

<b>Programme</b>	Master of Arts in Performance Lighting Design		
<b>Awarding Institution</b>	King's College London		
<b>Teaching Institution</b>	RADA		
<b>Location of study</b>	RADA		
<b>Mode</b>	Full time		
<b>Duration</b>	4 Terms (1 year plus 1 term)		
<b>UK Credits</b>	180	<b>ECTS</b>	90

### SUMMARY DESCRIPTION

The aim of this programme is to provide advanced and in-depth education and training in performance Lighting Design. The training will prepare students for a career in lighting design for live performance and equip them with transferrable skills for careers in other areas of performance production and creative industries.

Our belief is that to succeed as a Lighting Designer for performance, you must be a technical specialist, master the use of light as an artistic medium and be a creative practitioner in respect of the performing arts in general. This programme represents the most advanced training in performance lighting design in the country. You will build on your technical foundation through a Production Electrics or Lighting Programmer role. As you develop, you will take on the role of Associate Lighting Designer, understanding this role and its place within a production environment. By designing the lighting for at least four fully realised public productions, you will broaden your view of traditions, contexts, cultures and forms of performance. You will deepen your understanding of yourself as an artist and a professional. In addition, the programme will prepare you for your role as a creative leader and for professional creative collaboration, with an emphasis on inclusivity and building safe spaces in which to create.

Regular mentoring and peer-to-peer learning is core to all aspects of the training. You will work with professional Lighting Designers throughout. The programme is comprised of 4 sequential terms, across 2 academic years. The final term of this program is designed to springboard you into employment and features a professional work placement.

### Programme Aims

Applicable for all awards.

This Master of Arts programme will enhance the creative and collaborative abilities of its students and develop students' technical craft. At its core the programme's three strands target the student's individual identity as a creative practitioner, Lighting Designer and technical specialist. Successful completion of the programme brings with it a broad and deep understanding of the interplay between these three identities as aspects of the craft.

#### A. Creative Practitioner

- A1. Refine communication skills in collaborative theatre making and interdisciplinary approaches to performance.
- A2. Provide students with creative opportunities, exploration, and collaborative experiences.
- A3. Cultivate the student's understanding of themselves as an individual artist.
- A4. Promote innovation in craft and risk taking in creativity.
- A5. Refine critical perspectives on relevant theories and debates in relation to performance histories, forms, cultures, and traditions.

#### B. Lighting Designer

- B1. Equip students with a working knowledge of practice at the state of the art, through partnerships with world-leading practitioners and organisations.
- B2. Empower students to explore and deliver appropriate solutions to creative problems, through technical exercises and artistic practice.
- B3. Equip students with a toolkit to prepare them for a career of changing professional, technical and artistic expectations.
- B4. Develop the student's repertoire of lighting design techniques through opportunities for experimentation.
- B5. Further the student's understanding of cultural forms, traditions, and contexts of lighting design.

#### C. Technical Specialist

- C1. Solidify students' working knowledge of the theory, electrical and digital equipment that underpin production lighting.
- C2. Strengthen students' skills in the expression of design intent through technical drafting and paperwork.
- C3. Further develop proficiency in leadership and management of lighting teams.
- C4. Promote lateral thinking and decision making in the absence of all available information.
- C5. Support students in the use of both intuitive and logical problem solving at the highest level.
- C6. Develop understanding of the technical, scientific, and practical aspects of light as a medium.

This programme has been designed with reference to the relevant [qualification descriptor](#).

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## LEARNING OUTCOMES

Applicable for all awards.

On successful completion of this programme, a student will be expected to be able to demonstrate:

### **A. Creative Practitioner**

- A1. Demonstrate and adapt refined communication skills in relation to varying approaches to performance.
- A2. Contribute meaningfully to collaborative environments.
- A3. Undertake research and development productively.
- A4. Identify how their own craft references or rebels from extant or historical practice.
- A5. Work independently with flexibility, imagination, and self-motivation.
- A6. Identify the cultural, social, and artistic context of their work.
- A7. Evaluate themselves as an artist and demonstrate confidence in their collaborative voice.

### **B. Lighting Designer**

- B1. Advise other creative practitioners about the contribution of lighting design to performance.
- B2. Demonstrate practice-based knowledge through engagement with technical exercises in the craft.
- B3. Understand the scope of the community of United Kingdom Lighting Designers and how to best utilise it for continuing professional development.
- B4. Demonstrate a repertoire of techniques within their lighting design practice.
- B5. Deliver a lighting design from initial concept to fully realised production in a format appropriate to the intended audience and cultural, social and artistic context.
- B6. Demonstrate a commitment to producing original work that aspires to the highest artistic standards.
- B7. Influence discussions sensitively to ensure the practical limits and goals of the lighting design and overall production are understood.

### **C. Technical Specialist**

- C1. Present complex information clearly and confidently.
- C2. Communicate technical elements of design intent in a way that is mindful of convention and understood by the wider team.
- C3. Exchange ideas with technical practitioners based on a demonstrated working knowledge of equipment being used.
- C4. Lead teams; motivating technical practitioners to work to the highest standards. Appropriately respond to the drives, concerns and values of people and organisations.
- C5. Confidently draw on different perspectives and undertake lateral problem solving in a variety of information environments.
- C6. Demonstrate an informed methodology for the selection of equipment based on the technical, scientific, and practical aspects of light as a medium.

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## **GRADUATE ATTRIBUTES**

Graduates will be prepared for a career in lighting design for live performance and be equipped with transferrable skills for careers in other areas of performance production and creative industries. A successful graduate will be able to work as a professional Lighting Designer for live performance, expressing their abilities as:

- A creative practitioner
- A lighting designer
- A technical specialist

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## **CURRICULUM**

### **Structure**

The MA Performance Lighting Design is comprised of 8 modules studied across 4 academic terms. Practical modules form the backbone of the programme, featuring 4 lighting designs on public productions, an Associate Lighting Design and either a Production Electrician or Lighting Programmer role. While two project elective options are available, these may only be undertaken in consultation with the Programme Leader. Students will ordinarily take the modules in sequence.

MALD701 Design in Context is weighted to the first half of Term 1 but the module continues throughout year 1. Design in Context provides the contextual understanding for all other work on the programme. Assessment for MALD701 takes place at the start of Term 4 (year 2, term 1).

The student then moves on to a Lighting Programming or Production Electrician role in MALD702 Technical Foundation before the end of Term 1. In Term 2, an Associate Lighting Design role is

undertaken before the student moves into their first Lighting Design on a public production. As the student continues into Term 3, two more Lighting Designs are undertaken on public productions.

The final term of this program is designed to springboard students into employment and features a professional work placement. After the work placement students ordinarily undertake a fourth lighting design.

See module specifications for further details.

Level / year	Term 1	Term 2	Term 3
<b>Year 1 (Level 7)</b>	Design in Context (Core) MALD701 30 credits		
		Module 3 (Elective)  15 credits	Production Practice 2 (Core) MALD705 30 credits
	Module 2 (Elective)  15 credits	Production Practice 1 (Core) MALD704 15 credits	Production Practice 3 (Core) MALD706 30 credits
<b>Year 2 (Level 7)</b>	MALD701 Assessment		
	Professional Secondment (Core) MALD708 15 credits		
	Module 8 (Elective)  30 credits		

### Electives

The following electives may be taken in the slots for Module 2, 3 or 8.

Module Title	Module Code	Module Credits	Core/Elective	Level
Technical Foundation	MALD702	15	Elective	7
Associate Lighting Design Practice	MALD703	15	Elective	7
Production Practice 4	MALD707	30	Elective	7
Associate Project	MALD709	15	Elective	7
Design Project	MALD710	30	Elective	7

Ordinarily a student will undertake the following modules in the following order:

<b>Module Title</b>	<b>Module Code</b>	<b>Usually Undertaken</b>
Technical Foundation	MALD702	Module 2 (Year 1, Term 1)
Associate Lighting Design Practice	MALD703	Module 3 (Year 1, Term 1)
Production Practice 4	MALD707	Module 8 (Year 2, Term 1)

In consultation with the programme leader MALD709 or MALD710 may be taken.

There may be timetabling considerations that limit your choices. If your choice of an elective will not be run, you will be advised as soon as possible and given help to choose an alternative.

### **Pre and Co-requisites**

There may be restrictions on opportunity to study specific modules depending on whether other modules have been studied. More information can be found in the module specifications.

### **Additional Credit**

There is no opportunity for additional credit.

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## **LEARNING AND TEACHING**

### **Total Contact Hours: 1145 hours**

1145 hours comprised of:

Total Lessons: 130 hours

Lessons are comprised of small group lessons, tutorials, sessions in RADA's specialist workshops and studios, professional masterclasses, lessons and exercises in RADA's theatres.

Total Production Work: 1015 hours

Production work may include mentored production work, production work with freelance lighting designers, professional directors, and professional set designers.

Production work operates under the structure of a conventional theatre production schedule. This schedule is created by the Staff Production Manager, often working alongside a student Production Manager. The schedule is devised in consultation with the Director of Technical Training, the Programme Leader, all Technical Departments, the Director and the Designer of the production(s), and any other relevant parties.

### **Total Self-Directed Study Hours**

655 hours.

## **Total Learning and Teaching Hours**

1800 hours.

## **Learning and Teaching Methods**

In line with the aims of the programme, teaching and learning is principally delivered through practice based study. Students on this programme are members of the lighting department and will at all levels of their training collaborate with peers, professionals, and undergraduates. This training is vocational, and graduates of this programme should aim to become a professional Lighting Designer for performance.

During the early stages of the programme an emphasis is placed on contextual study. Followed by a consolidation of technical skills. Students then progress to an Associate Lighting Design role. Following completion of this module, students undertake the role of Lighting Designer. By the end of the programme students will have generated a portfolio of work and have made meaningful and lasting connections with industry partners. Reflection and critical analysis are fundamental at all stages of the programme. For the most part, the hours of training reflect those seen in industry practice. A high level of attendance and engagement is therefore expected of the student.

Regular mentoring and peer to peer learning is core to all aspects of the training.

## **Placements and Exchanges**

This programme features a placement in Term 4 as MALD708 Professional Secondment. Professional secondments are undertaken with a variety of placement providers. The attachment may be divided across more than one provider. The secondment is typically with a company or practitioner within a related entertainment field. We expect the minimum period to be two weeks and the maximum for a single placement to be six weeks.

The programme leader will assist the student in selecting a suitable placement. The programme leader may make initial introductions on behalf of the student, but the student is expected to make all other arrangements.

RADA only sends students to reputable and established professional companies and practitioners. Each student placement is scrutinised by teaching staff for its training suitability and the relevance to the student's stated career aims. This scrutiny will involve:

- Professional/industry reputation of the individual or company.
- The quality of the learning opportunities afforded.
- Student feedback on historical student placements at the chosen destination.
- Agreement to adhere to the provisions of the placement handbook.

Through the placement, the student is able to observe and contribute to a professional working process and to develop further their thinking and appreciation of an area or skill. The placement can provide a springboard into professional work and is an ideal time for students to build up contacts within the industry.

See the current RADA Placement Information for TTA Students and the RADA TTA Placement Providers Handbook for current policies and further information.

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## **ASSESSMENT**

### **Overview**

In line with RADA's overarching assessment philosophy, summative written assessment is given after the completion of each module. Formative assessment is given throughout the training through peer

review and tutorials. Students will complete a reflective self-assessment in parallel with tutor assessment, after the completion of each module.

An assessment opinion is principally formed on the basis of observation throughout a module and includes production paperwork and documentation as appropriate. Observation forms the basis of the majority of modules, as reflects the practice based nature of the programme.

Where observation is not the means of assessment, this will be clearly laid out in the module specification.

For more information see module specifications.

### **What do I have to do to pass?**

For the Master of Arts programme:

To pass, you must achieve the total credit amount for the programme and pass all core modules. You must pass each module with an overall mark of 50 unless the module is credited on a Pass/Fail basis. There may also be a requirement for you to achieve a minimum mark in each assessment. Where this is the case, it will be stated in the module specification.

For Postgraduate Certificate and Postgraduate Diploma programmes:

To pass, you must achieve the total credit amount for the programme. You must pass each module with an overall mark of 50 unless the module is credited on a Pass/Fail basis. There may also be a requirement for you to achieve a minimum mark in each assessment. Where this is the case, it will be stated in the module specification.

There is no provision for condonement for any modules, core or elective.

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## **AWARDS**

This programme can lead to one of three awards:

- On successful completion of 60 credits at level 7, the Postgraduate Certificate (PgCert)
- On successful completion of 120 credits at level 7, the Postgraduate Diploma (PgD)
- On successful completion of 180 credits at level 7, the Master of Arts (MA)

The minimum percentage in the overall aggregate of module marks for classification of the PgCert, PgD and MA award shall be:

With Distinction	Minimum 70%
With Merit	Minimum 60%
Without classification	Minimum 50%

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## **ADMISSIONS CRITERIA**

Applicants must:

- Have complete fluency in written and spoken English.

- Have CEFR level C1 or IELTS level 7.0 overall with a minimum of 6.5 in all areas if English is not the applicants' first language.
- Hold a minimum of a:
  - Foundation Degree in Technical Theatre Arts **AND** five years of relevant industry experience.  
**OR**
  - Bachelor's Degree (humanities or the creative arts preferred) **AND** 1 year of relevant industry experience.  
**OR**
  - Five years of relevant industry experience.

### **Admissions Process**

Applicants will be asked to demonstrate their suitability for the course based on previous education, qualifications held and/or experience. Applicants will be asked to provide evidence of their work and experience to support their interview. This may be in the form of a portfolio, website, or work produced throughout previous production experiences. Evidence of the process is as important as the finished product.

Applicants will submit a personal statement in support of their application.

Selection will be based on the submitted evidence and an interview.



## CURRICULUM MAP

Programme learning outcomes mapped to the modules in which they are assessed.

<b>MA Performance Lighting Design</b>	Level 7									
	MALD701	MALD702	MALD703	MALD704	MALD705	MALD706	MALD707	MALD708	MALD709	MALD710
<b>Creative Practitioner</b>										
A1 – Communication Skills		X	X	X	X	X	X	X		
A2 – Collaborative Environments	X		X	X	X	X	X			
A3 – Research and Development	X			X	X	X	X		X	X
A4 – Craft in Reference	X			X	X	X	X	X		X
A5 – Independent Work	X	X	X	X	X	X	X	X	X	X
A6 – Social Cultural Artistic Context	X			X	X	X	X		X	X
A7 – Evaluate themselves as an Artist	X			X	X	X	X			
<b>Lighting Design</b>										
B1 – Advise Others	X	X		X	X	X	X			
B2 – Practice-based Knowledge				X	X	X	X		X	X
B3 – Scope of UK Community of Lighting Design	X							X		
B4 – Repertoire of Techniques				X	X	X	X			
B5 – Deliver a Lighting Design			X	X	X	X	X			
B6 – Commitment to Original Work	X	X	X	X	X	X	X	X		X
B7 – Influence Discussions		X	X	X	X	X	X		X	X
<b>Technical Specialist</b>										
C1 – Present Complex Information		X	X	X	X	X	X		X	X
C2 – Communicate Technical Elements		X	X	X	X	X	X		X	X
C3 – Exchange Ideas with Technical Practitioners		X	X	X	X	X	X	X	X	X
C4 – Lead Teams		X		X	X	X	X	X	X	X
C5 – Lateral Problem Solving		X	X	X	X	X	X	X	X	X
C6 – Selection of Equipment		X		X	X	X	X	X	X	X

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