Liverpool John Moores University

Title: PUPPETRY ELECTIVE
Status: Definitive
Code: 5512OPT (109341)
Version Start Date: 01-08-2011

Owning School/Faculty: Liverpool Institute for Performing Arts
Teaching School/Faculty: Liverpool Institute for Performing Arts

<table>
<thead>
<tr>
<th>Team</th>
<th>Leader</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ashley Shairp</td>
<td>Y</td>
</tr>
</tbody>
</table>

Academic Level: FHEQ5
Credit Value: 12.00
Total Delivered Hours: 120.00

Total Learning Hours: 120
Private Study: 0

Delivery Options
Course typically offered: Standard Year Long

<table>
<thead>
<tr>
<th>Component</th>
<th>Contact Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>Online</td>
<td>90.000</td>
</tr>
<tr>
<td>Practical</td>
<td>5.000</td>
</tr>
<tr>
<td>Seminar</td>
<td>10.000</td>
</tr>
<tr>
<td>Workshop</td>
<td>15.000</td>
</tr>
</tbody>
</table>

Grading Basis: 40 %

Assessment Details

<table>
<thead>
<tr>
<th>Category</th>
<th>Short Description</th>
<th>Description</th>
<th>Weighting (%)</th>
<th>Exam Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Practice</td>
<td>CONTINUOUS</td>
<td>Coursework - Continual Assessment and Presentations</td>
<td>100.0</td>
<td>1.00</td>
</tr>
</tbody>
</table>

Aims

The aim of this module is to give a broad and inspiring introduction to the world of puppetry. It will consider various types of puppetry in terms of history, theory, making skills and performance. It will be a very practical module, concentrating on experimentation and collaborative work, utilising design, making and performance skills within the group.
It will enable students to develop - through analysis combined with creative work and practical experience - their knowledge, skills and understanding of puppetry work in and for the 21st Century. It will inform students of current debate and discourse on the position and importance of current puppetry practice.

Learning Outcomes

After completing the module the student should be able to:

1. Demonstrate an understanding of the different types of puppetry through research and practical work.
2. Work individually and collaboratively in order to experiment and explore puppetry as a performance medium.
3. Develop a range of design and making skills.
4. Demonstrate creativity and imagination by devising a short performance utilising and exploiting the possibilities of puppetry.

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

CONTINUOUS ASSESSMENT

<table>
<thead>
<tr>
<th></th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Outline Syllabus

*Introduction to the different areas of Puppetry including Marionettes, Shadow, Glove and Rod.*
*History of puppetry from around the world.*
*Introduction to making techniques (from sophisticated materials and processes to use of found objects).*
*Introduction to performance techniques.*
*Practical workshops exploring puppetry in performance.*
*Experimenting with developing new and emerging technologies and puppetry.*
*Presentation of results of experiments (in whatever form is appropriate).*
*Presentation of research and practical work.*

Learning Activities

The module will be taught by puppetry specialists through a series of lectures, seminars and practical workshops. All students, regardless of subject area will learn and be expected to experiment with both making and performance skills in relation to puppetry. Research work will demonstrate knowledge of the definitions of puppetry and the underpinning theories and history, as well as work of relevant artists and companies in the field. The module will culminate in a presentation/performance in order to articulate knowledge of the field and demonstrate collaborative, group based and individual skills.
## Notes

For modules with multiple assessments students must pass all individual elements, as detailed in the Principles and Procedures for Higher Education A2.3.4.

Students will be encouraged to experiment with the medium, utilising their main subject skills but boldly exploring other avenues of their creativity. Continual assessment of the whole process is therefore paramount.

Some basic making materials will be provided, but there will be a strong emphasis on creative use and exploration of the found object.
Disney Animation: The Illusion of Life, published in 1981, is an acclaimed book by two of Disney's Nine Old Men, Ollie Johnston and Frank Thomas. It is widely considered to be one of the best books ever published on the topic of character animation. It tops the list of "best animation books of all time" in a poll at AWN. Totalling five hundred and seventy-six pages, a revised edition, with the inverted title The Illusion of Life: Disney Animation was published October 19, 1995. It contains four Burmese marionettes reported current events, educated the people in literature, history, and religion, and even enjoyed the rare privilege of speaking for kings. Here, the Burmese marionette theater is described in detail, and the characters and stories of these yoke-thei ("small dolls") are introduced. Read more. Product details. Paperback: 112 pages. Publisher: Orchid Pr (April 1, 2003). Language: English. ISBN-10: 9747315742.