

BAAS603: Acting 3 - Final Major Project

Status	Approved
Module Name	Acting 3 - Final Major Project
Module Code	BAAS603
Credit Value	60
Level	6
Pre-requisites	
Named Module Leader	Collins, Amanda

Module Aim

This module aims to allow students to utilise their learning across the programme in order to deliver a major project

Summary Module Description

Through this module, you consolidate your experience with recorded media, taking part in both the production and performance of a short media project in film, voiceover, radio, ADR or gaming.

You research and fulfil the pre/post-production requirements and expectations of an assigned role, and work within high-pressured and challenging environments which match the real world. As well as your final, edited media project, you are assessed on your professional engagement and reflective analysis of your work

In this module, you assume full responsibility for your own process and production work to meet professional standards. You will work with a director as mentor to produce a digital production of your own creation, providing contrasting material for your developing creative profile and portfolio. Your independent methodology is further tested through self-governed responsibility and engagement with external professionals. You reflect on your process, professionalism and production through a verbal evaluation

you will then be challenged to create and consolidate creative assets to give you the edge over the competition in your chosen field. Specialist workshops will be offered throughout the module, informed and delivered by our wide-reaching connections and specialist lecturers in the creative industries. This dissertation-level project allows students to build on the technical process skills and subject knowledge developed at Level Four and Five.

It gives you the opportunity to work across a range of areas to demonstrate your acquired performance and/or technical knowledge through the production of a creative portfolio.

You are expected to undertake sustained practice/s, developing understanding, application, and critical processes of practice within the discipline through an extended range of experience. Crucially, you are expected to work collaboratively to produce a range of visual and audio creative artefacts with high standards of content, presentation, and development.

The module aims to develop transferable skills in identifying commercial opportunities for creative practitioners.

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	Evaluate ideas, creative elements, processes and techniques appropriate to a project	PROCESS
2	Collaboration	Evaluate constructive relationships and work effectively in the conception and delivery of a team project	COLLABORATION
3	Communication	Evaluate professional communication and presentation skills	COMMUNICATION
4	Professionalism	Evaluate self-management skills and set priorities for personal and professional progression	None
5	Research	Evaluate research, resources and methodologies that inform a project	None

6	Analysis	Evaluate and analyse specialist information and practices and formulate reasoned arguments	None
7	Innovation	Evaluate problem solving techniques, independent enquiry, practice and experimentation in the realisation of a project	INNOVATION
8	Industry	Evaluate industry vocabulary and knowledge to enable you to present your work and support your engagement with the commercial marketplace	None

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Assessment Methods

Assessment Method	Description of Assessment Method	%	Learning Outcomes Assessed	Compulsory or Compensatable
DI	Final project	75	CLO: 1 , 2 , 7 , 1 , 2 , 7	Compulsory
PW	Panel Presentation	25	CLO: 3 , 3	Compulsory

The following codes for assessment methods apply

DI	Dissertation
PW	Presentation of Work

Modes of delivery

Module Target Learner Hours: 600	
Activity	Hours
Seminar	30
Project supervision	60
Practical classes and workshops	60
Guided independent study	450

Indicative list of resources

Ken Robinson. (2021). **Out of Our Minds: The Power of Being Creative**. Minnesota: capstone.

Twyla Tharp. (2006). **The Creative Habit: Learn It and Use It for Life**. USA: Simon & Schuster.

Dennis Longwell. (1987). **Sanford Meisner on Acting**. London: Vintage Books.

Stella Adler. (2000). **Stella Adler: The Art of Acting**. New York: Applause Books.

Named Awards

Course
BAACFSSFU01 BA(Hons) Acting for Screen
BAACFSIFU01 BA(Hons) Acting for Screen with Integrated Foundation Year