

BAAS501: The Virtual Actor - Voice, Action & Motion

Status	Approved
Module Name	The Virtual Actor - Voice, Action & Motion
Module Code	BAAS501
Credit Value	30
Level	5
Pre-requisites	
Named Module Leader	Collins, Amanda

Module Aim

The aim of this module is to introduce learners to the theories and practices of acting for non-film media such as animation, whereby they are introduced to voiceover, ADR and motion capture practices.

Summary Module Description

This module is a project-based exploration of acting craft for motion capture, animation and voice-over, in which you apply learning from core acting modules, as well as movement and voice, to execute a recorded scene. You adapt and adjust your learned techniques, exploring the nature of audience engagement and reception of motion capture. You collaborate with students from other disciplines, working on group projects to produce a 'virtual' piece of visual storytelling.

The module draws from a broad range of motion capture performance practice and aims to introduce and develop knowledge of the processes involved in the manufacture of a body motion capture artefact and the physical demands required for authenticity in a virtual environment. Through this module, you will also consolidate your experience with recorded media, taking part in both the production and performance of a short media project.

Module-Specific Employability Skills

Industry & Business Knowledge: You will develop an ability to recognise and apply relevant terminologies, technologies and processes to your creative practice or evaluation of others' work.

Critical Thinking & Analysis: You will develop an ability to look below the surface of screen-based performance, make connections and reflect on different social and creative perspectives. Through this process, you will build a more profound understanding not only of screen acting but also of values and attitudes in contemporary global societies that influence what you see on the screen.

Expanded Worldview: You will appreciate a range of diverse creative practices and modes of expression. You will also develop social and political sensitivity, especially regarding representation.

Ethical and Legal Responsibilities: You will progress your understanding of how to work professionally within industry-standard ethical and legal frameworks.

Health and Safety: You will enhance your awareness of health and safety guidelines and apply them in professional settings.

Problem Solving and Innovation: You will grow your capability to logically and critically evaluate the currently available screen performance practices and progress your creativity towards innovation by applying conceptual models to practical challenges.

Imagination and Creativity: You will gain confidence to determine your potential contribution to the creative industries, finding the courage to use artistic solutions and produce unique and original work.

Collaboration and Team Working: You will develop a positive attitude when working with others in a respectful, organised and collaborative manner. Your ability to forge productive relationships with others and to understand the essential elements of how creativity is fostered in team environments.

Organisation: You will advance your project and time management skills.

Entrepreneurial skills: You will learn to identify and take advantage of professional and personal opportunities. You will develop your business awareness and understand what is required working within the performing arts.

Communication skills: You will practice an ability to articulate your ideas in writing, speech and performance in a coherent and clear manner that can be understood by non-specialist audiences.

Personal Development: You will define your priorities, manage your time effectively, develop an understanding of personal strengths and weaknesses and find ways of responding to constructive criticism and feedback.

In addition to its subject focus on Screen Acting, the course will prepare you for other types of creative industry careers. All the above skills are transferable, which means that they can be adapted and deployed in a variety of fields and careers.

Learning Outcomes

LO #	Learning Outcome Name	Learning Outcome Description	Assessment Criteria Category
BAACFSIFU01 BA(Hons) Acting for Screen with Integrated Foundation Year v1.0			
1	Technical	Demonstrate ideas, creative elements, processes and techniques appropriate to a project	PROCESS
2	Collaboration	Demonstrate constructive relationships and work effectively in the conception and delivery of a team project	None
3	Communication	Demonstrate professional communication and presentation skills	None
4	Professionalism	Demonstrate self-management skills and set priorities for personal and professional progression	None
5	Research	Demonstrate the use of research, resources and methodologies that inform a project	None
6	Analysis	Demonstrate the ability to analyse specialist information and practices	None
7	Innovation	Demonstrate problem solving techniques, independent enquiry, practice and experimentation in the realisation of a project	INNOVATION
8	Industry	Demonstrate industry vocabulary and knowledge to support your engagement with the commercial marketplace	None
BAACFSSFU01 BA(Hons) Acting for Screen v1.0			
1	Technical	Demonstrate ideas, creative elements, processes and techniques appropriate to a project	PROCESS
2	Collaboration	Demonstrate constructive relationships and work effectively in the conception and delivery of a team project	None
3	Communication	Demonstrate professional communication and presentation skills	None

4	Professionalism	Demonstrate self-management skills and set priorities for personal and professional progression	None
5	Research	Demonstrate the use of research, resources and methodologies that inform a project	None
6	Analysis	Demonstrate the ability to analyse specialist information and practices	None
7	Innovation	Demonstrate problem solving techniques, independent enquiry, practice and experimentation in the realisation of a project	INNOVATION
8	Industry	Demonstrate industry vocabulary and knowledge to support your engagement with the commercial marketplace	None

Assessment Methods

Assessment Method	Description of Assessment Method	%	Learning Outcomes Assessed	Compulsory or Compensatable
AR	Film/Media Project	100	CLO: 1 , 7 , 1 , 7	Compulsory

The following codes for assessment methods apply

AR	Artefact (a made object)
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Modes of delivery

Module Target Learner Hours: 300	
Activity	Hours
Project supervision	15
Demonstration	15
Supervised time in studio/workshop	45
Guided independent study	225

Indicative list of resources

Edda Sharpe & Jan Haydn Rowles. (2009). **How To Do Accents**. 2nd ed. London: Oberon Books Ltd.

Feldenkrais, M (1990) **Awareness through Movement**. London: Penguin Arkana.

Rudolph Laban & Lisa Ullmann. (2011). **The Mastery of Movement**. 4th ed. London: Dance Books Ltd.

Berry, C (2000) **Voice and the Actor**. London: Virgin

Jean Newlove & John Dalby. (2003). **Laban For All**. London: Nick Hern Books.

Named Awards

Course

BAACFSSFU01 BA(Hons) Acting for Screen
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