Critical thinking is updated annually to remain current, and delivered across MA students to provide a clear but broad thematic structure to help develop an individual, postgraduate identity for employment.
3	Evidence of research and contextualisation of studio practice is also explored though writing as well as visual means to stimulate the interaction of theory and practice
4	A clearly structured trajectory for developing personal strategies as a theatre designer, moving though design method, design practice, design sale and design exhibition to provide a resilience and flexibility of practice within the professional field.
5	Research opportunities delivered to Theatre Design, MA Drawing and MFA Fine Art students demanding a clear but broad thematic structure. Cross fertilization of ideas and potential for interdisciplinary practices and perspectives allow students to gain appropriate skills to allow them to collaborate, connect and create opportunities for a divers set of practices.
6	The opportunity to test research questions and self-directed projects in front of a post graduate audience emphasising experimentation, professionalism and the importance of discourse and conversation through peer learning.

Course Diagram

Week	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	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45

Unit

Unit 1
Design Methods
60 credits — **S** (week 11)

Unit 3
Design Scale
20 credits — **S** (week 17)

Unit 2
Design Practice
40 credits — **S** (week 26) — **S** (week 28)

Unit 4
Design Exhibition
60 credits — **S** (week 37) — **S** (week 45)

PG Cert Exit Point

PG Dip Exit Point

MA Exit Point

S = Summative Assessment

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

Course Detail

MA Theatre Design will actively nurture the emergence of a 'personal vision' that is central to designing for theatre, whilst also immersing you in the collaborative nature of theatre practice so that you are able to build ideas, proposals and events with other theatre and performance makers.

What to expect

- To develop essential communication skills such as discussion, drawing and the construction of physical and virtual scale models
- To look at the rapid developments in lighting, sound and digital technologies and how they are used in theatre design
- To consider how the creation of an environment can connect an audience to the content of a performance and can contribute towards the continuing development of the performance space as a place for social interaction and debate
- Through practice-based projects and critical independent research you will explore established stage design methodologies and protocols, while learning how to make the professional judgments required by the industry. You will work within the conventional boundaries of theatre design and challenge accepted performance practice
- To examine how relationship between audience, space and action operate in the context of theatre and the performing arts. You will research the ways in which theatre designers have realised ideas in the past and the present while speculating on the expansion of future practice. This will help you form a distinctive view of your own position as a theatre designer
- To have visiting tutors and professional theatre makers help you look at your own practices
- To collaborate with at least one other postgraduate student or theatre practitioner to practice and test your abilities to negotiate and communicate throughout the production process
- Throughout the course you will be required to maintain notebooks, sketchbooks and any digital evidence illustrating your research and design processes
- To have access to Wimbledon's shared workshops. View the [Wimbledon facilities](#)

Mode of study

MA Theatre Design is offered in full-time mode and runs for 45 weeks over 12 months. 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.

Unit 1 - Design methods

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

- Inductions to learning resources and workshops at Wimbledon

- To explore the diverse range of models and practices that exist within the broad discipline of theatre design
- To work on a speculative design proposal for a London theatre in response to an existing script
- To give a presentation on your design proposal to your peers and staff
- To work in groups with your peers to devise, design, build and perform a collaborative performance of at least 5 minutes in length
- To produce a reflective piece of writing on the process leading to your collaborative performance of 500 - 1000 words
- To critique 2 theatre performances, concerts, conferences or exhibitions you have attended during the unit
- To produce a theoretical and critical research essay of 1500 words
- To complete a study plan with guidance from tutors
- Lectures, seminars, crits and tutorials

Unit 2 - Design practice

In this unit you will enhance your knowledge in the development of practical research methods that can progress your design proposal ideas.

- To work with a postgraduate or professional director/theatre practitioner to produce a collaborative speculative design proposal
- To plan and deliver a set and costume design for an existing script and venue
- To present your designs to peers and staff
- To produce a theoretical and critical research essay of 3000 words
- To produce a critical analysis of your collaborative speculative design proposal of 500 - 1000 words
- To critique 2 theatre performances, concerts, conferences or exhibitions you have attended during the unit
- To revisit your study plan in preparation for your final design project in unit 4

Unit 3 - Design scale

In this unit you will be asked to extend the scale of your practical design abilities.

- To produce a large-scale speculative design proposal for a stadium or festival event based on an existing piece of music in a genre of your own choice
- To look at lighting, sound and digital technologies and how they are used to explore linear and non-linear narratives
- Subject specific seminars on video design, content creation, post-production, programming and projection

Unit 4 - Design exhibition

In this final unit you will work independently to complete and present a final design project.

- To contact with an appropriate professional theatre practitioner or practitioners, who can advise, help and support you during your final design project. You will be responsible for negotiating the length and nature of that contact
- To present work in the college postgraduate show
- To produce a dissertation of 5000 word

Note: 120 Credits must be passed before the final unit is undertaken

Learning and Teaching Methods

- Collaborative work
- Group and individual tutorials and crits
- Independent study
- Practical and technical workshops
- Lectures and visiting speaker talks
- Project based learning
- Staff and student led seminars and discussions
- Studio, external venue and other visits

Assessment Methods

- A record of the process of your collaborative performance
- Analysis of your design process
- Collaborative speculative design proposal
- Crits
- Design project
- Dissertation
- Essays
- Online research folio
- Speculative design proposal

Reference Points

- QAA Subject Benchmark statements
- QAA Framework for Higher Education Qualifications
- CCW Postgraduate 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