Creative Technologies and Performance

Programme Information

2022.01, Approved

Overview

Programme Code	36144
Programme Title	Creative Technologies and Performance
Awarding Institution	Liverpool John Moores University
Programme Type	Integrated Masters

Awards

Award Type	Award Description	Award Learning Outcomes

Recruitable Target	Bachelor of Arts with Honours - BAH	Evaluate the significance of professional standards and principles in production skills in the context of collaborative practice. Critically evaluate production practice in with reference to relevant theory. Formulate a perspective on the different processes of production and distribution in the arts and argue for a distinct approach. Deconstruct the social, community and educational and contexts of filmmaking, emerging media and performance and propose responses to complex contexts. Evaluate the complex nature of histories and traditions and synthesise an approach to the past, which informs contemporary arts practice. Investigate the challenges and contested complexities of recording performance and interpretation of scores, texts and associated evidence and determine approaches. Solve problems creatively by reviewing practical (aural, spatial, visual) and theoretical evidence. Research and examine information, materials (both secondary and primary sources) and experiences, formulate independent judgements, and articulate reasoned arguments through reflection, review and evaluation. Reason and argue effectively drawing upon a comprehensive range of critical perspectives and evidence with an awareness of the uncertainty and limits of our knowledge of filmmaking, emerging media and performance. Propose relationships between creative and critical modes of enquiry in the discipline. Evaluate, discriminate between and synthesise specialist skills of technique, craft and associated technologies. Evaluate professional opportunities and create dynamic plans for successful enterprise utilising an advanced range of financial, risk analysis, project management and marketing, theories, skills and approaches. Evaluate risk, identify ethical considerations and wider social responsibility and work safely and maturely in response. Set a complex series of personal and professional goals, self-reflect and manage workload in achieving those goals. Negotiate and manage conflict and work at an advanced level in collaborative, interdisciplinary teams. Evaluate personal development through a process of critical reflection and self-appraisal. Plan effectively for continuing professional and personal development and lifelong learning. Synthesise a range of approaches to achieve successful working relationships, an effective professional manner or attitude in the realisation of common goals. Critically evaluate and utilise technology creatively. Use project management skills, involving the ability to investigate, organise, curate and realise activities.
Alternative Exit	Certificate of Higher Education - CHE	Recognise and explain professional standards and principles in performance or production skills in the context of collaborative practice. Recognise and explain professional standards and principles in performance or production skills in the context of collaborative practice. Describe a selected group of theories and critical perspectives and explain their purpose in respect of film and performance making. Describe a selected group of theories and critical perspectives and explain their purpose in respect of film and performance making. Describe the key features of the creative arts economies and explain the key issues. Describe the key features of the creative arts economies and explain the key issues. Identify the main themes in the study of the contexts of filmmaking and performance and explain the key issues. Identify the main themes in the study of the

		contexts of filmmaking and performance and explain the key issues. Describe the chronological development of selected creative arts and identify key questions for examination. Describe the chronological development of selected creative arts and identify key questions for examination. Recount the processes of making and experience of filmmaking and performance by referencing to records and documentation and explain the core issues. Recount the processes of making and experience of filmmaking and performance by referencing to records and documentation and explain the core issues. Identify and review problems in the making of film and performance. Identify and review problems in the making of film and performance. Review information and evidence and identify its value in the creation and consideration of film and performance. Review information and evidence and identify its value in the creation and consideration of film and performance. Identify established arguments about creative arts and explain their significance. Identify established arguments about creative arts and explain their significance. Recognise and explain the difference between established types of enquiry. Recognise and explain the difference between established types of enquiry. Identify appropriate approaches to skills development and undertake and repeat successfully defined activities in the creative arts. Identify appropriate approaches to skills development and undertake and repeat successfully defined activities in the creative arts. List appropriate professional objectives and explain how they will be achieved. List appropriate professional objectives and explain how they will be achieved. Identify risks both in working environments and in ethical terms and describe actions to mitigate risk. Identify risks both in working environments and in ethical terms and describe actions to mitigate risk. Identify demands and define workload in professional contexts and explain approaches to successful management of working situations. Identify demands and define workload in professional contexts and explain approaches to successful management of working situations. Recognise the principles of group working and differences in individual types and describe ways in which groups can maximise performance. Recognise the principles of group working and differences in individual types and describe ways in which groups can maximise performance. Describe personal achievements and identify new goals. Describe personal achievements and identify new goals. Describe long term goals and indicate priorities in professional and educational development. Describe long term goals and indicate priorities in professional and educational development. Identify the basis of good working relationships and describe ways in which they can be achieved. Identify the basis of good working relationships and describe ways in which they can be achieved. Identify information technology uses in the creative arts and explain their use in own practice. Identify information technology uses in the creative arts and explain their use in

| Alternative Exit | Diploma of Higher Education - DHE | Analyse and apply professional standards and principles in performance or production skills in the context of collaborative practice. Analyse a selected group of theories and critical perspectives and apply them in respect of film and performance making. Examine in detail the social and economic processes in the creative arts and utilise conclusions in the making of and reason about film and performance. Compare and contrast perspectives on the social and educational impact of performance. Appraise a number of histories and traditions in the creative arts and interpret them in the making of and reasoning about film and performance. Analyse the evidence about the making of and experience of film and performance and demonstrate application of key insights. Analyse practical and theoretical evidence and apply conclusions to situations. Appraise information and evidence and apply understanding to effect in the creation of or discussion about performance, filmmaking and content creation. Compare and criticise a range of perspectives on the creative arts and apply insights to debating work and creating film and performance. Debate the differences between creative and critical modes of enquiry. Apply developed skills to defined situations. Examine enterprise opportunities, appraise professional needs and design a professional development plan. Compare and contrast risk assessments and debate mitigation strategies and apply conclusions. Analyse personal progress through appropriate self-reflection and set personal development goals. Appraise collaborative working situations based on known theories about and approaches to group dynamics. Appraise achievements with reference to appropriate critical perspectives and plan in detail ways of enhancing personal and professional objectives. Appraise a range of factors which influence long term development by reference to appropriate evidence and debate strategies for managing these factors. Appraise working relationships, distinguish between positive and negative approaches, debate examples and select appropriate approaches. Compare and contrast arguments for and against the use of technology and specific types of technology and propose effective approaches. Compare and contrast approaches to project management and make successful selections for defined situations and outcomes. |
| Target Award | Master in Arts - MARTS | N/A |

Alternate Award Names	

Partner Name	Partnership Type
Liverpool Institute for Performing Arts	Validated

External Benchmarks

Subject Benchmark Statement	UG-Communication, Media, Film and Cultural Studies (2019), UG-Dance, Drama and Performance (2019)

Programme Offering(s)

Mode of Study, Mode of Delivery	Intake Month	Teaching Institution	Programme Length Programme Length Unit
Sandwich Year Out, Face to Face	September	Liverpool Institute for Performing Arts	4 Years

Aims and Outcomes

Educational Aims of the Programme	Provide a programme that develops in students an understanding of the complex and constantly developing nature of practice in the area of Creative Technologies and Performance. Provide a programme that develops in students performance and production skills which they can apply to create complex and sophisticated content. Provide a programme that develops in students analytical and problem-solving techniques and strategies which they can apply in creative and professional contexts. Provide a programme that develops in students the ability to evaluate evidence, arguments and assumptions, to reach sound judgements and to communicate them effectively. Provide a programme that is relevant to contemporary local, national and global creative industries.

Learning Outcomes

Code	Number	Description
PLO1	1	Critically evaluate complex perspectives in current critical debates, concepts and discourses in advanced professional practice.
PLO2	2	Design and conduct research and present findings.
PLO3	3	Engage, using sophisticated strategies, in the creative process recognizing a wide range of approaches.
PLO4	4	Negotiate the challenges of working in complex and unpredictable situations e.g. making decisions independently or in dialogue with peers and/or external bodies.
PLO5	5	Engage with relevant industries and develop as a collaborator, working skilfully and professionally with others and contributing to effective project management.
PLO6	6	Reflect upon personal development and engage in professional career planning.
PLO7	7	Debate comprehensively the condition of the creative arts economies and its platforms, partners and networks.
PLO8	8	Critically interrogate practice as research.
PLO9	9	Critically compare and evaluate relevant theoretical knowledge and its impact upon advanced media practice.
PLO10	10	Critically evaluate and reflect upon their own and others' relevant current practice.
PLO11	11	Systematically gather evidence and evaluate its significance and propose conclusions.
PLO12	12	Observe and analyse a range of contemporary filmmaking, emerging media and performance and evaluate practice.
PLO13	13	Practice specialist skills in the process of filmmaking, emerging media and performance practice.

PLO14	14	Develop and apply documentation to disseminate your practice.

Course Structure

Programme Structure Description	There are three pathways throughout this programme: Film and TV Production; Story Script & Development; Emerging Technology & Digital Performance. All students must stay on their chosen pathway in Level 5 and Level 6. Level 4 All modules are core. Students indicate a choice of pathway at the end of Level 4. Level 5 All students will study the core modules: 5500CTP Core Ideas 2; 5501CTP Project 3; 5502CTP Project 4. Students must then study 2 modules from their chosen pathway and one module from a different pathway. Pathway modules are: Film and TV Production: 5506CTP Location Filming & Sound; 5507CTP Multi Camera & Studio Creation. Story Script & Development: 5504CTP Devising & Collaborative Live & Digital Performance; 5508CTP Writing for Camera & Audio. Emerging Technology & Digital Performance: 5503CTP Digital Performance – Motion Capture & VR; 5505CTP Digital Performance – Software, Coding and DIY Technology. Level 6 All students will study the core modules: 6500CTP Core Ideas 3; 6501CTP Project 5; 6502CTP Project 6; 6503CTP Individual Specialist Project. Students can then choose either 2 modules from their chosen pathway or 1 module from their pathway and 1 module from a different pathway. Pathway modules are: Film and TV production: 6506CTP Live Event & Broadcast Production; 6507CTP Post Production Technology & Techniques. Story Script & Development: 6504CTP Cross Platform Perspectives; 6508CTP Spoken Word. Emerging Technology & Digital Performance: 6505CTP Digital Content Design for Interactive Performance; 6509CTP VR & Immersive Audio. Level 7 All students will study the core modules: 7502CTP Advanced Techniques – Creative Technologies; 7503CTP Professional Development, Inquiry & Critique 1; 7504CTP Professional Development, Inquiry & Critique 2. Students must then choose either 7505CTP Dissertation or 7506CTP Final Practice Investigation.

Programme Structure - 360 credit points	
Level 4 - 120 credit points	
Level 4 Core - 120 credit points	CORE
[MODULE] 4500CTP Core Ideas 1 Approved 2022.01 - 20 credit points	
[MODULE] 4501CTP Digital Performance Approved 2022.01 - 20 credit points	
[MODULE] 4502CTP Introduction to Film Making Approved 2022.01 - 20 credit points	
[MODULE] 4503CTP Project 1 Approved 2022.01 - 20 credit points	
[MODULE] 4504CTP Project 2 Approved 2022.01 - 20 credit points	
[MODULE] 4505CTP Story, Script and Authorship Approved 2022.01 - 20 credit points	
Level 5 - 120 credit points	
Level 5 Core - 60 credit points	CORE
[MODULE] 5500CTP Core Ideas 2 Approved 2022.01 - 20 credit points	
[MODULE] 5501CTP Project 3 Approved 2022.01 - 20 credit points	
[MODULE] 5502CTP Project 4 Approved 2022.01 - 20 credit points	
Level 5 Optional - 60 credit points	OPTIONAL
[MODULE] 5503CTP Digital Performance - Motion Capture and VR Approved 2022.01 - 20 credit points	
[MODULE] 5504CTP Devising and Collaborative Live and Digital Performance Approved 2022.01 - 20 credit points	
[MODULE] 5505CTP Digital Performance – Software, Coding, DIY Approved 2022.01 - 20 credit points	
[MODULE] 5506CTP Location Filming and Sound Approved 2022.01 - 20 credit points	

[MODULE] 5507CTP Multi Camera and Studio Creation Approved 2022.01 - 20 credit points	
[MODULE] 5508CTP Writing for Camera and Audio Approved 2022.01 - 20 credit points	

Level 6 - 120 credit points

Level 6 Core - 80 credit points	CORE
[MODULE] 6500CTP Core Ideas 3 Approved 2022.01 - 20 credit points	
[MODULE] 6501CTP Project 5 Approved 2022.01 - 20 credit points	
[MODULE] 6502CTP Project 6 Approved 2022.01 - 20 credit points	
[MODULE] 6503CTP Individual Specialist Project Approved 2022.01 - 20 credit points	
Level 6 Optional - 40 credit points	OPTIONAL
[MODULE] 6504CTP Cross Platform Perspectives Approved 2022.01 - 20 credit points	
[MODULE] 6505CTP Digital Content Design for Interactive Performance Approved 2022.01 - 20 credit points	
[MODULE] 6506CTP Live Event and Broadcast Creation Approved 2022.01 - 20 credit points	
[MODULE] 6507CTP Post Production Technology and Techniques Approved 2022.01 - 20 credit points	
[MODULE] 6508CTP Spoken Word Approved 2022.01 - 20 credit points	
[MODULE] 6509CTP VR and Immersive Audio Approved 2022.01 - 20 credit points	

Level 7 - 120 credit points

Level 7 Core - 60 credit points	CORE
[MODULE] 7502CTP Advanced Techniques – Creative Technologies Approved 2022.01 - 20 credit points	
[MODULE] 7503CTP Professional Development, Inquiry and Critique 1 Approved 2022.01 - 20 credit points	
[MODULE] 7504CTP Professional Development, Inquiry and Critique 2 Approved 2022.01 - 20 credit points	
Level 7 Optional - 60 credit points	OPTIONAL
[MODULE] 7505CTP Dissertation Approved 2022.01 - 60 credit points	
[MODULE] 7506CTP Final Practice Investigation Approved 2022.01 - 60 credit points	

Approved variance from Academic Framework Regulations

Variance
Year long modules are permitted for levels 4-6. Variance approved July 2018.

Teaching, Learning and Assessment

Teaching, Learning and Assessment	This programme has been conceived around a number of key teaching and learning principles. The first is that the programme recognises that learning and teaching has been transformed by knowledge, information and digital revolution that has placed a flow of information and communication into all aspects of our daily lives. This embedding of digital tools in all activities means that the role of the teacher has been changed. The teacher as provider of information has been replaced by a role as curator and co-researcher working alongside students. This programme will work with this new context by the establishment of a VLE pilot and high levels of online resources as well as the provision of small group working areas so that self-directed and collaborative learning can take place. The structure of the curriculum allows for self-directed learning alongside project based professional simulations or actual professional placements. The assessment has been designed holistically so students are required to make connections between different assessments and discover synergies and relationships between parts of the curriculum through collaborative projects.

Opportunities for work related learning

Opportunities for work related learning
The learning environment for this programme is entirely work related. Skill development is benchmarked consciously against industry needs and students are asked to reflect and comment on this in assessment. Two designated periods of project based learning are either professional or industry simulations or actual work placements where these can be secured.

Entry Requirements

Type	Description
Alternative qualifications considered	A minimum of 96 UCAS points is normally required. Candidates will be interviewed and asked to provide evidence of or produce on the day examples of work (test tasks) relevant to the programme to demonstrate their suitability for the programme. Candidates are also assessed during the selection process against the following attributes: Knowledge, ability and experience, commitment, ability to work effectively with others, broad interest and engagement, self-awareness, a spirit of enterprise.

Programme Contacts

Programme Leader

Contact Name

Link Tutor

Contact Name
Mark Smith