

Module Title:	Introduction to Set Design and Production
Language of Instruction:	English
Credits:	10
NFQ Level:	6
Module Delivered In	2 programme(s)
Teaching & Learning Strategies:	A combination of lectures, Practical workshops, tutorials, screenings, case studies, field trips and blended learning.
Module Aim:	The aim of this module is to introduce the learner to set design: concept, research, practice. The first six weeks of the module focuses on introducing the learner to working methods in the set design studio and an introduction to the development of creative research. This module will also include a back stage tour of The George Bernard Shaw Theatre and Visual in Carlow to familiarise learners with design constraints both in a theatre space and TV and film context. Learners will be introduced to strategies in set design economy i.e designing for camera. Small briefs are given throughout the module to develop the learner's process of working and developing abilities to effectively communicate visual ideas through storyboards. Learners are introduced to story analysis and interpretive strategies. This module also gives the necessary skills to attain knowledge of the production workflows of film and television productions.
Learning Outcomes	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Demonstrate an understanding of roles and stages in production and indicate a clear understand of working methods and creative potential in the set design studio.
LO2	Present their understanding of the process involved in managing the production of a film, TV or event concept.
LO3	Demonstrate confidence in developing creative research notebooks for creative thinking and visual literacy and inspiration.
LO4	Applying practical skills to manage the analysis and breakdown of a script or project concept.
LO5	Develop and express design solutions for set design briefs through storyboards.
LO6	Work as an individual and collaboratively to manage the pipeline of information.
Pre-requisite learning	
Module Recommendations <i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i>	
No recommendations listed	
Incompatible Modules <i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i>	
No incompatible modules listed	
Co-requisite Modules	
No Co-requisite modules listed	
Requirements <i>This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.</i>	
No requirements listed	

Module Content & Assessment
Indicative Content
Departments and roles in production

Analysis of the departmental structure of a production and the roles and responsibilities in each.

Set Designers working methods

Seminar discussion exploring different designers creative process.

Stages of production

Understanding the stages of a production from development, pre-production, production and post-production

Communication and collaboration

Using effective communication skills as part of a multi-disciplinary team.

Design Thinking

-Discover, Define, Develop and Deliver - Static backdrops and flats - Space and levels, platforms - Fabric backdrops

Script to screen:

Managing the visualisation of the concept. Breaking down a script or concept into the various design and construction elements that need to be planned for in a production

Introduction to Creative Research

Developing skills and strategies such as research notebooks/drawing/storyboards as thinking/building a visual library for inspiration.

Scale Card model

Short design briefs- scene analysis, designing flats, conceptual impact, scale and view point, documentation of work.

Assessment Breakdown
%

Continuous Assessment

100.00%

Continuous Assessment

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Practical/Skills Evaluation	Practical tasks related to the management of a production .	1,2,6	10.00	Week 6
Other	Bi-weekly formative assessment of creative research notebook which will be submitted for assessment in week 8.	3,4	10.00	Week 8
Presentation	Using effective communication skills as part of a multi-disciplinary team.	2	15.00	Week 9
Portfolio	Collate a variety of creative drawings/storyboards for set design, related to scene analysis and documentation of scale scenography for card model.	4,5	45.00	Week 13
Project	Breakdowns – taking a short film script or concept plan and breaking it down into its component departmental, design and construction elements.	1,2,5	20.00	Week 14

No Project

No Practical

No End of Module Formal Examination

SETU Carlow Campus reserves the right to alter the nature and timings of assessment

Module Workload

Workload: Full Time		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Studio Based Learning	Every Week	4.00
Independent Learning	Every Week	4.00
Lecture	Every Week	2.00
Total Hours		10.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_CGSDC_B	Bachelor of Science (Honours) in Set Design and Construction	1	Mandatory
CW_CGSDC_D	Bachelor of Science in Set Design and Construction	1	Mandatory