

## Overview

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|------------------------------|---|
| <b>Programme Code</b>        | 36469   |
| <b>Programme Title</b>       | Immersive Theatre   |
| <b>Awarding Institution</b>  | Liverpool John Moores University                          |
| <b>Programme Type</b>        | Masters   |
| <b>Language of Programme</b> | All LJMU programmes are delivered and assessed in English |
| <b>Programme Leader</b>      | Nicholas Phillips   |
| <b>Link Tutor(s)</b>         |   |

## Awards

| Award Type       | Award Description             | Award Learning Outcomes   |
|------------------|-------------------------------|---|
| Target Award     | Master of Arts - MA           | See Learning Outcomes Below   |
| Alternative Exit | Postgraduate Certificate - PC | 1. Demonstrate the capacity to explore and evaluate texts and performances with enhanced critical viewpoints and advanced analysis of primary source material. 2. Work creatively and collaboratively in the creation of synthesised musical theatre 'text' and performances. 3. Demonstrate the ability to reflect upon their own work, and the work of others utilising a range of critical perspectives and framed within current academic discourse in musical theatre. 4. Demonstrate the ability to synthesise conceptual thinking and critical theory in planning research using appropriate methodologies.  |
| Alternative Exit | Postgraduate Diploma - PD     | 1. Demonstrate a personal methodology, including originality of style in and/or approach to their respective craft in immersive theatre creation and performance; 2. Work creatively with theatre makers at varied levels of development, in a professional, co-operative and effective manner and with advanced evaluation and problem-solving skills in making aesthetic choices; 3. Critically reflect on, and appropriately and successfully utilize, a range of contemporary and relevant critical conceptual frameworks and methodologies for the coherent, informed and advanced evaluation of the work of others, and analytical reflection on their own work; 4. Evaluate and synthesise current critical perspectives to interrogate, evaluate and explore immersive theatre texts and performance approaches so as to develop their own creative practice. |

### Alternate Award Names

## External Benchmarks

### Subject Benchmark Statement

## Programme Offering(s)

| Mode of Study, Mode of Delivery | Intake Month | Teaching Institution | Programme Length |
|---------------------------------|--------------|----------------------|------------------|
| Full-Time, Face to Face         | September    | LJMU Taught          | 1 Years          |

## Aims and Outcomes

### Educational Aims of the Programme

As with all Master's level programmes, study will be at, or be informed by, the forefront of the academic and professional discipline. In line with FQHE Level 7 descriptors, the programme aims to: provide skills training in immersive arts content production and technologies; including core digital skills for creative media practitioners; practical craft skills; software skills and the opportunity to engage with cutting edge technologies appropriate for individuals who may seek to exploit these in the pursuit of engaging artefacts for a variety of audience contexts at the forefront of arts and industry; foster the development and application of research and evaluative skills, together with the adoption of professional planning and project management practices for all aspects of creative media production, in order to enhance employability in circumstances requiring sound judgement, personal responsibility, initiative and practical project development and implementation of skills in complex and unpredictable professional and/or artistic environments; encourage originality in the application of knowledge and understand how the boundaries of knowledge are advanced through research and by approaching complex issues systematically and creatively. It also aims: 1. To provide a learning environment for the promotion of advanced scholarship related to mastery of craft in immersive theatre and its allied performing arts; 2. To produce skilled, self-managed and collaborative artists in the creation, development and presentation of Immersive Theatre performances, either through original work or in the framing of extant material in the context of contemporary developments in creative practice; 3. To encourage the acquisition and development of individual knowledge, understanding, craft, and creative practice related to the current discourse in the practices of immersive theatre; 4. To contribute through regional, national and international platforms to the development of immersive theatre scholarship allied to creative practice.

### Learning Outcomes

| Code | Description   |
|------|---|
| PLO1 | Demonstrate comprehensive understanding and original application of specific craft related to Immersive Theatre synthesis in creation and performance;  |
| PLO2 | Contribute at professional level to the creation of expressive and affective theatre, through the application and synthesis of advanced understanding of creative, interpretive and performance processes and contexts;   |
| PLO3 | Critically reflect on, and appropriately and successfully utilize, a range of contemporary and relevant critical conceptual frameworks and methodologies for the coherent, informed and advanced evaluation of the work of others, and analytical reflection on their own work; |
| PLO4 | Critically reflect on and apply a detailed and professionally informed understanding of entrepreneurship in the creative practice of immersive theatre as a context for personal practice and continuing professional development;  |
| PLO5 | Demonstrate advanced levels of informed independence of systematic and creative thought and judgment;   |
| PLO6 | Consistently display the independent learning ability that is required for continuing professional development;   |
| PLO7 | Work independently towards the completion of a substantial project that demonstrates initiative and personal responsibility including decision making and problem solving in unexpected contexts.   |

## Programme Structure

### Programme Structure Description

Full-time students will complete 60 credits per semester (semester one, semester two and summer). An alternative award of Postgraduate Diploma in Immersive Theatre will be offered to students who do not achieve a pass in, or do not attempt, the final 60 credits module but have gained 120 credits within the programme. An alternative award of Postgraduate Certificate in Immersive Theatre will be offered to students who have gained 60 credits from the taught modules at the point at which they exit the programme. The alternative exit awards exclude the inclusion of the 60credit Dissertation/Final Research project module from its credit totals.

| Programme Structure - 180 credit points   |          |
|---|----------|
| Level 7 - 180 credit points   |          |
| Level 7 Core - 180 credit points  | CORE     |
| [MODULE] 7001IT Immersive Theatre Research Methodologies and Proposal Approved 2022.01 - 20 credit points |          |
| [MODULE] 7002IT Immersive and Participatory Storytelling Approved 2022.01 - 20 credit points              |          |
| [MODULE] 7003IT Immersive Performance Lab Approved 2022.01 - 20 credit points                             |          |
| [MODULE] 7004IT Immersive Performance Portfolio Approved 2022.01 - 30 credit points                       |          |
| [MODULE] 7005IT Collaborative Workshop Approved 2022.01 - 30 credit points                                |          |
| [MODULE] 7006IT Immersive Performance Project and Dissertation Approved 2022.01 - 60 credit points        |          |
| Level 7 Optional - No credit points   | OPTIONAL |

Module specifications may be accessed at <https://proformas.ljmu.ac.uk/Default.aspx>

## Teaching, Learning and Assessment

The knowledge and understanding required for mastery of craft is acquired via skill based and exploratory workshops, lectures, seminars, production work and discursive sessions in tutorial. This knowledge and understanding is assessed via coursework, including group and individual practical work supported by evaluative statements/reports, oral presentations, contextualising essays and viva voce, including self and peer assessment where appropriate. Negotiated content of learning activities and assessment forms part of the ongoing discourse of student development. Intellectual (thinking) skills are promoted through teaching in lectures, practical workshop/laboratory sessions, seminar group discussion and tutorial and are assessed by coursework, essay, oral presentation and viva. A substantial part of the programme is given over to independent negotiated individual and collaborative practical creative or performance projects. A final Immersive Performance Project embodies the programme's focus on practice as research output with up to 70% of the weighting of the assessment being able to be practical process/performance based. Visiting lecturers and the contribution of professional theatre artists will make a significant contribution to the programme. Assessment methods and requirements are specified for each module on the respective Canvas module page

## Opportunities for work related learning

Part of the aim of the course is to offer opportunities for those who have previously committed to working professionally in theatre as their primary employment, or those who wish to make it so, to undertake diversification and development of relevant skills to increase employment opportunities. There are no formal placements on MA Immersive Theatre. Opportunities for work in industry contexts are built into the Immersive Performance Lab (30 credits, Semester Two) and Immersive Performance Project (60 credits, year-long) modules. In both modules, a student might work at an industry host organisation to work on a project and/or undertake professional work contract. A tutor will be assigned to liaise with a nominated contact with the host organisation. Tutorials in such arrangements can be conducted via Zoom/Teams with face-to-face visits by the tutor as appropriate. In such cases, a plan must be negotiated by the student well in advance and relevant mechanisms for the input of hosts in any supervision process worked out in detail in a learning contract before the commencement of any placement/work-based learning. A mentor from the staff team will be appointed as liaison for the duration of the placement. Further details may be found in the LJMU Placement Learning Code of Practice. Augmenting the input of programme tutors who regularly make professional work with a variety of collaborators and client groups, it is anticipated that the first semester module Immersive and Participatory Storytelling will include workshops and/or workshop performances with guest artists and companies. These guest contributions will afford opportunities for students to engage directly, as participants and through discussion, with professional practitioners of immersive performance. Building on many years and strands of collaboration with local theatre, theatre companies and civic organisations including museums (such as the World Museum) and galleries (such as the Bluecoat)—collaboration that has often been co-ordinated by the MA Immersive Theatre Programme Leader—opportunities are planned for students to work in these venues to produce their own work and acquire context-specific skills and contacts through collaboration with these external partners.

## Entry Requirements

| Type                                  | Description  |
|---------------------------------------|--|
| Alternative qualifications considered | Applications to masters study will normally be considered in the light of their ability to meet the following criteria: Normally a 2.2 first degree in a performing arts related subject OR A minimum of three years professional training or significant relevant theatre or media experience, accompanied by demonstrable creative potential and critical thinking assessed through interview/audition and written submission. The above should demonstrate that the student has a sufficient level of knowledge to embark upon the programme (including the required linguistic competence) and to complete the programme within the required time limits. Students should provide evidence, in the view of assessors, of their learning capability, study opportunity and commitment to a postgraduate programme of study. Following submission of the application form, all candidates will be required to submit evidence of their experience in one or more of the crafts of immersive theatre creation and performance, usually in person (audition/portfolio presentation and interview) or, if candidates are unable to attend interview, by agreed documentation submission (including audio or video recording) and online interview. Further details can be obtained from the Programme team. |

Other international requirements

LJMU welcomes applications from international students. Please note: specific courses may require higher levels of English language competence. If you have applied to study a full-time taught Masters, MRes, MPhil or PhD at LJMU, you should check if you require an Academic Technology Approval Scheme or ATAS certificate. It can take four to six weeks to receive an ATAS certificate, so please make sure you apply as early as possible. You can find out more on the British Foreign and Commonwealth Office (FCO) website. Alternatively, contact LJMU's International Admissions Team for guidance. Please note: international students entering on a Tier 4 visa cannot study part time. Students entering the UK on alternate types of visa may be in a position to study part time. Please contact LJMU's International Admissions Team for further details before making your application. In order to obtain a visa you will also need to show evidence that the money required to cover your tuition fees and living expenses has been in your bank account for at least 28 days prior to submitting your visa application. So please make sure that your finances are in place before applying. For more details, go to our international website. For advice on any aspect of the application process, please contact LJMU's International Admissions Team. In the case of international students who are unable to attend an interview in person, interview by phone and some form of evidence of relevant theatre practice submitted in appropriate form is possible. Please contact the admissions office in the first instance with any further queries. IELTS 6.0 (Minimum of 5.5 in each component) Pearson 58-64 (Min 51 in each component for UKVI Purposes) Please Note: All international qualifications are subject to a qualification equivalency check via NARIC.

**Extra Entry Requirements**