



Module Definition Form (MDF)

Module code: MOD008692	Version: 1 Date Amended: 02/Mar/2022
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1. Module Title
Immersive Performance

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
45

4b. Study Hours
450

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

Immersive performance has emerged as one of the key developments in live and virtual theatre in the twenty-first century. In this module, you will focus on the creation of an immersive performance in a site-specific location, which may include a virtual reality environment.

You will begin by exploring contemporary immersive practice in the work of companies such as Punchdrunk, Wilderness and Blast Theory, including an analysis of the ethics of audience interaction in immersive work. You will go on to explore the techniques associated with the creation of immersive performance, such as devising, writing, improvising, the ethical limits of audience interactivity and the use of scenography, technology and site responsiveness. Researching sites for the performance and analysing how they might be used will be essential, as will creating a risk assessment for actors and audiences at external sites.

This will culminate in a co-created ensemble performance, which will also offer the opportunity to create a portfolio of materials reflecting the production of the work and your own role in this process. As well as working as actors, you will need to take on additional responsibilities in the production of the performance. These may include set design, technical support, production management, stage management and marketing.

6b. Outline Content

- Study through practitioners and companies the use of immersive theatre in contemporary performance.
- Consider the ethics of audience interaction in established performances and your own creation of an immersive performance.
- Develop devising methodologies and dramaturgical approaches to the making of an immersive performance as an ensemble.
- Devise and stage a site-specific immersive performance for a public audience,
- Participate as a company member in all aspects of the planning and execution of a large scale, external performance.
- Project management and planning for use of an external site and how a public audience navigates the performance space, including risk assessments for actors and audience.

6c. Key Texts/Literature

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

6d. Specialist Learning Resources

Recording Studios, Media Resources, Performance Capture technology

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 knowledge of contemporary immersive and site-specific theatre.
2	Knowledge and Understanding	Critique and interrogate immersive and site-specific practice.
3	Intellectual, practical, affective and transferrable skills	Engage in a creative process to develop, rehearse and present an immersive performance.
4	Intellectual, practical, affective and transferrable skills	Demonstrate in practice an ability to meet the demands of performing in an immersive context, including the ethical limits of interactivity and risk assessment.
5	Intellectual, practical, affective and transferrable skills	Document your role in creative and production processes as part of your portfolio.
6	Intellectual, practical, affective and transferrable skills	Initiate, project manage, budget, market and produce a large-scale immersive performance.

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	72	1-6	2 x 3hrs weekly rehearsal
Student managed learning	378	1-6	Independent rehearsal, site research, completion of tasks in production process
TOTAL:	450		

9. Assessment for the above Module Occurrence

Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
010	Practical	3 4 6	70 (%)	Fine Grade	30 (%)

Live Performance

Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
011	Coursework	1 2 5	30 (%)	Fine Grade	30 (%)

1,500-word essay and portfolio documenting creative process

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]