

COLLABORATIVE PRINCIPLES - 2024/5

Module code: ACT1038

Module Overview

This module introduces students to a range of collaborative strategies and practices towards the generation of new, original work in a variety of forms. Rooted in explorations of play, risk, impulse and trust, the module allows students to work as an ensemble, and to develop their creativity through listening, observation, reflection, problem-solving, and an increasing sensitivity towards the needs of others.

Module provider

Guildford School of Acting

Module Leader

NETHERCLIFT Sabina (GSA)

Number of Credits: 30

ECTS Credits: 15

Framework: FHEQ Level 4

Module cap (Maximum number of students): N/A

Overall student workload

Independent Learning Hours: 140

Practical/Performance Hours: 160

Module Availability

Year long

Prerequisites / Co-requisites

N/A

Module content

Content will vary according to staff expertise and availability. Content may include (but is not limited to) the following:

- Practical classes in collaborative ensemble work (e.g. Viewpoints and other physical approaches to devising)
- Storytelling project exploring devised ensemble storytelling.
- Practical classes in contact improvisation
- Small-scale verbatim project
- Development of the working journal through reflection and documentation.

Assessment pattern

Assessment type	Unit of assessment	Weighting
Practical based assessment	Storytelling Project (Continuous Assessment)	50
Practical based assessment	Collaborative Principles (Continuous Assessment)	30
Coursework	Working Journal	20

Alternative Assessment

N/A

Assessment Strategy

The assessment strategy is designed to provide students with the opportunity to demonstrate:

1. The beginnings of a resourceful and resilient approach to problem solving, using creative thinking and solutions.
2. An awareness of the responsibilities of the artist in the creative environment, and the need for sensitivity towards others.
3. Engagement with effective collaborative and independent working practices within a creative process.
4. The ability to use self-reflection to evaluate and articulate own learning journey.
5. Increasing awareness of intercultural, global, social and ethical issues within the creative industries.

Thus, the summative assessment for this module consists of:

- Continuous assessment: Storytelling Project - this addresses 1,2,3, 4 and 5 above.
- Continuous assessment: Collaborative Principles - this addresses 1,2, and 3 above
- Working journal (written/digital format) - this addresses 4 and 5, above.

Formative assessment

Formative assessment and verbal feedback will be given in tutorials at the end of Teaching Block 1 and Teaching Block 2. In addition to these sessions, students will receive formative verbal feedback from tutors within class sessions in response to tasks and exercises, as appropriate

Module aims

- Introduce the key principles of imagination and play, ensemble work, and creative risk.
- Introduce the key principles and methods of collaborative devised work
- Introduce the basics of storytelling
- Introduce the working journal to collate and curate creative research
- Inspire an open, generous, and playful approach to the creation of new original work
- Build a solid foundation for creative work at Level 5

Learning outcomes

		Attributes Developed	
Ref			
001	Begin a resourceful and resilient approach to problem solving, using creative thinking and solutions.	CPT	EMPLOYABILITY, SUSTAINABILITY, RESOURCEFULNESS & RESILIENCE
002	Show awareness of the responsibilities of the artist in the creative environment, and the need for sensitivity towards others.	CKPT	EMPLOYABILITY, GLOBAL, SUSTAINABILITY, RESOURCEFULNESS & RESILIENCE
003	Demonstrate effective collaborative and individual working practices within a creative process.	CKPT	EMPLOYABILITY, GLOBAL, DIGITAL, SUSTAINABILITY, RESOURCEFULNESS & RESILIENCE
004	Use self-reflection to evaluate and articulate own learning journey.	CKPT	EMPLOYABILITY, GLOBAL, DIGITAL, SUSTAINABILITY, RESOURCEFULNESS & RESILIENCE
005	Build awareness of intercultural, global, social and ethical issues within the creative industries.	CKPT	EMPLOYABILITY, GLOBAL, DIGITAL, SUSTAINABILITY, RESOURCEFULNESS & RESILIENCE

Attributes Developed

C - Cognitive/analytical

K - Subject knowledge

T - Transferable skills

P - Professional/Practical skills

Methods of Teaching / Learning

The learning and teaching strategy is designed to:

- Introduce students to a range of collaborative and ensemble approaches to creative problem solving.
- Foster an inclusive learning environment in which students develop an increased sensitivity towards others.
- Encourage students to take responsibility for creative choices
- Introduce students to a range of effective collaborative and autonomous working practices.
- Develop students' ability to communicate and reflect on artistic choices through the working journal.
- Explore some of the intercultural, global, social and ethical issues which can inform work in the creative industries.

Indicated Lecture Hours (which may also include seminars, tutorials, workshops and other contact time) are approximate and may include in-class tests where one or more of these are an assessment on the module. In-class tests are scheduled/organised separately to taught content and will be published on to student personal timetables, where they apply to taken modules, as soon as they are finalised by central administration. This will usually be after the initial publication of the teaching timetable for the relevant semester.

Reading list

<https://readinglists.surrey.ac.uk>

Upon accessing the reading list, please search for the module using the module code: **ACT1038**

Other information

Guildford School of Acting trains students, within their chosen fields, to have an understanding and appreciation of Employability, Digital Capabilities, Global and Cultural Capabilities, Sustainability, and Resourcefulness and Resilience. This module is designed to allow acting students to develop knowledge, skills, and capabilities in the following areas:

Digital Capabilities

Throughout the module, students will be required to engage with digital technologies to develop their digital literacy, to support their learning journey. Students may use specialist software to create digital content, and will also use traditional software and other digital technologies to undertake research, communication, administration, and planning.

Employability

The focus on employability is embedded in the teaching, learning and assessment activities throughout every aspect of this module to nurture career ready graduates that will be sought after by employers in the creative industries. Expert staff with practitioner backgrounds deliver authentic and practical modes of working in the studio, mirroring professional practice. Students develop transferable skills including independent and collaborative working, creative, critical and reflective thinking, and problem solving.

Global & Cultural Capabilities

In the devising and verbatim projects associated with this module, students will develop their global, social, historical, and cultural awareness, share experiences and knowledge from their own backgrounds and cultures, and appreciate, recognise and interpret diverse perspectives. With an open mind and a willingness to engage in discussion, students will develop awareness and appreciate, recognise and interpret diverse perspectives in the characters and communities they will be portraying as actors in training. Students will be able to make informed contributions to the current debates in the creative industries.

Resourcefulness & Resilience

In this module the learning journey is carefully structured so that performance and rehearsal skills can be learned and developed, resulting in students acquiring a broad range of resources which they can continue to use throughout the rest of their training and in future employment settings. The nature of the work means students will learn to navigate uncertainty, to deal with risks and challenges, and to take on board personal and professional responsibilities. The use of formative and summative feedback will enable the students to build a thorough overview of their individual process and progress. The training features independent and collaborative learning, problem solving, communication, perseverance, stamina, critical thinking, self-management, and an understanding of self-value. Mirroring industry standards students will undertake classes, rehearsals and performance schedules which are in line with expectations for a successful acting career.

Sustainability

Throughout the module, when creating original work and during the verbatim project, students are encouraged to reflect on the social, cultural, ethical, political, economic, and environmental impact of the work they do as individuals and collectively, and to recognise their shared responsibilities. GSA has a strong commitment to working from the studio in the most sustainable way possible. Movement and contact improvisation classes allow the student to work in a sustained safe physical manner commensurate with rigors of professional delivery.

Programmes this module appears in

Programme	Semester	Classification	Qualifying conditions
Acting BA (Hons)(YEAR LONG)	Year-long	Compulsory	A weighted aggregate mark of 40% is required to pass the module

Please note that the information detailed within this record is accurate at the time of publishing and may be subject to change. This record contains information for the most up to date version of the programme / module for the 2024/5 academic year.