

Module code: MOD006227		Version: 1 Date Amended: 01/May/2018	
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1. Module Title	
Site-Specific and Immersive Theatre	

2a. Module Leader	
Jonathan Croose	

2b. School	
Cambridge School of the Creative Industries	

2c. Faculty	
Faculty of Arts, Humanities, Education and Social Sciences	

3a. Level	
6	

3b. Module Type	
Standard (fine graded)	

4a. Credits	
15	

4b. Study Hours	
150	

5. Restrictions			
Type	Module Code	Module Name	Condition
Pre-requisites:	None		
Co-requisites:	None		
Exclusions:	None		
Courses to which this module is restricted:			

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

This module focuses on significant developments in contemporary theatre through detailed analysis and exploration of site-specific and immersive practices. You will be asked to consider place and space as theoretical concepts and to explore the influence of performance space on audience reception and on your own creative practices. You will engage with a range of theoretical perspectives from theatre historians, performance scholars, philosophers and cultural geographers and with a range of performance practices such as site-specific, promenade, immersive, digital and applied theatre.

You will be taught through seminar discussion and reading group sessions, and a number of practice based workshops, off-site visits and theatre trips. These activities will allow you to develop a sophisticated understanding of the contemporary theatre context into which you will soon be graduating and working towards the assessment will allow you to imagine your own creative input to that context.

6b. Outline Content

- Study of western theatre space and engagement with twentieth century theories of spatial production and significance.
- Analysis of a range of contemporary works focussing on the complexities of audience-performance relationships.
- Development of your own creative ideas for performance, including identifying and completing appropriate research and development activities.
- Apply theoretical frameworks to your own creative ideas.
- Pitch ideas through oral presentation, considering the theoretical, ethical, practical and commercial dimensions of your proposed performance project.
- Demonstrate knowledge of contemporary working practices, trends and challenges in the field.

6c. Key Texts/Literature

The reading list to support this module is available at: <https://readinglists.aru.ac.uk/>

6d. Specialist Learning Resources

Dedicated workshop/theatre space

7. Learning Outcomes (threshold standards)		
No.	Type	On successful completion of this module the student will be expected to be able to:
1	Knowledge and Understanding	Demonstrate a detailed understanding of contemporary theatre environments, practices, trends and debates, and apply sophisticated theories of performance to analyse this context further;
2	Knowledge and Understanding	Identify and interpret the cultural frameworks which surround performance events, and take these into account when interpreting and creating performances.
3	Intellectual, practical, affective and transferrable skills	Design and conduct research to inform original ideas for performance events, through independent and group based study;
4	Intellectual, practical, affective and transferrable skills	Locate contexts for new work within contemporary theatre production, and pitch ideas appropriately for that context.

8a. Module Occurrence to which this MDF Refers				
Year	Occurrence	Period	Location	Mode of Delivery
2025/6	ZZF	Template For Face To Face Learning Delivery		Face to Face

8b. Learning Activities for the above Module Occurrence			
Learning Activities	Hours	Learning Outcomes	Details of Duration, frequency and other comments
Lectures	0	N/A	N/A
Other teacher managed learning	24	1-4	2hr workshop x 12 weeks
Student managed learning	126	1-4	Independent study and site research
TOTAL:	150		

9. Assessment for the above Module Occurrence					
Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
010	Practical	1-4	100 (%)	Fine Grade	30 (%)
<p>Group pitch of a creative idea for a new site-specific or immersive performance. You should collaborate in how to present this pitch, but will be marked individually on the quality of your contribution. Duration will depend on group size (groups of +5 = 30-mins; 4 = 25-mins; 3 = 20-mins; 2 = 15- mins; no solo pitches)</p>					

In order to pass this module, students are required to achieve an overall mark of 40% (for modules at levels 3, 4, 5 and 6) or 50% (for modules at level 7*).

In addition, students are required to:

(a) achieve the qualifying mark for each element of fine graded assessment as specified above

(b) pass any pass/fail elements

[* the pass mark of 50% applies for all module occurrences from the academic year 2024/25 – see Section 3a of this MDF to check the level of the module and Section 8a of this MDF to check the academic year]