

We are continuing to review and adapt our plans in relation to the changing scenario regarding COVID-19.

Our onsite teaching will be delivered in accordance with public health guidelines in place at the time and we are preparing for social distancing requirements to continue in the autumn and spring terms next academic year. Also whilst we are planning for delivery to be on site, if government guidelines and requirements change through a further national or local lockdown, LCDS may need to move all or some of its provision online. We will keep students updated of changes, and how these will affect delivery of the course, via regular Student Newsletters.

COURSE TITLE:	MA Screendance
DURATION OF COURSE:	4 terms full time (15 months) – Starting September 2021
ENTRY REQUIREMENTS:	<p>The standard minimum entry requirements for this course are:</p> <ul style="list-style-type: none"> • BA (Hons) degree or equivalent academic qualifications • Alternative qualifications and experience will also be taken into consideration • Personal statement • Showreel or selection of prior work <p>APEL - Accreditation of Prior (Experiential) Learning Applicants who do not meet these course entry requirements will still be considered. The course team will consider each application that demonstrates additional strengths and alternative evidence. This might, for example, be demonstrated by:</p> <ul style="list-style-type: none"> • Related academic or professional experience in in dance, film, arts, media, fine arts, performance, or similar field • The quality of the personal statement • A strong academic or other professional reference • A combination of these factors <p>English language requirements IELTS level 6.5 or above, with at least 5.5 in reading, writing, listening and speaking</p>
COURSE OUTLINE:	<p>The MA Screendance examines movement on screen: the possibilities of combining moving image and expanded choreography. It is a practice-led course that embraces the hybrid, trans-disciplinary nature of dance filmmaking and subjects it to critical investigation.</p> <p>It encourages students to:</p> <ul style="list-style-type: none"> • Develop a confident, articulate independent practice through practical experimentation, contextual research and public-facing engagement. • Develop a wider vision of their practice and how it relates to the contemporary world. • Critically assess what it means to create image-based art today. • Contribute to the development of the field of screendance through practice and research. <p>It will test and challenge students' individual practice, bringing it into a contemporary critical context. It asks students to consider the way the work interacts with audiences,</p>

	<p>other arts sectors and wider society. It offers a variety of conceptual approaches to creating, researching and disseminating screendance.</p> <p>The course has a strong international focus in content, teaching staff and guest artists. Screendance has wealth of history in the UK. As the only Masters in the world that currently specialises in dance film, the course in its current iteration has attracted applicants from all corners of the world, and its graduates are well placed to lead and shape this flourishing art form.</p> <p>Units are designed to provide an individual learning experience which focuses on the students' own artistic practice, within a critical, contextual, technical and professional development framework.</p> <p>London Contemporary Dance School places a strong emphasis on creating a community of learning and on learner-centred teaching, particularly in seminars and personal tutorials based on students' ideas, interests, skills and artistic practice.</p> <p>Placing this film-based MA course within The Place, an internationally recognised space for dance development, cements the experimental, permeable nature of this course: a choreographic film practice fit for the 21st century.</p>
<p>CORE MODULES AND ANY OPTIONAL MODULES: (Including no of credits)</p>	<p>Students are required to take 180 credits for the award of MA Screendance</p> <p>Unit 1 - Making Screendance (60 credits)</p> <p>This core unit is the practical forge where students acquire practical skills, synthesise research and practice, reflect on and develop their artistic work.</p> <p>It focuses on the fundamental elements of screendance making processes and stimulates discussion, self-reflection and critical thinking applied to the development of students' creative projects. It also provides students with a technical foundation for the entire course, particularly in the creative use of technology and the strategies an independent filmmaker might adopt to express their visual and choreographic ideas on the screen.</p> <p>Some of the ideas and concepts addressed are: choreography for the camera; framing and composition; rhythm and pace in the edit; space and location; sound in screendance; the dance of the camera; improvisational filmmaking; working with archival footage; dance on social media and in music videos; virtual reality; directing performance for the camera; radical screendance; movement analysis; gender studies and gaze theory applied to screendance; diversity and inclusivity on screen.</p> <p>Technical workshops explore cinematography, sound, edit/montage, post-production, as well as guerrilla filming strategies and new technologies.</p>

Professional practice workshops advance students' knowledge and understanding of working in relevant professional contexts and develops their skills in areas like storyboarding, treatment and proposal writing, fundraising and budgeting.

Taught by specialists, the unit is carried out with attentiveness to motion and the specific qualities of the human body and movement on screen. Students are encouraged to articulate contextual and critical awareness through practice in the artistic choices they make, as well as in the accompanying process documentation.

Unit 2 - Situating Screendance (40 credits)

This unit engages with screendance scholarship from a contemporary perspective, and examines critical, theoretical, and contextual debates in the field.

It investigates how the study of screendance, with its interdisciplinary nature, draws on theories of art, photography, film, performance, video and digital technologies, as well as dance.

Some of the issues addressed are: defining (or not) the field; histories of film; the relationship and interaction between screendance and other disciplines; the body on film; screendance and critical theories; ideas and questions relevant when making dance on screen today.

Throughout, students will place this discussion in a critical awareness of existing power structures and dominant canons and genres. Drawing on feminist and post-colonial discourse, the unit invites critical engagement with what the filmed body signifies and offers critical tools of analysing bodies and movement on screen.

Students will engage with a range of texts and resources, while developing their own research interests and skills.

Unit 3 - Communicating Screendance (20 credits)

As part of this unit, the students devise a public screendance event, and invite and select work to present to an audience.

This process exposes students to a wide range of work by international practitioners and challenges their aesthetic preferences. It gives them practical experience across the production process of an arts event, working with the public-facing departments of The Place. This is underpinned by concepts and practices addressed in lectures and seminars: distribution of dance film; curation and film programming; representation and diversity in cultural production; ways of reaching and engaging the public.

The unit feeds into their own development as screendance makers, offering a framework for engaging with the professional landscape of the arts in general, and screendance in particular. Students are encouraged to think critically about the contexts in which their work is seen and how the idea of an audience informs (or doesn't) their process and work; ways of reaching and engaging the public; current and future infrastructures for sharing work; and the 'marketplace' they join or build for their work.

	<p>Unit 4 – Final Projects (60 credits)</p> <p>This unit integrates all aspect of the students’ practical, theoretical and technical learning throughout the course. Students undertake a substantial independent research project focusing on a chosen area of inquiry within screendance, in a format of their own devising (e.g. dance film, video essay, written work, public event, viva). This unit is primarily self-directed with tutorial support.</p> <p>The unit is designed to enable students to pursue particular interests and concerns, which may have been stimulated by or developed during previous units on the course. The resulting project is the culmination of their journey in the MA and is informed by the different creative, practical, and professional learning that has taken place.</p>
<p>METHOD OF STUDY: (for example, lectures, seminars, work placements)</p>	<p>Each unit offers a range of learning modes and teaching methods, which centre the students autonomous learning and self-reflection. Formats include a combination of practical workshops, lectures, seminars, individual and group tutorials, technical instructions, assignments, watching and discussing (dance) films, reading academic texts, peer feedback, workshops with professional artists, independent rehearsals, and tutor feedback.</p> <p>Making work is at the core of the course, and students engage in the learning process of artistic practice in a variety of modes: in independent study and as part of class exercises; individually and in groups; and in sustained, carefully conceptualised and realised projects as well responding to short quick-fire briefs.</p> <p>Inclusive learning, teaching and assessment practices are embedded by design in the curriculum and available to all students. These include: a range of electronic resources available on the VLE (Virtual Learning Environment), written and visual resources that are easy to navigate and understand, assessment tasks that are inclusive (such as vivas and video essays) are available to all students. The course offers many opportunities of individual contact with lecturers, ensuring the learning and teaching process is student-centred. Students also have access to a specialist dyslexia tutor.</p> <p><i>Whilst we are planning for delivery to be on site, if government guidelines and requirements change through a further national or local lockdown, LCDS may need to move all or some of its provision online.</i></p>

WORKLOAD (including number of contact hours with School staff and expected self-study):	Scheduled L&T Hours		Guided Independent Study		Placement		Total Hours		Total credit-bearing hours (exc. personal tutorials)		
	Hours	%	Hours	%	Hours	%	Hours	Hours			
	Unit 1	350	58%	250	42%			600	600		
	Unit 2	200	50%	200	50%			400	400		
	Unit 3	100	50%	100	50%			200	200		
	Unit 4	60	10%	540	90%			600	600		
	Total	710	39%	1,090	61%			1,800	1,800		
The overall methods of assessment for the Modules (for example exams, course work or practical assignments):	The units Making Screendance, Situating Screendance and Communicating Screendance have elemental assessment and the final unit is assessed holistically.										
	Elemental and holistic assessment tasks will include: screendance works (e.g., film or video single screen works; online, single or multiscreen installations), video essays, critical and reflective essays or vivas, reflective portfolios, peer assessment, and presentations.										
	Assessments are carefully structured across the course to facilitate students' creative, critical and professional development. All assessments lead to written and / or verbal feedback.										

The award students will receive on successful completion of their course:	MA Screendance
Where the course is taught:	London Contemporary Dance School
Length of the Modules:	Making Screendance, Situating Screendance and Communicating Screendance are studied simultaneously across three terms and the final unit runs for the entirety of the fourth term.
Staff who are delivering the teaching:	Course Leader, MA Screendance Guest Lecturers in Screendance
The fees which students can expect to pay:	<p>Please see the CDD's Fees Policy and our website for further information.</p> <p>The fees for academic 2021/22 are as follows:</p> <p>UK Students: £9,900 OS Students: £22,500</p> <p>All Postgraduate students will need to pay a deposit of £1500, payable within 14 days of an offer being made. More information can be found in the Course Deposit Policy.</p> <p>For any student requiring a Student Visa: A student visa will cost £348 if applied for outside the UK. Students will also need to pay the Immigration Surcharge, students will receive a 25% discount, and the discounted rate for student visa holders is £475.</p> <p>London Contemporary Dance School also offers a Physical Support Package for an annual fee of £40, payable on registration / re-registration at the start of each academic year. The full document can be found here.</p>
Any extra costs (in addition to fees) which students may have to pay to complete the course and estimated cost:	<p>Extra costs incurred on the course may include:</p> <ul style="list-style-type: none"> - The cost of laptop and broadband to engage with any online learning - The cost of materials which you may choose to use in your creative projects - Printing costs - The cost of books you might wish to purchase