

# PROGRAMME SPECIFICATION

## 1. Key Information

<b>Programme Title:</b>	MA Performance and Digital Media
<b>Awarding Institution:</b>	Buckinghamshire New University
<b>Teaching Institution(s):</b>	Buckinghamshire New University
<b>Subject Cluster:</b>	Visual Arts
<b>Award Title (including separate Pathway Award Titles where offered):</b>	MA Performance and Digital Media
<b>Pathways (if applicable)</b>	none
<b>FHEQ level of final award:</b>	7
<b>Other award titles available (exit qualifications):</b>	Postgraduate Certificate Postgraduate Diploma
<b>Accreditation details:</b>	N/A
<b>Length of programme:</b>	1 year full time 2 years part time
<b>Mode(s) of Study:</b>	Full Time Part Time
<b>Mode of Delivery:</b>	In person (on-site) delivery
<b>Language of study:</b>	English
<b>QAA Subject Benchmark(s):</b>	N/A
<b>Other external reference points (e.g. Apprenticeship Standard):</b>	QAA Master's Characteristics Statement
<b>Course Code(s):</b>	MAPADMFT / MAPADMPT
<b>UCAS Code(s):</b>	n/a
<b>Approval date:</b>	1 December 2022
<b>Date of last update:</b>	

## 2. Programme Summary

Do you enjoy creating work that pushes the boundaries between performance and contemporary life, and the boundaries between performance and other disciplines?

Do you see yourself as an artist who wants to experiment with lots of ideas and wants to learn about how contemporary practitioners and writers understand performance?

If so, this could be the course for you.

You will explore the application of live and digital performance to a contemporary society that has become increasingly technologised. You will view performance as both performing – a skill which can be applied in a variety of contexts – and as an absorbent art form that can accommodate a range of media, including film, screen and digital platforms. You will gain hands on experience with the latest technology, allowing you to explore the full range of stage, screen, audio and intermedial possibilities.

At the centre of the programme is practical work with industry professionals at the forefront of contemporary UK performance. You will work with them practically and learn about their professional practices. You will then go on to study thinkers who have written about the possibilities of performance, and explore concepts discussing what performance is and could be. The course culminates in you creating your own original project where you can put into practice the skills and methods you have experienced.

The course bridges the gap between undergraduate courses in performance and the advanced skills needed for a career in the creative industries. It also offers a range of transferable skills that can be applied to other contexts beyond conventional notions of the performing arts, in particular those industries that utilise screen media, recorded sound, presentation, performance, collaboration and leadership. It will appeal to performing arts, theatre and acting graduates interested in expanding their skills set as well as media learners interested in performance. It will provide additional skills and specialisms for those without a first degree in performance fields who are already engaged in the industry.

### 3. Programme Aims and Learning Outcomes

#### Programme Aims

This programme aims to:

1. Develop learners as mature, creative artists with a comprehensive understanding of the UK performing arts industry and related industries
2. Develop learners' practical skills within the field of performance through an engagement with a wide range of performance practice
3. Encourage a sophisticated critical awareness and analysis of the theoretical, political and ethical contexts of various examples of performance work
4. Facilitate learners' personal and professional development as artists through simulation of and engagement with industry practice in their own creative work
5. Prepare learners for employment by developing and consolidating a wide range of creative, technical, leadership and collaborative skills

#### Programme Learning Outcomes

##### Knowledge and Understanding (K)

On successful completion of the programme you will be able to:

ID	Learning Outcome
K1	Describe, interpret and evaluate performance texts and events through a creative and critical engagement with a range of advanced critical and theoretical perspectives.
K2	Identify a wide range of performance and screen practitioners and theorists and place them within the cultural, political and economic context of the UK performance field.

<b>K3</b>	Create a performance project for a specific context, harnessing appropriate theoretical, creative and organisational principles to the chosen project.
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### Analysis and Criticality (C)

On successful completion of the programme you will be able to:

<b>ID</b>	<b>Learning Outcome</b>
<b>C1</b>	Contrast and critically assess the effectiveness, politics and ethics of the artistic and working practices of a range of professional artists.
<b>C2</b>	Engage creatively and critically with the possibilities for performance implied by a text or other performance documentation.
<b>C3</b>	Synthesise a variety of working methodologies in order to question and challenge existing conventions through the creation and production of performance.

### Application and Practice (P)

On successful completion of the programme you will be able to:

<b>ID</b>	<b>Learning Outcome</b>
<b>P1</b>	Demonstrate a comprehensive awareness of the creative skills and group processes of production, design and rehearsal by which performance is created.
<b>P2</b>	Develop an original perspective on a range of advanced skills in the performing arts through the creation of practical, collaborative work with and for others.
<b>P3</b>	Analyse and critique the national and international contexts of the artistic and working practices of at least one professional performing arts company.
<b>P4</b>	Synthesise a variety of working methodologies in order to develop an original artistic approach to the creation of a group performance.

### Transferable skills and other attributes (T)

On successful completion of the programme you will be able to:

<b>ID</b>	<b>Learning Outcome</b>
<b>T1</b>	Formulate and present clear critical arguments both orally and in writing.
<b>T2</b>	Work creatively and imaginatively both individually and in group settings.
<b>T3</b>	Demonstrate a broad range of information retrieval skills to gather, assess and synthesise material and to critically evaluate its significance.
<b>T4</b>	Manage personal workloads efficiently and effectively through the formulation, implementation and evaluation of a creative project.

### Graduate Attributes

The BNU Graduate Attributes of: Knowledge and its application; Creativity; Social and ethical awareness and responsibility; and Leadership and self-development focus on the development of innovative leaders in professional and creative capacities, who are equipped to operate in the 21st Century labour market and make a positive impact as global citizens.

On this programme, attributes are developed through the practical application of creative techniques pertaining to performance-making across live and digital platforms (K1-4).

Access to professional practitioners through an intensive residency offers an immersive experience of applied creative and ethical problem-solving within a specific performance context (P1, P3, T1, T3). Leadership and self-development are enhanced by this experience and then developed further through the creation of both group and individual productions, both of which demand highly refined levels of contextual and theoretical understanding, the practical application of knowledge and the maturity to engage in critical reflection at key points in a process (C2, C3, C4, P2, T2). Engagement with industry professionals ensures currency, boosts the learners' cultural capital and ensures that they exit the course with a rigorous experience of ethical creative production and the confidence to apply their attainment in professional contexts (C1, C3, P2, T4).

#### 4. Entry Requirements

The University's [general entry requirements](#) will apply to admission to this programme with the following additions / exceptions:

- Typically 2:1 or above in a Media or Performing Arts related field, and/or experience in the performing arts sector (in its widest sense, from performance to design, video production, teaching and leadership).
- All learners will be required to attend an interview and give a presentation on their relevant experience. Learners will be required to work to a high level in both practical and academic work.
- We welcome applicants from a range of backgrounds and experiences and are prepared to consider learners with relevant experience in addition to the above typical profile.

If you do not meet the entry requirements you may, if you have relevant professional experience, still be invited for interview, where you will be required to demonstrate the necessary knowledge and understanding for entry onto the course.

Previous study, professional and / or vocational experiences may be recognised as the equivalent learning experience and permit exemption from studying certain modules in accordance with our [accreditation of prior learning](#) (APL) process.

## 5. Programme Structure

Level	Modules (Code, Title and Credits)	Exit Awards
<b>Level 7</b>	<p><b>Core modules:</b>                      PER7001 Interrogating Performance (20)                      PER7002 Creative Explorations: Development and Reflection (20)                      PER7003 Residency and Contemporary Contexts (20)                      PER7004 Creative Explorations: Production (20)                      PER7005 Creative Impact (20)                      PER7006 Contemporary Performance Practice (20)</p> <p><b>Constrained option modules:</b>  <i>Students must choose one of the following two modules:</i>                      PER7007 Practical Dissertation (60)                      PER7008 Written Dissertation (60)</p>	<p><b>Postgraduate Certificate (PGCert)</b>,                      awarded on achievement of 60 credits                      at Level 4</p> <p><b>Postgraduate Diploma (PGDip)</b>,                      awarded on achievement of 60 credits                      at Level 4</p>

## 6. Learning, Teaching and Assessment

### Learning and teaching:

The interplay of practice and theory is a hallmark of the approach to learning and theory on this master's programme. Learners are offered a range of practice-based experiences placed into their theoretical context, to generate a robust engagement with both the reflective and practical elements of performance making.

Contact with professional practice is a key feature of the postgraduate experience and we enable this by drawing on the input of industry professionals for the in-house Residency module in Term 1, as well as the Contemporary Practice workshop series. Elsewhere the teaching recognises that at master's level the learner will become progressively independent as their knowledge and confidence grows. In the later stages of the programme teaching become more individualised, with tutors offering one-to-one input on creative and academic work-in-progress.

### Assessment:

The MA draws on a wide range of assessment tools, as recommended in the QAA Master's Degree Characteristics Statement. For example:

- Critical Essay
- Reflective Report
- Oral presentation
- Production Blog
- Workshop Practical performance
- Production performance
- Creative proposal
- Viva

### Contact Hours

- Contact hours are in line with BNU specifications, for example 60 hours of scheduled activity per module in a typical 20 credit module.
- The exception is the dissertation module which is designed around the requirement to support independent postgraduate study. In this case the contact hours are fewer but focussed on one-to-one tutorial and supervision support.

## 7. Programme Regulations

This programme will be subject to the following assessment regulations:

- Regulations for Taught Degree Programmes (2023)

## 8. Support for learners

The following systems are in place to support you to be successful with your studies:

- The appointment of a personal tutor to support you through your programme
- A programme handbook and induction at the beginning of your studies
- Library resources, include access to books, journals and databases - many of which are available in electronic format – and support from trained library staff

- Access to Blackboard, our Virtual Learning Environment (VLE), which is accessible via PC, laptop, tablet or mobile device
- Access to the MyBNU portal where you can access all University systems, information and news, record your attendance at sessions, and access your personalised timetable
- Academic Registry staff providing general guidance on University regulations, exams, and other aspects of students and course administration
- Central student services, including teams supporting academic skills development, career success, student finance, accommodation, chaplaincy, disability and counselling
- Support from the Bucks Students' Union, including the Students' Union Advice Centre which offers free and confidential advice on University processes.

## 9. Programme monitoring and review

BNU has a number of ways for monitoring and reviewing the quality of learning and teaching on your programme. You will be able to comment on the content of their programme via the following feedback mechanisms:

- Formal feedback questionnaires and anonymous module 'check-ins'
- Participation in external surveys
- Programme Committees, via appointed student representatives
- Informal feedback to your programme leader

Quality and standards on each programme are assured via the following mechanisms:

- An initial event to approve the programme for delivery
- An annual report submitted by the External Examiner following a process of external moderation of work submitted for assessment
- The Annual Monitoring process, which is overseen by the University's Education Committee
- Review by the relevant PSRB(s)
- Periodic Subject Review events held every five years
- Other sector compliance and review mechanisms

## 10. Internal and external reference points

Design and development of this programme has been informed by the following internal and external reference points:

- The Framework for Higher Education Qualifications (FHEQ)
- The QAA Subject Benchmark Statement – see detailed mapping below
- The QAA Master's Degree Characteristics Statement
- The BNU Qualifications and Credit Framework
- The BNU Grading Descriptors
- The University Strategy

Mapping of Subject Benchmark Statement and any relevant Apprenticeship Standard to Programme Learning Outcomes

Subject Benchmark Statement / Apprenticeship Standard:	Knowledge and understanding (K)			Analysis and Criticality (C)			Application and Practice (P)				Transferable skills and other attributes (T)			
	K1	K2	K3	C1	C2	C3	P1	P2	P3	P4	T1	T2	T3	T4
<b>Benchmark / Standard requirement</b>														
QAA MA Characteristics Statement:														
Primarily structured learning.			x		x		x					x		
One third devoted to research output.	x					x		x			x		x	
Exposure to professional environment		x		x					x					x
Independent practice-based study	x					x		x				x		x
Recognition of skills and non-academic attributes			x		x		x			x		x		
Selected QAA Subject-specific benchmarks (Knowledge):														
Creative and intelligent engagement with...														



Subject Benchmark Statement / Apprenticeship Standard:	Knowledge and understanding (K)			Analysis and Criticality (C)			Application and Practice (P)				Transferable skills and other attributes (T)				
	Benchmark / Standard requirement	K1	K2	K3	C1	C2	C3	P1	P2	P3	P4	T1	T2	T3	T4
... forms, practices, techniques.	x			x			x						x		
...key components and processes.	x			x			x	x					x		x
... critical and theoretical perspectives.	x			x							x			x	
... key practitioners.		x		x						x					
... interplay between critical and creative modes of enquiry.						x		x		x				x	
... group and collective processes.			x	x			x	x		x			x		
Selected QAA Subject-specific benchmarks (Skills):															
Engage critically and creatively with...															

Subject Benchmark Statement / Apprenticeship Standard:	Knowledge and understanding (K)			Analysis and Criticality (C)			Application and Practice (P)				Transferable skills and other attributes (T)				
	Benchmark / Standard requirement	K1	K2	K3	C1	C2	C3	P1	P2	P3	P4	T1	T2	T3	T4
... a refined and selective range of production and performance skills.			X	X		X	X	X			X		X		
... a developed and sensitive understanding of appropriate performance vocabularies, techniques, working methods.	X	X		X		X	X	X							
...independent research, either investigating past performance or creating new work.	X		X		X			X			X			X	
...the cultural frameworks that surround and inform performance events.		X					X			X				X	

### Mapping of Programme Learning Outcomes to Modules

Programme Learning Outcome	Knowledge and understanding (K)			Analysis and Criticality (C)			Application and Practice (P)				Transferable skills and other attributes (T)				
	Module Code (Core)	K1	K2	K3	C1	C2	C3	P1	P2	P3	P4	T1	T2	T3	T4
<b>Level 7</b>															
Interrogating Performance	x	x		x		x			x			x		x	
Contemporary Practice			x		x	x		x		x		x	x		x
Residency	x		x	x	x		x	x	x			x	x	x	
Creative Explorations: D&R		x	x		x	x					x	x		x	
Creative Explorations: Production			x		x	x	x	x			x		x		x
Creative Impact	x		x	x	x				x			x	x	x	
Written Dissertation	x	x		x	x		x					x		x	x
Practical Dissertation	x	x	x	x		x	x	x				x	x	x	x