

# ROSE BRUFORD COLLEGE

## Module Specification

### 1. GENERAL INFORMATION

Title	Creative Lighting Technologies
Module code	CLC421
Credit rating	40
Level	4
Indicative scheduled learning and teaching activities	120 hours
Pre-requisite Module	N/A
Co-requisite Module	N/A
School responsible	Design, Management and Technical Arts
ECT*	20
Notional hours of Learning**	400

### 2. AIMS

*The module aims to:*

- Introduce you to the key design principles, processes and technologies of performance lighting
- Establish the principles of lighting programming, and the contribution and processes of the lighting programmer
- Provide you with a range of skills to enable you to plan and communicate lighting ideas and information using a range of computer aided design (CAD) and visualisation software to prepare you for production and other work at level 5

### 3. BRIEF DESCRIPTION OF THE MODULE

CLC421 introduces you to the fundamental technologies of performance lighting and the techniques of using them to manipulate light on stage. This will develop into an examination of the role of light in altering the viewer's perception of people, objects and space, and how light can be used to convey narrative. Your practical work will be contextualised through examining the work of key theorists.

Through the module you will become familiar with the development of lighting control from mechanical through to analogue and digital electronic control, and then examine the basic principles of lighting programming and control protocols.

You will acquire the skills to enable you to facilitate the development of a design through a range of visualisation tools (both paper- and software-based), and to document, communicate and implement the design using CAD and similar tools.

\* ECT (European Credit Transfer and Accumulation System): There are 2 UK credits for every 1 ECT credit, in accordance with the Credit Framework (QAA). Therefore if a module is worth 20 UK credits, this will equate to 10 ECT.

\*\* Notional hours of learning: The number of hours which it is expected that a learner (at a particular level) will spend, on average, to achieve the specified learning outcomes at that level. It is expected that there will be 10 hours of notional study associated with every 1 credit achieved. Therefore if a module is worth 20 credits, this will equate to 200 notional study hours, in accordance with the Credit Framework (QAA).

#### 4. INTENDED LEARNING OUTCOMES

Category of outcome	<i>On successful completion of this module, you will be able to:</i>
Knowledge and understanding	<p>Explain the contribution and processes of the lighting programmer and the principal concepts of lighting programming (A1, A5, C3)</p> <p>Compare a range of lighting control protocols and explain the basic principles of automated lighting systems (A6)</p> <p>Apply the principal properties of light to manipulate or alter the viewer's perception of objects and space (A1, A2)</p>
Intellectual skills	<p>Evaluate and select appropriate programming strategies for a range of theatre production contexts (B1, C3, C11)</p> <p>Justify your choice of visualisation and communication techniques and processes in relation to those used in wider professional practice (B1, B4)</p>
Practical skills	<p>Operate a designated lighting console to a degree of proficiency appropriate for small/mid-scale theatre performance (C3)</p> <p>Plan and programme a lighting plot in response to a given brief that makes use of a range of key programming techniques and principles (C1, C3)</p> <p>Select and deploy appropriate techniques and technologies to plan, communicate and document a lighting design (C1, C2)</p>
Transferable skills and personal qualities	<p>Manage your own time and working processes in a structured environment (D1)</p>

#### 5. LEARNING AND TEACHING PROCESSES (INCLUDING THE USE OF E-LEARNING)

Lectures and seminars introduce you to the principles that underlie creative lighting technologies for live performance. Workshops and laboratory projects examine automated lighting technologies, and programming principals giving you the opportunity to practice programming to a given brief. The purpose of visualisation and communication techniques and the principles and processes that underlie them are explored. Further classes focus on specific skills, which are then developed through independent study using software-based visualisation and communication tools, and supported by tutorials and 'drop-in' support sessions. Site visits to performance venues and hire companies will contextualise your learning within 'real-world' industry practice.

## 6. ASSESSMENT (INCLUDING THE USE OF E-LEARNING)

Assessment task	Length	Weighting within module (if relevant)
<b>Formative Assessment</b> Presentation of laboratory-based lighting programming project, with accompanying technical documentation	<b>10-minute presentation and technical documentation</b>	
<b>Practical Project Presentation</b> <b>Practical Project</b> (Laboratory project to (1) document a lighting design to a given brief; (2) recreate a second design to given documentation)	<b>Visualisation &amp; technical documentation and a 1000-1500 word evaluative essay</b>	<b>100%</b>

<b>Date of current version</b>	July 2018
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