
encounter/construction/display

The delivery of this paper uses the model of internship to give students a practical experience of working in the performing arts. Working as 'design assistants' you will contribute to the development of actual performance design projects, working with established practitioners in the industry. However, it differs from the familiar internship process. As well as working on assisting in one of the projects, students will generate their own independent proposal for the design in order to develop and express their own practise as performance designers.

As such, the paper consists of two assignments that help develop practical skills for performance design, whilst establishing experience and connections in the industry. Working on established performance projects, students will engage in an exchange of their skilled contribution to for the learning that they can get from (1) working with the company, and (2) receiving feedback on their design practise.

Students will be assessed across the semester for their work as collaborators, innovators, and initiators of design strategies for performance. A rationale below articulates the significance (and breakdown) of each of these key qualities:

CRITERIA

COLLABORATION

- working effectively with a creative team in the execution of design tasks
 - responding to creative dialogue and incorporating it into development
 - the understanding of the brief and concepts set by collaborators

INNOVATION

- to problem solve and achieve solutions in the realisation of designs
 - the visual and material presentation of design concepts
- designing as a process of application / testing / critical reflection

INITIATION

- convincing communication of a finalised performance design proposal
 - developing original responses to design provocations and dialogue
- research and development behind individual design projects / process

ASSIGNMENTS

ASSIGNMENT 1 / INTERNSHIP: You will assist in developing and realizing an actual performance design. The plan is for you to contribute **52 hours in total**, which (depending on the production) can be spread evenly over the July-October period, or condensed into shorter lengths of time. Over this time you are expected to help with design development, research, drafting, experimentation through making, participation in rehearsals, design construction and detailing, sourcing materials, and set maintenance. You will be reimbursed for any expenses associated with production running and sourcing materials.

Weighting: 50%

ASSIGNMENT 2 / DESIGN: You have a further 52 hours of work over the semester devoted to developing an original design proposal of your own. You will base this work on the same project that you are allocated to, as if you were working as the designer yourself. The aim of this exercise is to get you to incorporate practical experience into creative practice and demonstrate your skills as an independent designer. This may operate parallel to, before or after Assignment 1. You must design your show for the same venue as the internship project.

Weighting: 50%

SCHEDULE

TUESDAY JULY 19

Class introduction (224.204 and 224.304)

EXERCISE 1: 224.304 students to develop short presentations on performance design to present to students of 224.204: 5 slides, 1 minute each.

- 1: your definition of what performance design is.
- 2: show a work that best describes or demonstrates this
- 3: the most exciting or inspirational performance design project you have seen / heard about
- 4: a performance design output that you have done which you are most satisfied with or a performative quality to a work you have produced
- 5: what you think the significance of live performance is today

Slides might use text, images, or a combination of the two to demonstrate your responses.

Introduction of brief / projects.

THURSDAY JULY 21

MEETING #1: For this class you will be introduced to the projects and performance practitioners who you will be working with for this semester. They will first present their projects to the whole class, then you will have opportunity for a 1:1 meeting. This meeting should include:

- Introduction to the project: major concepts, venue, team, and design 'brief' or concept.
- Discussion of the roles that you will play, and how you will interact.
- Discussion of specific tasks: setting objectives, schedule, and regular meeting times.

Meetings hereafter can be scheduled for Tuesday 9-11.30, but can also be any other time that suits you and your allocated production.

TUESDAY JULY 26 (or alternative date) – meet with allocated production company

THURSDAY JULY 28

Classwork: preparing design concepts etc for August 25 presentation.

TUESDAY AUGUST 9 (or alternative date) – meet with allocated production company

THURSDAY AUGUST 11

Classwork: Review background research for design proposals – gathering material to develop a 'world' for the performance design.

TUESDAY AUGUST 16 (or alternative date) – meet with allocated production company

THURSDAY AUGUST 18

Classwork: Methods for collating and presenting material in initial design proposals.

TUESDAY AUGUST 23 (or alternative date) – meet with allocated production company

THURSDAY AUGUST 25

FIRST REVIEW: Presentation of initial design concepts for Assignment 2. Feedback from members of the production you are working on, as well Sam Trubridge.

MID-SEMESTER BREAK

TUESDAY SEPTEMBER 13 (or alternative date) – meet with allocated production company.

THURSDAY SEPTEMBER 15

Classwork: discuss how designs and internships are progressing. Plan remaining weeks of work on assignments. Plan how you will propose your design concept.

TUESDAY SEPTEMBER 20 (or alternative date) – meet with allocated production company.

THURSDAY SEPTEMBER 22

For the rest of the semester you will meet with your allocated companies on the Tuesday/Alternative session, and with Sam on Thursday for progress on Assignment 2 and discussion of internship if necessary. The following presentation dates are significant

HAND IN / FINAL REVIEW: (September 29, 12.30pm) Interim presentation of your developed design proposal for Assignment 2. Feedback from members of the production you are working on, as well as Sam Trubridge.

PRESENTATION #3: (October 20, 12.30pm) Final presentation of your developed design proposal for Assignment 2. Feedback from members of the production you are working on, as well as Sam Trubridge.

HAND IN REPORT FOR ASSIGNMENT 1: (October 27th) Details about this document will be issued later in the Semester.