

Module Specification

Summary Information

Module Code	5601ASD
Formal Module Title	The Actor's Process: Screen & Digital Project I
Career	Undergraduate
Credits	30
Academic level	FHEQ Level 5
Module Pass Mark	40

Learning Methods

Learning Method Type	Hours
Practical	150
Workshop	100

Module Offering(s)

Start Month	Duration
September	28 Weeks

Aims and Outcomes

Aims	<p>The aim of this module is to build upon the fundamentals of screen work and develop related new skills in the context of a multi-camera studio environment.</p> <p>The module will recognise the accelerated tempo of industry processes in a studio environment with an emphasis on independent decision-making and self-reliance.</p> <p>You will explore the concept of screen comedy as a heightened performance style, recognising its history, tropes, and cultural significance.</p> <p>The potential for collaboration explores the nature and significance of different technical roles and communication pathways in the studio, contextualising the actor within wider production processes</p>
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Learning Outcomes

After completing the module the student should be able to:

Code	Description
MLO1	Interpret, adapt and apply screen acting practitioner techniques

ML02	Demonstrate precise vocal and physical techniques, integrating inventive screen acting choices
ML03	Apply independent cultural and critical research to create interdisciplinary screen production
ML04	Analyse cultural, critical and theoretical perspectives in performance
ML05	Exhibit effective communication and collaboration skills in rehearsal and performance

Module Content

Outline Syllabus

In this module you will begin to advance your technical knowledge as you consolidate practitioner approaches in application to a variety of studio performance forms.

You will work with a director to explore a multi-cam environment for both acting and presenting, understanding the role of the performer relative to other roles in the production team.

Module Overview

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Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Learning Outcome Mapping
Practice	Screen Project II	50	0	ML01, ML02, ML03, ML04, ML05
Practice	Screen Project I	50	0	ML01, ML02, ML03, ML04, ML05