



Module Definition Form (MDF)

Module code: MOD008691	Version: 1 Date Amended: 02/Mar/2022
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1. Module Title
Performance Technologies

2a. Module Leader
Eva Aymami Rene

2b. School
Cambridge School of the Creative Industries

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

3a. Level
5

3b. Module Type
Standard (fine graded)

4a. Credits
30

4b. Study Hours
300

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

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

This module will bring new platforms and technological applications for acting, which may include motion capture, VR environments, live streaming, green screen scenography, and experiments with online apps or social media re-purposed to disseminate and receive performance. Where suitable, you will collaborate with students from Computer Games to explore how actors can use new technologies to contribute to game design and art.

On this module, your acting work will change from the live, embodied nature of the traditional stage to digital theatre and emergent technologies. The presence of the actor can be mediated and an audience may be remote. The module will help to develop your ability to adapt to a variety of mediated and disembodied modes of acting; you will be looking towards future employability in an expanded landscape of where and how actors can be deployed. Professional work in digital theatre as a performance medium is a relatively new genre and you will begin by studying notable companies and practitioners to understand the potential of various technological innovations. You will go on to devise, script or adapt your own performance work for a technological application of your choice.

No prior technological knowledge is needed for this module; you will be an end-user of technology as an actor for all the applications explored. There will be extra-curricular training in understanding the technology if you wish to pursue this, but this is outside the formal requirements of this module.

6b. Outline Content

- Practical and theoretical exploration of new technologies and their applications for actors.
- Study and research of innovative existing work in digital theatre.
- Exploration of the principles of mediated acting and the presence or absence of actors and audiences.
- The ethics of connectivity and image reproduction via online platforms in digital theatre.

6c. Key Texts/Literature

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

6d. Specialist Learning Resources

Motion capture studio, green screen TV studio, video wall, VR headsets, networked computers and selected online apps and software.

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 an informed understanding of the recent history of selected companies' and practitioners' work in digital theatre.
2	Knowledge and Understanding	Demonstrate an ability to debate the issues of live and mediated acting.
3	Knowledge and Understanding	Demonstrate knowledge of using selected new technologies and the potential they offer for your creativity as an actor.
4	Intellectual, practical, affective and transferrable skills	Show ability in devising, scriptwriting or adaptation to make creative use of digital media.
5	Intellectual, practical, affective and transferrable skills	Show an ability to project-manage your creative work, whether as a solo or ensemble piece.
6	Intellectual, practical, affective and transferrable skills	Show an ability to work in collaboration with peers to set and realise goals in the creation of work.

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	48	1-6	2hrs x 2 x 12 weekly seminars/workshops
Student managed learning	252	1-6	Research and preparation of essay; rehearsal and creation of new work in digital theatre
TOTAL:	300		

9. Assessment for the above Module Occurrence					
Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
010	Coursework	1-2	30 (%)	Fine Grade	30 (%)
1000 word essay					
Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
011	Practical	3-6	70 (%)	Fine Grade	30 (%)
Planned acting application for new technology (maximum duration of 20 mins)					

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]