



Module Specification

Module Title: Acting Skills: Rehearsal Practices

Module code:	X_SHR5C002A	NQF level:	Level 5
Credit value:	20 credits	Semester of study:	1 and 2
Module type:	Compulsory	Pre-requisites:	None
Available to:	BA (Hons) Acting, BA (Hons) Actor Musician		

Module overview

Content to include:

- Rehearsal techniques with different working practitioners; in stage and recorded performance.
- Scene study of contrasting set texts; stage and scene.
- Introduction to rehearsal etiquette and professional practices.
- Rehearsal for in house/in-programme performance.
- Classical and contemporary play texts.
- Research and preparation for rehearsal.

Aims

This module is designed to allow students to apply the developed skills acquired through Level 4 Acting Skills to text-based rehearsal settings. Students will be challenged with wide ranging texts from established repertoire to new work, each presenting different challenges to the actor. The focus will be on the development of character and broadening the individual's performance range on stage and screen.

The module continues to embed the self-discipline required from autonomous practice as well as professionally collaborative behaviours that are crucial in the context of co-creation, rehearsal and performance.

The module aims to:

- 1. Enable students to further develop their acting skills in text-based scene studies.
- 2. Explore the creation of character in performance, challenging skills acquired through practical classes.
- 3. Enable students to further develop their knowledge and understanding of their role in the creative and rehearsal processes.
- 4. Develop students' awareness of contemporary and classical texts across the canon, identifying the demands of each genre on the actor.

Learning outcomes

On successful completion of this module, students will be able to:

- 1. Demonstrate knowledge and understanding of the necessary skills to convey truth in performance.
- 2. Evidence preparation for rehearsal and a personal acting process, appropriate to a given text.
- 3. Reflect on and select appropriate choices in developing a character.





Learning and teaching methods

This module will be delivered through practical workshops, rehearsal blocks, independent learning and feedback tutorials.

Contact hours and directed study (over semesters 1 and 2)

Delivery type	Student hours
Indicative hours for learning and teaching activities	128
Indicative hours of directed study	72
Total hours (100hrs per 10 credits)	200 hours

Opportunities for formative feedback

Feedback from each rehearsal process will be given to support students in their work towards assessed performance. Tutors will provide a summary of feedback on the rehearsal process at the conclusion of each rehearsal block. Students can use this feedback to further develop and to identify points of focus in the next process.

Each rehearsal block culminates in an informal scene sharing, students will be encouraged to engage in peer to peer feedback and self-reflection, critically analysing their performance and making plans for continued development.

Students will produce regular self-tapes in response to a set audition brief and given submission deadlines. Length of self-tape performance is dictated by length of script and actors speed of delivery. This is to develop a culture of preparing recorded materials for submission in Year 3 and post-graduation.

Assessment Method

Description of assessment	Length/Duration	Weighting	Module LOs addressed
Performance	10 – 20 minutes	100%	1, 2, 3

Re-Assessment Method

Description of assessment	Length/Duration	Weighting	Module LOs addressed
Performance #	10 – 20 minutes	100%	1, 2, 3

In instances where an alternative/secondary performance for the affected group cannot be arranged, students will be given an equivocal performance assessment, typically a performance of a 20Mins excerpt from single person plays, allowing for the assessment of Learning Outcomes 1, 2 and 3 (in person or online/digital).

Module resource lists are available via Key Links