



**Definitive Programme Document: Theatre and Digital Production
(Bachelor's with Honours)**

Awarding institution	Bath Spa University
Teaching institution	Bath Spa University
School	College of Liberal Arts
Department	Music and Performance
Main campus	Newton Park
Other sites of delivery	Theatre Production Centre
Other Schools involved in delivery	Writing, Film and Digital Creativity
Name of award(s)	Theatre and Digital Production
Qualification (final award)	BA (Hons)
Intermediate awards available	CertHE, DipHE
Routes available	Single
Sandwich year	Optional
Duration of award	3 years full-time, 4 Years with Sandwich year
Modes of delivery offered	Campus-based
Regulatory Scheme ¹	Undergraduate Academic Framework
Exemptions from regulations/framework ²	N/A
Professional, Statutory and Regulatory Body accreditation	None
Date of most recent PSRB approval (month and year)	None
Renewal of PSRB approval due (month and year)	None
UCAS code	W431
Route code (SITS)	TPSPS
Relevant QAA Subject Benchmark Statements (including date of publication)	Dance, Drama and Performance (2015)
Date of most recent approval	February 2018
Date specification last updated	May 2018

Exemptions

The following exemptions are in place:

Programme/Pathway	Regulations/Framework	Brief description of variance	Approving body and date

¹ This should also be read in conjunction with the University's Qualifications Framework

² See section on 'Exemptions'

Programme Overview

BA Theatre and Digital Production creates highly skilled, multi-disciplined and eminently employable individuals who want to maximise their creative potential across a range of performance design, management and technical skills. It prepares you for the creative challenges of working within the theatre and its related industries. If you are enthusiastic and imaginative, this is the programme for you.

The programme recognises the evolving nature of the profession and therefore the growing demand for digital design and operation. The programme's digital engagement draws on the core principles of management and design, yet is in step with evolving industry practice.

Tutors encourage you to experiment with, practice and develop a range of key skills across a wide range of production disciplines. These include Stage Management; Scenic Design; Scenic Construction; Scenic Art; Prop Making; Costume; Lighting; Sound and Digital Production.

You receive comprehensive training in all areas of Health and Safety to ensure that all activities adhere to the best industry practice in accordance to the national guidelines and in preparation for the workplace.

By its nature the programme is collaborative. BA Theatre and Digital Production students work alongside other courses such as Acting, Dance, Drama, Music, Commercial Music, Creative Writing and Film and TV students on a range of production projects. All professionally staged productions are interdisciplinary projects that work across many media and performance related industries.

Your tutors are highly experienced industry professionals, who constantly give your intensely practical tuition a clear context. By combining industry placements, many industry links and networking opportunities the staff constantly advance your ability to work within the theatre industry and its related industries. All graduates are equipped to work globally within their chosen discipline/s, and the programme offers a range of international exchange opportunities to advance this even further.

BA Theatre and Digital Production is a highly practical course that employs best industry practice to challenge you to achieve your potential.

Programme Aims

1. Provide technical production/theatre/event practitioner training to a professional standard of engagement in an area of the Theatre Production industry
2. Foster intellectual, imaginative and creative skills, understanding, judgement, technical, problem-solving and communication skills
3. Inculcate the need for teamwork and self-management skills
4. Promote a personally rigorous approach to the practice and knowledge of theatre and production in a variety of industry contexts and critically informed creative frameworks
5. Engender the ability to understand, recognise, use and apply the wide range of transferable skills embedded explicitly and implicitly within the training
6. Engender an understanding of the value of lifelong learning

Programme Intended Learning Outcomes (ILOs)

A Subject-Specific Skills and Knowledge

	Programme Intended Learning Outcomes (ILOs) On Achieving Level 6	On Achieving Level 5	On Achieving Level 4
A1	Critical evaluation and management of Health and Safety legislation, practical skills and working knowledge reflective of the best industry-practice that surrounds theatre and its allied industries	The ability to communicate effectively Health and Safety legislation and practical skills and working knowledge reflective of the industry practice that surrounds theatre and its allied industries	Practical technical skills and working knowledge of Health and Safety legislation reflective of the industry practices that surround the theatre and its allied industries
A2	Analytical engagement with the creative interplay between practical, organisational and managerial aspects of theatre and production practice	Critical engagement with the creative interplay between theatre and production practice	Engagement with the creative interplay between Theatre and Production practice
A3	Self-critical evaluative creative process when effecting the transition from stimulus to performance reflective of industry conventions	Evaluative creative process when effecting the transition from stimulus to performance	Creative thinking articulated through independently produced work
A4	Consolidated creative engagement with a range of production teams and venues by using the professional-level skills required for the development and realisation of practice-based work	Sound creative engagement within a team by using the industry skills required for the realisation of practice-based work	Creative and imaginative engagement within a team for the realisation of practice-based work
A5	The entrepreneurial and self-motivational skills required of a professional career in the theatre and its allied industries	The application of effective core interpersonal and social skills to ensure excellent communication and maintain strong working relationships	The demonstration of interpersonal and social skills to ensure communication and maintain practical working relationships
A6	The ability to create and produce theatre and live media performances utilising a comprehensive	Strong creative, analytical, critical and reflective skills required to interpret production process across	The ability to develop theatre and live media performance skills utilising a comprehensive range of

	range of traditional and contemporary technical and production skills in line with industry expectations and development	a range of performance genres and projects	technical and production techniques
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B Cognitive and Intellectual Skills

	Programme Intended Learning Outcomes (ILOs)	On Achieving Level 5	On Achieving Level 4
	On Achieving Level 6		
B1	Systematic understanding and interpretative skills relating to a range of production and performance types	Knowledge and critical understanding of a range of production and performance types	Underlying knowledge of a range of production and performance types
B2	Systematic ability to use creative and critical skills appropriate to independent research at the forefront of the discipline	Informed creative and critical skills appropriate to independent research	Ability to evaluate independent research
B3	Significant use of project and team management skills demonstrated across a range of scenarios and venues involving the ability to investigate, organise, curate and realise activities	An ability to deploy effective and systematic independent research that confidently draws on a variety of sources (evaluative and critical)	The ability to investigate, organise, curate and realise activities
B4	The consolidation of processes of academic argument, research and critical analysis conveyed through a series of production outcomes	The ability to gather, organise, synthesise and critically assimilate information from a variety of sources to fully inform the processes of research, self-evaluation and analysis	The ability to gather information from a variety of sources to fully inform processes of research

C Skills for Life and Work

	Programme Intended Learning Outcomes (ILOs) On Achieving Level 6	On Achieving Level 5	On Achieving Level 4
C1	Autonomous learning ³ (including time management) that shows the exercise of initiative and personal responsibility and enables decision-making in complex and unpredictable contexts.	Autonomous learning (including time management) as would be necessary for employment requiring the exercise of personal responsibility and decision-making such that significant responsibility within organisations could be assumed.	Autonomous learning (including time management) as would be necessary for employment requiring the exercise of personal responsibility.
C2	Team working skills necessary to flourish in the global workplace with an ability both to work in and lead teams effectively.	Team work as would be necessary for employment requiring the exercise of personal responsibility and decision-making for effective work with others such that significant responsibility within organisations could be assumed.	Team work as would be necessary for employment requiring the exercise of personal responsibility for effective work with others.
C3	Communication skills that ensure information, ideas, problems and solutions are communicated effectively and clearly to both specialist and non-specialist audiences.	Communication skills commensurate with the effective communication of information, arguments and analysis in a variety of forms to specialist and non-specialist audiences in which key techniques of the discipline are deployed effectively.	Communication skills that demonstrate an ability to communicate outcomes accurately and reliably and with structured and coherent arguments.
C4	IT skills and digital literacy that demonstrate core competences and are commensurate with an ability to work at the interface of creativity and new technologies.	IT skills and digital literacy that demonstrate the development of existing skills and the acquisition of new competences.	IT skills and digital literacy that provide a platform from which further training can be undertaken to enable development of new skills within a structured and managed environment.

³ i.e. the ability to review, direct and manage one's own workload

Programme content

This programme comprises the following modules

Key:

Core = C

Required = R

Required* = R*

Optional = O

Not available for this status = N/A

If a particular status is greyed out, it is not offered for this programme.

Subject offered as single award

BA (HONS) THEATRE AND DIGITAL PRODUCTION				Status			
Level	Code	Title	Credits	Single	Major	Joint	Minor
4	TDP4000-20	Introduction to Stagecraft and Stage Management	20	C			
4	TDP4001-20	Introduction to Lighting, Sound and AV	20	C			
4	TDP4002-20	Introduction to Scenic Design and Costume	20	C			
4	TDP4003-20	Production skills 1	20	C			
4	TDP4004-20	Production skills 2	20	C			
4	TDP4005-20	PDP/Research and Development	20	C			
5	TDP5000-20	Intermediate PDP/ Research and Development	20	C			
5	TDP5001-20	Intermediate Production Skills 1	20	C			
5	TDP5002-20	Intermediate Production Skills 2	20	C			
5	TDP5003-20	Intermediate Production Practice 1	20	C			
5	TDP5004-20	Intermediate Production Practice 2	20	C			
5	TDP5100-20	Intermediate Production Practice 3	20	O			
5-6	YP5100	Professional Placement Year	120	O			
6	TDP6100-20	Theatre and Digital Production Research Project	20	C			
6	TDP6000-20	Theatre and Digital Production Independent Study	20	O			
6	TDP6001-20	Working with Industry	20	C			
6	TDP6002-20	Professional Portfolio	20	C			
6	TDP6003-	Production Project 1	20	C			

	20						
6	TDP6004-20	Production Project 2	20	C			
6	TDP6101-20	Production Project 3	20	O			

Assessment methods

A range of summative assessment tasks will be used to test Intended Learning Outcomes in each module. These are indicated in the attached assessment map, which shows which tasks are used in which modules.

You will be supported in your development towards summative assessment by appropriate formative exercises.

Please note: if you choose an optional module from outside this programme, you may be required to undertake a summative assessment task that does not appear in the assessment grid here in order to pass that module.

Work experience and placement opportunities

This programme has a very clear professional focus. Much of your learning happens within a simulated work place environment, where you work with students from many other programmes working in a similar manner. However, the programme also recognises the benefit of work placements in the industry. In previous years, many students have gone on to work for the companies for which they did their placement.

The field has many partnerships with theatres and associated companies to support you, such as The Theatre Royal Bath, The National Theatre and Birmingham Royal Ballet. However, these do not restrict your ability to seek a placement with any appropriate provider. As part of your programme you must undertake a placement at level 6, and you may do so in either semester. Given the nature of your final year, when you take your placement will fit into your production schedule for the year, so your tutors discuss this with you to ensure you get the best-fit for your particular career ambitions.

This programme can also be taken as a 'Sandwich' degree, which is studied over 4 years and includes a year-long work placement in a sector of your choice. The placement year is completed between years 2 and 3 of your degree and counts for 120 Level 5 credits. During this time you will be able to utilise knowledge gained as part of your studies in a real work environment to gain 'hands on' experience. The University has a dedicated Careers & Employability team to help you find and prepare for a placement. Following your placement year, you will return to University to complete your final year of study.

Graduate Attributes

	Bath Spa Graduates...	In Theatre and Digital Production, we enable this...
1	Will be employable: equipped with the skills necessary to flourish in the global workplace, able to work in and lead teams	By engaging students with professional practical skills and disciplines reflective of professional theatre practice.
2	Will be able to understand and manage complexity, diversity and change	By encouraging students to understand and react to the multiple challenges of live performance.
3	Will be creative: able to innovate and to solve problems by working across disciplines as professional or artistic practitioners	By developing creative technical and managerial solutions for stage design and production skills across a wide range of media and live performance projects.
4	Will be digitally literate: able to work at the interface of creativity and technology	By engaging students with the technical and digital software and hardware related to industry practice and collaboration with others.
5	Will be internationally networked: either by studying abroad for part of their programme, or studying alongside students from overseas	By asking students to work across cultural divisions, on productions and live events and student exchange programmes.
6	Will be creative thinkers, doers and makers	By developing student abilities to solve problems and issues that arise during planning and operating of live performance.
7	Will be critical thinkers: able to express their ideas in written and oral form, and possessing information literacy	By encouraging students to solve the questions that the creative process and research presents
8	Will be ethically aware: prepared for citizenship in a local, national and global context	By encouraging students to work across cultures, with practitioners and colleagues who offer global perspectives

Modifications

Module-level modifications

Code	Title	Nature of modification	Date(s) of approval and approving bodies	Date modification comes into effect

Programme-level modifications

Nature of modification	Date(s) of approval and approving bodies	Date modification comes into effect

Attached as appendices:

1. Programme structure diagram
2. Map of module outcomes to level/programme outcomes
3. Assessment map
4. Module descriptors

Appendix 1: Programme structure diagram

Semester 1	Semester 2
Level 4 – all 120 credits at Level 4 are core	
Introduction to Stagecraft and Stage Management (C)	Production skills 1 (C)
Introduction to Lighting, Sound and AV (C)	Production skills 2 (C)
Introduction to Scenic Design and Costume (C)	PDP/Research and Development (C)
Level 5 – 100 credits are core at Level 5 and you have a choice between an optional module of 20 credits either from Theatre and Digital Production or from outside the subject	
Module option 1	
Intermediate Production Skills 1 (C)	Intermediate PDP/ Research and Development (C)
Intermediate Production Practice 1 (C)	Intermediate Production Skills 2 (C)
Intermediate Production Practice 2 (C)	Intermediate Production Practice 3 (O)
	<i>Open module outside TDP (O)</i>
Module option 2	
Intermediate Production Skills 1 (C)	Intermediate PDP/ Research and Development (C)
Intermediate Production Practice 1 (C)	Intermediate Production Skills 2 (C)
Intermediate Production Practice 3 (O)	Intermediate Production Practice 2 (C)
<i>Open module outside TDP (O)</i>	
Level 6 – 100 credits are core at Level 6 and you have a choice between an optional module of 20 credits either from Theatre and Digital Production or from outside the subject	
Module option 1	
Theatre and Digital Production Research Project (O)	Theatre and Digital Production Independent Study (C)
Working with Industry (C)	Professional Portfolio (C)
Production Project 1 (C)	Production Project 2 (C)
Production Project 3 (O)	
<i>Open module outside TDP (O)</i>	

Module option 2	
Theatre and Digital Production Independent Study (C)	Working with Industry (C)
Production Project 1 (C)	Professional Portfolio (C)
Production Project 2 (C)	Production Project 3 (O)
	<i>Open module outside TDP (O)</i>
	Theatre and Digital Production Research Project (O)

Appendix 2: Map of Intended Learning Outcomes (ILOs) against modules

BA Theatre and Digital Production



Level	Module Code	Module Title	Status (C,R,R*,O) ⁴	Intended Learning Outcomes													
				Subject-specific Skills and Knowledge						Cognitive and Intellectual Skills				Skills for Life and Work			
				A1	A2	A3	A4	A5	A6	B1	B2	B3	B4	C1	C2	C3	C4
4	TDP4000-20	Introduction to Stagecraft and Stage Management	C	X	X			X		X		X	X	X	X		X
4	TDP4001-20	Introduction to Lighting, Sound and AV	C	X	X			X		X		X	X	X	X		X
4	TDP4002-20	Introduction to Scenic Design and Costume	C	X	X			X		X		X	X	X	X		X
4	TDP4003-20	Production skills 1	C	X	X	X		X	X	X	X	X	X	X	X	X	X
4	TDP4004-20	Production skills 2	C	X	X	X		X	X	X	X	X	X	X	X	X	X
4	TDP4005-20	PDP/Research and Development	C			X	X									X	X
5	TDP5000-20	Intermediate PDP/ Research and Development	C			X	X				X	X				X	X
5	TDP5001-20	Intermediate Production Skills 1	C	X	X	X	X				X	X	X	X	X	X	X
5	TDP5002-20	Intermediate Production Skills 2	C	X	X	X	X				X	X	X	X	X	X	X
5	TDP5003-20	Intermediate Production Practice 1	C	X	X	X	X	X	X	X	X	X	X	X	X	X	X

⁴ C = Core; R = Required; R* = Required*; O = Optional

5	TDP5004-20	Intermediate Production Practice 2	C	X	X	X	X	X	X	X	X	X	X	X	X	X	X
5	TDP5100-20	Intermediate Production Practice 3	O	X	X	X	X	X	X	X	X	X	X	X	X	X	X
5	YP5100-120	Professional Placement Year	O											X	X	X	X
6	TDP6100-20	Theatre and Digital Production Research Project	C					X						X		X	X
6	TDP6000-20	Theatre and Digital Production Independent Study	O		X			X			X			X	X	X	X
6	TDP6001-20	Working with Industry	C	X		X	X		X	X	X		X	X	X	X	X
6	TDP6002-20	Professional Portfolio	C	X		X	X		X	X	X		X	X	X	X	X
6	TDP6003-20	Production Project 1	C	X	X	X	X	X	X	X	X	X	X	X	X	X	X
6	TDP6004-20	Production Project 2	C	X	X	X	X	X	X	X	X	X	X	X	X	X	X
6	TDP6101-20	Production Project 3	O	X	X	X	X	X	X	X	X	X	X	X	X	X	X

Appendix 3: Map of summative assessment tasks by module

BA Theatre and Digital Production



Level	Module Code	Module Title	Status (C,R,R*,O) ⁵	Assessment method										
				Coursework				Practical				Written Examination		
				Essay	Journal	Project Plan	Portfolio	Practical Project	Practical skills	Presentation	Set exercises	Written Examination	In-class test (seen)	In-class test (unseen)
4	TDP4000-20	Introduction to Stagecraft and Stage Management	C				2x							
4	TDP4001-20	Introduction to Lighting, Sound and AV	C				2x							
4	TDP4002-20	Introduction to Scenic Design and Costume	C				2x							
4	TDP4003-20	Production skills 1	C				2x							
4	TDP4004-20	Production skills 2	C				2x							
4	TDP4005-20	PDP/Research and Development	C	1x	1x									
5	TDP5000-20	Intermediate PDP/ Research and Development	C	1x	1x									
5	TDP5001-20	Intermediate Production Skills 1	C				2x	1x						
5	TDP5002-20	Intermediate Production Skills 2	C				2x	1x						

⁵ C = Core; R = Required; R* = Required*; O = Optional

5	TDP5003-20	Intermediate Production Practice 1	C		1x			1x						
5	TDP5004-20	Intermediate Production Practice 2	C		1x			1x						
5	TDP5100-20	Intermediate Production Practice 3	O		1x			1x						
5	YP5100-120	Professional Placement Year	O			1x	1x							
6	TDP6100-20	Theatre and Digital Production Research Project	O	1x										
6	TDP6000-20	Theatre and Digital Production Independent Study	C	1x										
6	TDP6001-20	Working with Industry	C							1x				
6	TDP6002-20	Professional Portfolio	C				1x		1x					
6	TDP6003-20	Production Project 1	C		1x			1x						
6	TDP6004-20	Production Project 2	C		1x			1x						
6	TD6101-20	Production Project 3	O		1x			1x						