



MCAST

Malta College of Arts, Science & Technology

MQF Level 4

CA4-03-19

MCAST Advanced Diploma in Performing Arts

Course Specification

Course Description

This two-year programme is an opportunity to form an understanding of various performing arts subjects at an advanced level. Students will become familiar with fundamental principles and skills related to contemporary performing arts practice with a view to progressing to a higher-level course in one of the branches of the performing arts.

The first year of this course focuses on elemental principles in the performing arts. Students will gain the necessary knowledge, skills and competences related to music, theatre, dance, management, production, design and technical aspects of the performing arts in preparation for more independent and focused study at undergraduate level.

Following successful completion of their first year, learners will develop the aspects of Performance (Acting, Dance, Music) and of Performing Arts Management further. This will allow them to gear up for progression to specific undergraduate programmes, leading to the formation of performing arts professionals, and to career opportunities.

Programme Learning Outcomes

At the end of the programme the learner will be able to:

- 1. Develop skills in performing arts management*
- 2. Develop design and technical skills linked to performance production*
- 3. Develop skills in performance*
- 4. Demonstrate critical awareness of the performing arts and the relationship between contemporary practice and historical, cultural, environmental and social influences.*

Entry Requirements

MCAST Diploma in Performing Arts

or

MCAST Diploma in Art and Design

or

MCAST Diploma in Media

or

4 SEC/O-Level/SSC&P (Level 3) passes or equivalent

Other Entry Requirements

Interview and Audition

Current Approved Programme Structure

Unit Code	Unit Title	ECVET/ECTS
CAPGA-403-1601	Contextual Studies	3
CAPGA-406-1602	Design Skills for Performance	6
CAPGA-406-1603	Technical Skills for Performance	6
CAPGA-412-1604	Performance Skills (Acting/Dancing/Music)	12
CAPGA-406-1605	Performing Arts Management Skills	6
CAPGA-406-1606	Performance Production 1	6
CAPGA-406-1607	Placement	6
CAPGA-406-1608	Performance Production 2	6
CAACM-406-2001	Arts, Cultural and Events Management	6
CAPGA-406-1616	Performing to a Camera	6
CAPGA-406-1609	Acting (Principles of Performance)*	6
CAPGA-406-1610	Dance (Principles of Performance)*	6
CAPGA-406-1611	Music (Principles of Performance)*	6
CAPGA-406-1618	Prop Design and Making*	6
CAPGA-406-1620	Costume Design and Making*	6
CAPGA-406-1621	Set-up and Safe Use of Sound Equipment*	6
CAPGA-406-1622	Set up and Safe Use of Light Equipment*	6
CDKSK-406-1604	English	6
CDKSK-406-1603	Entrepreneurship	6
CDKSK-406-1521	Individual & Social Responsibility	6
CDKSK-406-1705	Science for Arts	6
Total ECVET/ECTS		120

*Learners to choose a selection totalling at least 30ECVET

CAPGA-403-1601 Contextual Studies

Level: MQF Level 4

Credits: 3

Unit Description

This unit aims to build the necessary skills and knowledge required by learners to investigate and comprehend key developments in Performing Arts practices from the nineteenth century to today and the social, historical and cultural events, theories and debates informing such development. Learners will use the knowledge and understanding of historical and contemporary Performing Arts gained in this unit to further inform and develop their practice within their specialist field of study and in the wider context of work-based learning opportunities. Learners will build effective research and documentation skills through selecting and using appropriate sources, recording methods and systems for referencing. Learners will be required to develop skills in the areas of analysis and critical appraisal, and apply this knowledge to the production of verbal, visual and written presentations.

In order to fully engage with Performing Arts practice, learners will be required to develop their use and understanding of subject specific terminology. These skills are vital to enhancing the learners' ability to communicate their ideas and observations on contemporary and historical performance whilst reflecting upon and reviewing potential opportunities within their own practice. These skills are also crucial in allowing learners to identify and define their specialist area of interest as well as promoting an expansive approach to possible crossover of ideas, concepts and processes within their practice thus enhancing their ability of future employment within the Performing Arts industry.

Learning Outcomes

Upon successful completion of this unit, learners will be able to:

1. *Identify key areas of Performing Arts practice from the nineteenth century to today.*
2. *Demonstrate the contextual factors influencing historical and contemporary Performing Arts practice.*
3. *Use relevant research and documentation methods for referencing own critical appraisal.*
4. *Produce and present a critical appraisal on a specific area of Performing Arts practice.*

CAPGA-406-1602 Design Skills for Performance

Level: MQF Level 4

Credits: 6

Unit Description

This unit develops design, creation and management skills related to sets, props, masks, costumes, hair, and make-up for performance according to a brief. The unit shows how to safely use appropriately selected materials, tools and equipment, and techniques in design for performance within the context of risk assessment, and site and budget limitations.

In this unit learners develop skills used in the design development process including: responding to a brief, conducting research, ideas generation, and communicating ideas such as developing mood boards, making preliminary sketches and/or sketch models and pitching ideas. Furthermore, it develops skills in the planning and management of their creation to be fit for purpose and safely completed on time and within budget. The unit also develops skills in responding to feedback and reviewing own and others' work for improved implementation and future consideration.

Learning Outcomes

Upon successful completion of this unit, learners will be able to:

1. *Prepare the process involved in designing and creating work for a performance.*
2. *Design and communicate work for performance according to a brief.*
3. *Use materials, tools, equipment and techniques for the design and creation of work for performance.*
4. *Create work based on own and others' evaluation.*

CAPGA-406-1603 Technical Skills for Performance

Level: MQF Level 4

Credits: 6

Unit Description

This unit develops design, interpretation, implementation and management skills related to light and sound for performance according to a brief. The unit shows how to safely use appropriately selected materials, technology, tools and equipment, and techniques in light and sound design for performance within the context of risk assessment, and site and budget limitations.

In this unit learners develop skills used in the design development process including: responding to a brief, conducting research, ideas generation, and communicating ideas such as developing mood boards, making preliminary sketches and plots, and pitching ideas. Furthermore, it develops skills in the planning and management of their implementation to be fit for purpose and safely set up and operational on time and within budget. The unit also develops skills in responding to feedback and reviewing own and others' work for improved implementation and future consideration.

Learning Outcomes

Upon successful completion of this unit, learners will be able to:

1. *Prepare the process involved in designing and implementing technical work for a performance.*
2. *Design and communicate technical work for a performance according to a brief.*
3. *Use materials, technology, tools, equipment and techniques for the design and implementation of technical work for a performance.*
4. *Implement technical work based on own and others' evaluation.*

CAPGA-406-1607 Placement

Level: MQF Level 4

Credits: 6

Unit Description

During this unit, learners will be given the opportunity to apply their learning into real work environments within the industry. The placement can include experience in one or more areas of the performing arts industry namely: performing arts management; design for performance; technical design for performance; acting, dance and/or music. Learners will be integrated into real-life projects within public or private entities. There they will be mentored in order to have their skills developed further.

Learning Outcomes

On completion of this unit the learner will be able to:

1. *Recognize the contribution of particular entities to the performing arts sector.*
2. *Adapt to the work ethic of particular entities in the performing arts sector.*
3. *Apply knowledge and skills learnt to real work environments within the performing arts industry.*
4. *Appraise own work-based learning with a view to future development in the performing arts.*

CAPGA-406-1608 Performance Production 2

Level: MQF Level 4

Credits: 6

Unit Description

In this unit learners will be taught what it takes to produce a performance which is based on a written dramatic text. They will learn to respond to a brief linked to a given theatrical text in Maltese or in English whilst applying skills learnt throughout the programme.

This unit will require the learner to research the playwright, the period of time s/he lived in, and the dramatic movement that is pertinent to the given text. Henceforth, the learners will select an appropriate space for the performance, and go through the different stages of production required, making sure that all the aspects of the production are catered for. It will also require the learners to tap into ways of raising funds to sustain the production.

At the end of the unit, learners will present a text-based production of an interdisciplinary nature.

Learning Outcomes

On completion of this unit the learner will be able to:

1. *Explain the different aspects required to produce a performance.*
2. *Outline the salient elements of the genre or movement of the given theatrical written text in connection with the performance.*
3. *Design a performance stimulated by the given written text.*
4. *Organise a well-structured production that will facilitate the process of translating the page to the stage.*

CAPGA-406-1616 Performing to a Camera

Level: MQF Level 4

Credits: 6

Unit Description

Nowadays, more than ever before, actors start performing on stage in their secondary schools or community theatre, and performing in front of a camera on screen, mostly on TV shows/series.

This unit is designed to critically develop skills in technique and interpretation in the performing arts for the realisation of devised, rehearsed and improvised work for the screen. Learners will build on specialist performance skills acquired which will be transferred and applied to a realistic filming context while responding to the problems and challenges that performing for the camera, rather than to a live audience, brings with it.

Movement, acting, vocal and musical skills will be applied as will those relating to interpretation and style. The relevant performance discipline will be used to perform a role/s with attention to communication through the camera.

Importance will also be given to developing discipline in terms of three aspects: firstly, as part of the performance discipline itself including memory work, individual rehearsing, warm-ups; secondly within the context of a screen-based production such as health and safety issues and prop checks and finally in relation to teamwork which includes participation, discussion, listening and supporting.

Learners will be expected to show effective personal management, including attendance, keeping to schedules, and dressing appropriately, and responding positively to feedback while reflecting on their strengths, and target areas for improvement.

Learning Outcomes

On completion of this unit the learner will be able to:

1. *Explain the purposes and techniques of performing for the camera.*
2. *Interpret performance material for the camera.*

3. *Prepare and perform pieces for an audition to be performed for the camera.*
4. Perform for the camera in a given project and evaluate own journey and experience.

CAPGA-406-1609 Acting (Principles of Performance) *

Level: MQF Level 4

Credits: 6

Unit Description

The aim of this unit is to equip learners with acting skills that are essential for their artistic formation, and which can be used in a theatrical performance. The learners will be exposed to a variety of skills including physical movement, mime, vocal work, characterisation and the art of improvisation.

In the unit a spectrum of techniques will be introduced to achieve these skills. The process will take into consideration that the learners might have already worked on the mentioned skills previously in other settings, and, through differentiation, will allow each learner to grow and develop at his or her pace in order to reach his or her potential. Learners will also be encouraged to be critical and reflective. They will need to recognise areas that require improvement, supported by constant feedback.

Learning Outcomes

On completion of this unit the student will be able to:

1. *Use a wide spectrum of exercises and techniques to express own self physically.*
2. *Use a wide range of techniques to express own self vocally.*
3. *Develop a given acting role using a range of techniques of characterisation.*
4. *Create improvised scenes using suitable techniques.*

CAPGA-406-1610 Dance (Principles of Performance) *

Level: MQF Level 4

Credits: 6

Unit Description

The aim of this unit is to equip learners with dance skills that are essential for their artistic formation, and which can be used in a performance. The learners will be exposed to different techniques and styles of dance including choreography, ballet, contemporary and contact improvisation. The process will take into consideration that the learners might have already worked on the mentioned skills previously in other settings, and, through differentiation, will allow each learner to grow and develop at his or her pace in order to reach his or her potential. Learners will also be encouraged to be critical and reflective. They will need to recognise areas that require improvement, supported by constant feedback as part of the programme. Activities linked to physical wellbeing will be encouraged such as pilates and yoga to provide further support in the development of the learner as a dance performer.

Learning Outcomes

On completion of this unit the learner will be able to:

1. *Show improvement in dance exercises and techniques.*
2. *Express own self through choreographic techniques.*
3. *Use dance skills to support own performance.*
4. *Establish a healthy and safe practise programme.*

CAPGA-406-1618 Prop Design and Making*

Level: MQF Level 4

Credits: 6

Unit Description

This unit focuses on the development of casting and mould making skills. The learners will start by understanding the design involved in the area of props making as well as how the production designer presents his/her art work to different departments.

In this unit the learners will understand the processes involved within the props department namely the moulding and casting process of a design or object. Learners will have the opportunity to become familiar with the materials and tools used in mould making and casting.

Thus such a unit will provide learners with the opportunity to develop knowledge and skills in mould making as well as discovering new and old materials involved in casting. This will involve critically analysing the process involved and the different approaches taken within a range of materials.

Finally, learners will follow the process of mould making and casting so as to create a copy of the object or design. Learners will then present their final outcome to the appropriate audience as well as evaluate their own production to determine their strengths and weaknesses throughout the process.

Learning Outcomes

On completion of this unit the learner will be able to:

1. *Examine the design that is going to be cast.*
2. *Prepare the object for casting.*
3. *Produce the mould.*
4. *Appraise own cast created from the mould.*

CAPGA-406-1620 Costume Design and Making*

Level: MQF Level 4

Credits: 6

Unit Description

This unit will give learners the opportunity to effectively design and produce costumes for an artistic performance production being any one of the following; a stage performance, film, dance etc. Learners will be required to research and record a period in which the production is happening by using appropriate sources and other information learnt through the *Contextual Studies* unit.

Through informed decisions, learners are expected to generate ideas and create costume designs for the artistic production/performance. Learners will use the knowledge gained in previous units of *Design Skills for Performance* to be able to select the appropriate materials and skills needed to produce the design creations.

It is vital that learners know the properties of fabrics to enable them to make the right decisions when selecting materials for costume designs and keep to the budget limitations of a performance production brief. By now, learners have achieved the ability to communicate their ideas to peers, lecturers and producers for critical evaluations before the final costume designs are selected for production.

Learning Outcomes

On completion of this unit the learner will be able to:

1. *Present garment design ideas to meet specifications of a production / performance.*
2. *Operate in a safe manner sewing machinery/ equipment to develop the costume design for performance production.*
3. *Produce finished costumes according to theme specifications.*
4. *Evaluate own finished costumes considering aesthetics, function and special effects.*

CAPGA-406-1621 Set-up and Safe Use of Sound Equipment*

Level: MQF Level 4

Credits: 6

Unit description

Sound is a fundamental element of every performing arts production. Being able to hear music, sound effects and the performer's voices is vital to an audience's appreciation of a production. However, few people actually appreciate the various sound processes and techniques that are implemented behind the scenes for each and every professional production.

Performers are usually enhanced by a team of sound technicians. These technicians make sure that the performers can be effectively heard by the audience whilst also providing the performers themselves with suitable and appropriate monitoring.

Sound technology is constantly progressing and improving especially in the performing arts sector however, it may be a daunting task to effectively control the various pieces of sound equipment especially in real-time during a live show.

This unit will give learners the chance to discover various types of sound equipment whilst also investigating their key features and functions. Learners will then know how to set up and operate specific pieces of sound equipment to support a live performance. During this unit, learners will be encouraged to consider safe working conditions in relation to sound technology while also learning to identify potential safety issues and hazards, and suggest possible solutions that will reduce risk.

Learners will also be introduced to multi-track recording using a Digital Audio Workstation in order to be able to analyse, edit and enhance the recordings in post-

production. This process will give the learners the chance to dissect the recordings and identify any issues that could have been avoided or improved while recording the actual performance. Learners are also encouraged to experiment with the various enhancement and manipulation tools that are available in post-production. This experience will give the learners the opportunity to ultimately release professional high quality recordings of their respective performances.

Learning Outcomes

On completion of this unit the learner will be able to:

1. *Investigate the key features and functions of various types of sound equipment for performance.*
2. *Operate sound equipment for performance safely.*
3. *Record live performance.*
4. *Mix and evaluate the recorded performance.*

CAPGA-406-1622 Set up and Safe Use of Light Equipment*

Level: MQF Level 4

Credits: 6

Unit Description

In the performing art industry, light design has become increasingly important as a fundamental aspect of every production. Light is what allows us to see, but at the same time it can set the mood and the perception of what is seen. Lighting design can be applied to many different types of productions, such as concerts, operas, drama, dance, film, installation, conferences and so on.

Both, artistic and technical knowledge are required to develop a complete light design. In fact, different roles are involved in the development of light design, such as the light designer, head electrician and stage electrician. All these people together have to develop different skills and abilities during their carrier, such as knowledge on how to handle different software and hardware following health and safety regulations whilst carrying out work, focusing the lights, organising and prioritising the different duties, developing and properly communicating artistic ideas and many others.

This unit will also give learners the chance to discover various types of lighting equipment, whilst also investigating their key features and functions, to understand how these can be utilised in the most effective way. They will learn how to organise the production and, through practical experience, how to handle each phase - from the drawing of the light design to the focusing and plotting of the lights.

During this unit, learners will be encouraged to consider safe working conditions in relation to light set ups while also learning to identify potential safety issues and hazards, as well as suggest possible solutions that reduce risks.

Learning Outcomes

On completion of this unit the learner will be able to:

1. *Investigate light equipment for performance.*
2. *Operate safely light equipment for performance.*
3. *Manage the light design of a particular performance.*
4. *Plot the lights using different software.*