Stage Design & Scenography

UCAS Code: Combined Honours only (please see website for details)
Duration: 3 years | **Full-time** | **Creative Campus /Hope Park** | **2024/2025**
Placement year opportunities available

Fees and Additional Costs

The tuition fees for 2024/2025 are £9,250 for full-time undergraduate courses.

You will also need to consider the cost of your accommodation each year whilst you study at university.

Visit our accommodation webpages for further details about our Halls of Residence: **www.hope.ac.uk/halls**

Applicants will need access to a computer if course delivery is switched to online. The University has a laptop lending service if remote study is necessary.

Entry Requirements

This course follows the standard University entry requirements. Please see the website for further information.

Course Overview

On this course you will be trained to design and make immersive worlds for different audiences. It's about exploring drama and performance through the interactions between bodies, environments and creative technologies. How can light function as an actor? How can a set be built by sound alone? How can we subtly direct our audiences without them knowing? What are the ethical challenges of creating a performance solely for one person? As worldbuilders, you will learn about the different approaches to designing and creating your own immersive performance environments, supported by technical training that will prepare you for the creative sector.

Your three years begins with an introduction to immersive performance practices and scenographic design before you journey into the exciting challenges of audience participation and interaction. Moving outside of the campus, the city of Liverpool itself will become a site for performance, echoing the work of immersive practitioners such as Punchdrunk, dreamthinkspeak and Shunt. Your final year will involve a push into new and experimental performance technologies, presenting performance projects in virtual worlds and the development of escape rooms and other ludic practices. This will culminate in you selecting either to complete a placement within an arts organisation or to take the lead as project manager of a major performance project of your own devising. This final year will also require you to complete an independent research project on a topic of your own choice.

This course is for those who are passionate about theatre and performance but are more interested in working behind the scenes.

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Stage Design & Scenography
Curriculum

Year One

The focus for the first year of study is on mapping the field of Stage Design & Scenography. The critical area of focus is that of 'immersion', with you being introduced to the works of varying practitioners and artists whose work has sought to facilitate this for their audiences. This year will culminate in you designing a performance that emphasises a particular sense for an audience. For example, with so many performances favouring what an audience sees and hears, what could be learned by adapting a play to be experienced by touch or taste?

Year Two

In their second year of study, you will be equipped with relevant methods and methodologies to analyse stage design and scenographic practices, focusing specifically on audience participation and place. In the practical seminars, we will take the skills learned in first year and move outside of the theatre space and into Liverpool itself. You will be asked to select a part of the city and bring it to life through various creative technologies such as projection, lighting and sound. We will also be looking at the challenges of audience participation and how you can create a safe space for your audience in the immersive worlds you are designing.

Year Three

In your final year of study, emphasis is placed on your signature practice. At the end of the year, you will present practical work that demonstrates the combination of this course with your other 60 credit course. This could take the form of a live performance / installation or a placement in a relevant arts organisation. Additionally, we will also look at the role of play and gamification in immersive practices, casting our audience as players in the different games we will design for them. These will range from escape rooms to performances in virtual worlds. Running alongside your practical work, you will develop an extended research project on a topic of your own choice that further supports your signature practice.

COURSE STRUCTURE

The course will be delivered through a series of integrated lecture series, supported by seminars, practical workshops and student-led tutorials.

On top of teaching hours, you will also be expected to spend a number of hours each week studying independently, as well as studying in groups to prepare for any group assessments you may have.

ASSESSMENT AND FEEDBACK

Assessment will be by way of digital creative projects; programming and coding design tests and contextual essays.

Feedback is provided through formal and informal processes including tutorials, indicative assessment and group critique. You can also book a one-to-one tutorial with your tutor.

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