



# 2019/20 Prospectus

Where **Live** Industry **Learns**

# YOU ARE THE FUTURE

## Welcome to our 2019/20 prospectus!

Backstage Academy provides the best possible training for the booming live events sector, with fantastic industry links and state-of-the-art production facilities.

Our degree courses are designed to give you the academic knowledge and hands on skills you need to enter this vibrant and fast-paced industry. You will also get firsthand experience of a career in live events through our unrivalled placement opportunities which allow you to put theory into practice and create your own professional network that money can't buy.

## At Backstage Academy, you don't just learn it. You live it.

The time you spend with us at Backstage Academy should be viewed as one long job interview. If you show the kind of skills, personality and acumen needed there is plenty of work out there for great crew. And a degree from Backstage Academy will put you ahead of the game.

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Validated by:



Teaching Intensive, Research Informed

# The Live Industry

UK's creative industries now contribute a staggering

**£92bn/year**

to our economy – that's almost

**£10.5m/hour**



Employment in the creative industries is growing at

**4times**

the rate of the UK workforce as a whole



The UK's creative industries are continuing to outstrip other employment sectors in the UK, new Government figures reveal.

**30.9million**

Total audience that attended a live music event in 2016

Live music's contribution to the UK economy grew by

**37%**

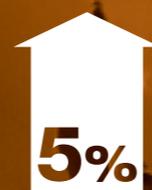
between 2012 and 2015



Jobs in the creative industries are up

**5%**

compared to a **1.2%** increase in general



The creative industries account for

**1 in 8**

of all UK businesses



# Employability

At Backstage Academy we train people for jobs that exist.

Whether it's a music gig, fashion show, sports event, corporate event, festival or theatre production every live event requires a team of people working in collaboration, using their various skill sets to make it a success.

To put it into perspective, the U2 360° world tour incorporated a record-breaking 51 metre tall set that required 300 personnel and 120 trucks to facilitate the 110 dates covering North American, South America, Russia, Europe and Australia.



STUDENT CREW AT CROOKED WAYS FESTIVAL, PONTEFRAC

*"I have already worked as a Venue Manager at Bradford Literature Festival, Event Co-ordinator at Saltaire Arts Trail, Deputy Stage Manager at Wakefield Theatre Royal and soon I will be working at Edinburgh Fringe Festival as a Stage Manager with Broadway production company, Maximum Entertainment. Experience is currency in this industry and Backstage Academy can give you that."*

Danielle Calthorpe

Stage & Production Management Student

# There are hundreds of **career paths available in** the live events industry including...

- /Production Manager
- /Tour Manager
- /Production Assistant
- /Front of House Sound Engineer
- /Sound System Techs
- /Lighting Designer
- /Lighting System Techs
- /I-mag Video Director
- /Video System Techs
- /Monitor Engineer
- /Guitar Tech
- /Bass Tech
- /Keyboard Tech
- /Drum Tech



- Playback Tech/
- Stage Manager/
- Show Caller/
- Rigger/
- Pyrotechnician/
- Set Carpenters/
- Security (band & venue)/
- Laser Tech/
- Wardrobe Department/
- Follow Spot Operators/
- Promoter Rep/
- Catering Department/
- Venue Rep/
- Truck & Tour Bus Drivers/

# Industry Opportunities

Throughout your time here at Backstage Academy there are many opportunities for you to gain invaluable experience on industry placements. You could be helping with logistics, managing a stage, liaising with artists or assisting with set construction. Most importantly you will get to work alongside industry professionals and learn from them in real-life environments. Any of these placements could lead to your next job, shaping your career for years to come. At Backstage Academy we are passionate about giving you the skills, experience and network you need to facilitate your future in this fantastic industry.

Year-on-year we build upon our industry connections so our students gain real experience at exciting events across the globe. Here's a small taster of where they have been.

## Glastonbury Festival

Backstage Academy consistently secures work placement opportunities for our students at 'Glasto', the world's favourite festival. Our students work in a wide range of different roles across the 5-day event, including The BBC Introducing Stage, The Other Stage, Block9, Shangri-La, William's Green and The Park. Gaining experience at this world-leading event is an experience our students remember for years to come.

## BBC Radio 1 Big Weekend

The annual festival, brought to you by BBC Radio 1, has been around for over 15 years and goes to a different location every year. Each year we have students working on the In New Music We Trust stage in a variety of production roles, from artist liaison officers and transport managers to stage hands and load-in/load-out crew. The festival attracts a wide selection of well-known bands and is the biggest free ticketed music event in Europe.

*"I have consistently been impressed by the hardworking and conscientious students from Backstage Academy that come to work with me on R1BW. I worked closely with two final year students on the advance in the run up to the event, who, I can safely say I couldn't have done it without! The other Backstage Academy team members also gave me 100% and proved themselves to be invaluable."*

Kate Stevens  
Super Friendz  
Artist Liaison for BBC Radio 1 Big Weekend

## Ibiza Rocks

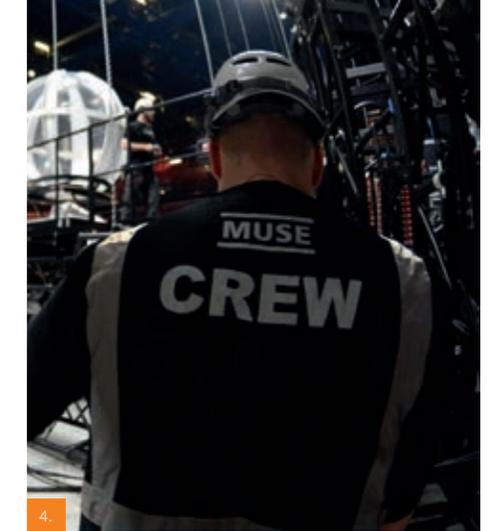
Our students regularly jet off to Ibiza to work with the island's leading live music promoter, with acts such as Royal Blood, Stormzy, Clean Bandit, Bastille, Jess Glynne, Rudimental and Craig David headlining sets at the venue. Backstage Academy students have been placed in key positions at the festival including stage manager, front of house engineer, stage crew, production office assistant and video technician.

*"Backstage students arrive to work with me well adjusted to the live events industry, hungry to learn more and keen to get on. They consistently display a suitably professional attitude and approach and an impressive and healthy breadth of knowledge and experience. I've employed ex-students to work on my projects with global touring artists, national broadcasters and international events businesses and will continue to look for talent at Backstage Academy"*

Mike Darling Industry Consultant  
Ibiza Rocks

## Denmark - Grøn Koncert

Backstage Academy students from across all our courses travel to Denmark every summer to join the production team for Grøn Koncert, a show that moves from city to city, starting and finishing in Copenhagen. The students became fully integrated members of the crew as they rose to the challenge of setting up, running and taking down a stage and set every 24 hours for 8 shows. Students worked in a range of roles, including sound, lighting, crewing, logistics, stage management, hospitality and concessions.



4.

1. STAGE MANAGING AT PARKLIFE FESTIVAL
2. BACKSTAGE AT BBC BIGGEST WEEKEND
3. STUDENTS AND CREW AT IBIZA ROCKS
4. ON TOUR WITH MUSE



1.

2.



3.

*"Working at Grøn Koncert was very challenging, mentally and physically. However, it was extremely rewarding due to the industry contacts, knowledge and skills that I gained throughout. As Project Manager of the trip, I used my industry experience to confidently lead a group of over 20 students. It was an incredible experience that I was lucky enough to share with some great people and fantastic hard working students"*

Raii Jenkins  
Backstage Academy Live Events  
Production Graduate



Scan our  
snapcode  
to find  
out more

# Industry Partners

We are proud to be supported by industry leading partners to deliver industry leading education to our students, the next generation of live events professionals.

Our partners support you throughout your time at Backstage Academy in a number of ways including facilitating student field trips to their headquarters and delivering masterclasses. These masterclasses provide invaluable insights and will assist your integration into the live events industry.



Scan our snapcode to find out more



*“Shure is so pleased to be able to partner with an organisation like Backstage Academy. Live industry education has been a key focus over the past few years for Shure. Nurturing up-and-coming talent is important; we want to help students to acquire the skillset they need to establish themselves in the industry after they finish their education. I look forward to sharing some of the experience that Shure has gained, and working closely with the staff and students at Backstage Academy for many years to come.”*

Tuomo Tolonen,  
Manager of the Pro Audio Group at Shure UK

# No Ordinary Campus

On the outskirts of Wakefield, West Yorkshire, the Backstage Academy campus is uniquely positioned at the heart of the world-renowned Production Park, Europe's leading live events destination.

Production Park is home to 5 studios and over 10 events businesses enabling big productions and big creations to be nurtured, developed and realised all in one place. Your study will take place in and around the heart of the action.

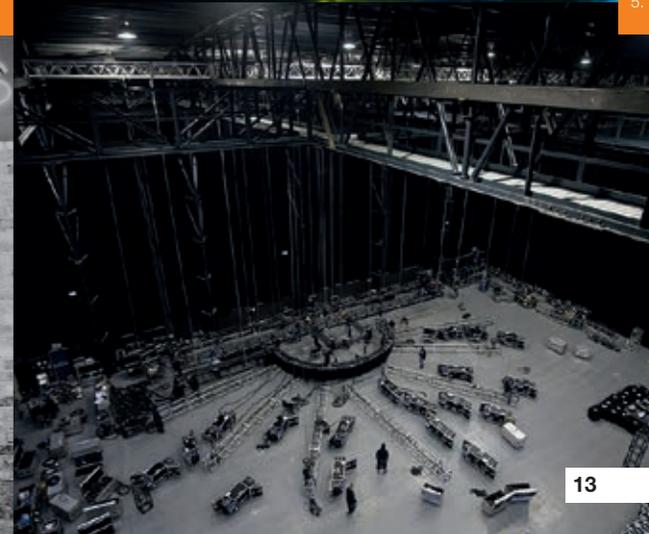
Our state-of-the-art facilities will give you the opportunity to gain as much hands-on time with industry relevant equipment as you need including mega-sized studios, a high-tech pre-visualisation suite, a dedicated 100 seat lecture theatre, computer suites, media rooms and much more.



Scan our snapcode to find out more



1. THE SOUND BOX  
A 338SQM STATE-OF-THE-ART LIVE SOUND STUDIO
2. PREVIS SUITE  
A HIGH-TECH PREVISUALISATION SUITE TO FACILITATE THE PRODUCTION OF INNOVATIVE DESIGN CONCEPTS
3. ROCKPOOL CAFÉ  
ON SITE CAFÉ FROM ROCKPOOL TOUR CATERING
4. PRODUCTION PARK RECEPTION
5. STUDIOS  
3 MEGA-SIZED STUDIOS AT 17,500 SQ FT



# Student Life

Backstage Academy is not your usual red brick university. As soon as you start your course with us you become part of the industry. Our teaching schedule has been carefully planned to allow you time to gain as much experience as possible and ensures your availability to attend evening concerts and events.

Due to our location in the heart of Yorkshire, you will be able to take advantage of not only what Wakefield has to offer, but also major cities like Leeds (20 mins away) and Sheffield (30 mins).



## LIVE MUSIC & EVENTS

Wakefield has a flourishing live music scene with thriving venues. Unity Works hosts acts such as Mr Scruff, Embrace and Cage the Elephant, whilst the The Hop and Warehouse 23 have packed schedules too. The city also hosts Long Division, an annual music and cultural festival that takes place across the city centre.

Leeds is home to an eclectic and thriving music scene, with plenty of gigs and venues to suit any music-lover's taste. From Brudenell Social Club, to the O2 Academy and Leeds First Direct Arena, you could catch anyone from the next big thing to the world's biggest artists. Since opening in 2013, the arena has seen the likes of Drake, Florence + The Machine, Sir Elton John, The Killers and Pharrell Williams pass through. The home of one of the UK's biggest music festivals, Leeds Festival, is just 30 minutes away.

Alternatively head to Sheffield, home of the Arctic Monkeys and its very own multi-venue festival, Tramlines.

## CULTURE

Creativity is engrained in Wakefield's DNA. The award-winning Hepworth Gallery, the largest purpose-built exhibition space outside of London, is the focal point of the regenerated Waterfront area, whilst further afield the Yorkshire Sculpture Park is one of the leading open-air art galleries in the world.



1.



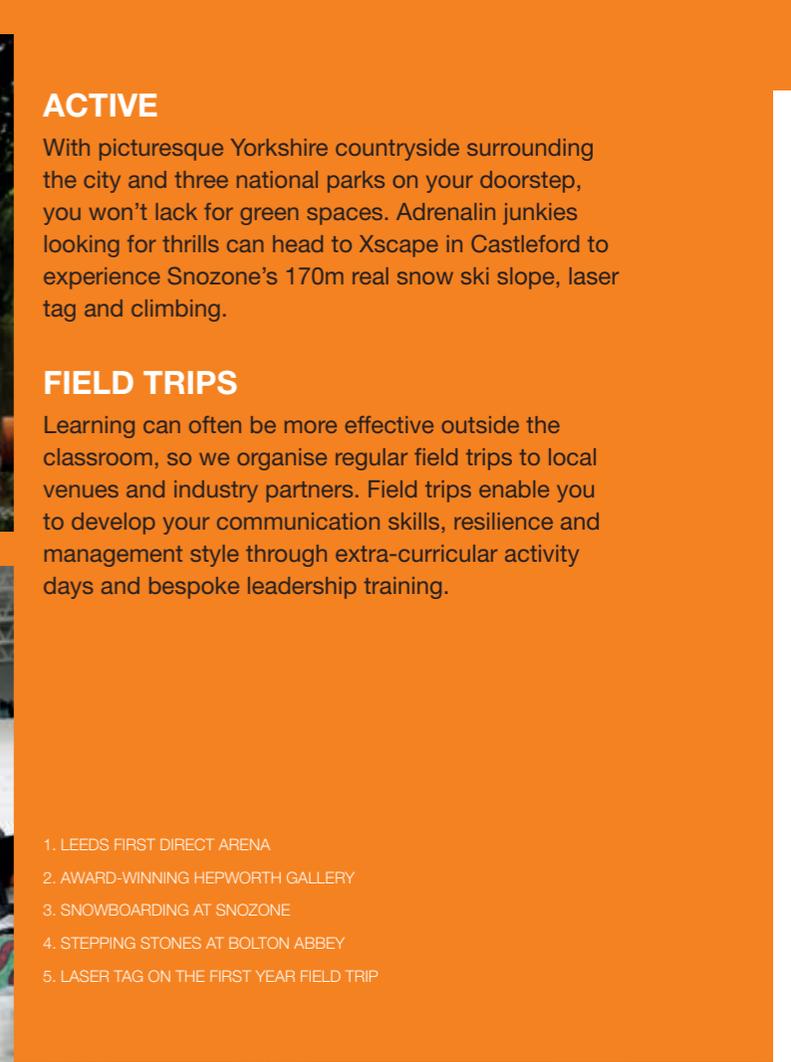
2.



3.



4.



5.

## ACTIVE

With picturesque Yorkshire countryside surrounding the city and three national parks on your doorstep, you won't lack for green spaces. Adrenalin junkies looking for thrills can head to Xscape in Castleford to experience Snozone's 170m real snow ski slope, laser tag and climbing.

## FIELD TRIPS

Learning can often be more effective outside the classroom, so we organise regular field trips to local venues and industry partners. Field trips enable you to develop your communication skills, resilience and management style through extra-curricular activity days and bespoke leadership training.

1. LEEDS FIRST DIRECT ARENA
2. AWARD-WINNING HEPWORTH GALLERY
3. SNOWBOARDING AT SNOZONE
4. STEPPING STONES AT BOLTON ABBEY
5. LASER TAG ON THE FIRST YEAR FIELD TRIP

# Student Life

## NIGHTLIFE

There is a huge variety of nightlife to choose from in Wakefield and further afield in Leeds and Sheffield with something for everyone, from cool independent café bars and craft ale houses, to experimental cocktail bars and nightclubs.

## ACCOMMODATION

Backstage Academy works closely with Linley & Simpson letting agents to ensure that finding somewhere to live is a simple process. We have created a Landlords' Charter to encourage high standards of accommodation and customer service. Wakefield Council also run the Wakefield Responsible Landlord Scheme and all landlords who join are checked out and their properties inspected so that tenants can rent with confidence.

More information about the standards you can expect from a rented property can be found on the Housing section of the Council's webpage [www.wakefield.gov.uk/residents/community-and-housing/housing/private-rented/private-rentedhomes](http://www.wakefield.gov.uk/residents/community-and-housing/housing/private-rented/private-rentedhomes). The Housing Standards Team offers advice and support for tenants with problems or concerns about the standard of their property and contact details can also be found on the council's website.



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## WATERFRONT HOUSE

Student accommodation is available at the newly completed Waterfront House across from the Hepworth Gallery in central Wakefield. The accommodation includes 50 rooms, communal kitchens, free parking, free Wi-Fi and a free bus to Westgate train station (3 stops/15 mins). For any enquiries regarding accommodation in and around Wakefield, please contact Linley & Simpson on 01924 375245 or [wakefield@linleyandsimpson.co.uk](mailto:wakefield@linleyandsimpson.co.uk)

## DIVERSITY AND DISABILITY

Backstage Academy is committed to equality of opportunity and we encourage this opportunity regardless of age, ethnicity, gender, religious belief or sexual orientation. We welcome applications from disabled applicants or those with learning difficulties. Please ensure that you disclose relevant information when completing your application in order that we might provide additional support during the application process and after you begin your course.

## SHOPPING

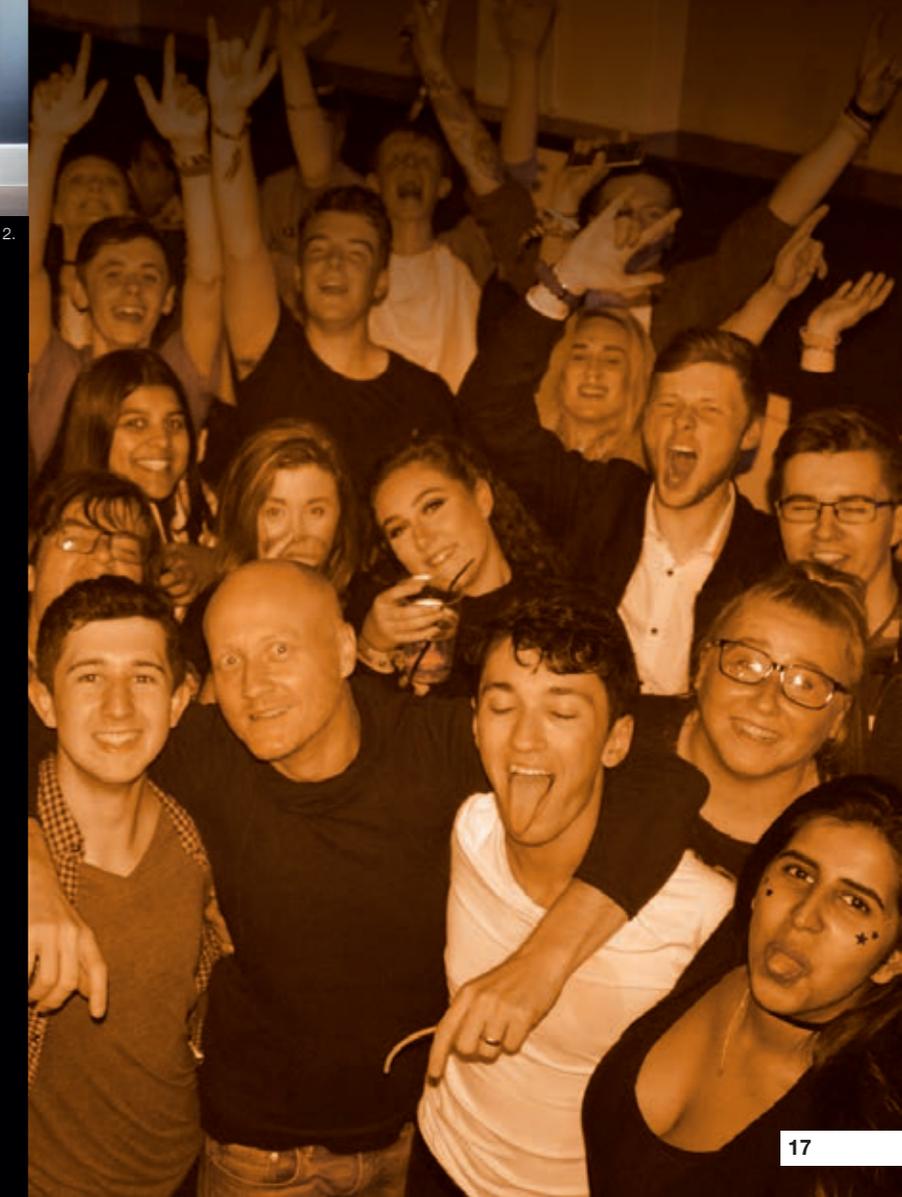
When it comes to shopping, you can stay local and take advantage of Wakefield's new Trinity Walks shopping centre or catch a 15 minute train into Leeds; rated the best UK city for shopping by the Rough Guide to Britain. From quirky independent stores to all the major high street names, there is something to suit all tastes.



Scan our snapcode to find out more

1. TRINITY WALKS SHOPPING CENTRE
2. A BEDROOM AT WATERFRONT HOUSE
3. FRESHERS' WEEK CELEBRATIONS

3.



1.

# Student Wellbeing

For all students, higher education offers opportunities and challenges. At Backstage Academy, we are dedicated to student wellbeing to help every student benefit from the positive mental health benefits of higher education, while identifying and providing appropriate support to those more vulnerable to its pressures.

Attending university is not simply about academic and vocational learning, it's also about having lots of new experiences and learning how to navigate your way through them. We are with you every step of the way.

## WHAT YOU SHOULD EXPECT

Backstage Academy students benefit from a highly individual, personalized and integrative approach to wellbeing, suited to their specific needs and supporting them in developing resilience, both personally and professionally. In doing so, we collectively create the next generation of live events industry professionals who benefit from highly experienced mentors and mental health professionals.

We offer professional, registered counselling and psychotherapy, one-to-one support and on-site medical care at Church View Medical Practice, making Backstage Academy a place where not only live music lives, but where wellbeing is at the forefront of your learning experience.



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# Fees & Funding

## FEES

Tuition fees for the 2019/20 academic year are £9,250 per year for our undergraduate degree courses (FdA, BA & Top Up) and £6,500 per year for our postgraduate degree course.

## FUNDING

UK students studying for their first undergraduate degree may be eligible to receive a tuition fee loan, as well as a maintenance loan to cover the cost of living while studying. Terms and conditions apply. If you have previously received funding to study at HE Level 4 or 5 then you will not be eligible for student finance, but may qualify for a career development loan. Please contact Student Finance England ([www.direct.gov.uk/studentfinance](http://www.direct.gov.uk/studentfinance)) for more information.

You only start to pay back the tuition fee and maintenance loan once you have graduated and are earning over £25,000. Please apply for your financial support as soon as possible as it can take several months to process your application.

## BURSARIES

As part of our widening participation strategy, Backstage Academy offers a range of bursary schemes and hardship funds.

To find out more, please contact us on 01977 659880 or email [enquiries@backstage-academy.co.uk](mailto:enquiries@backstage-academy.co.uk).



Scan our snapcode to find out more



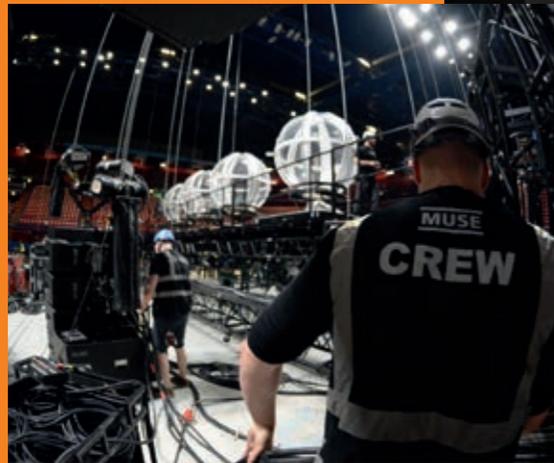
# Our alumni

## James Hayward

2016 Graduate, Live Events Production FdA

### Career Highlights (so far!)

- Stage managing The Specials at the Hollywood Bowl and working on backline for Paul Weller at the Sydney Opera House in the same year.
- Working with the crew in Milan for the Italian leg of the Muse World Tour.



“ I have worked with many different people at events such as Snowbombing, Parklife and Warehouse Project. I've also been a guitar tech for The Specials and a stage manager at the BBC 6 Music Festival, Mark Ronson's 40th birthday party, Festival No.6 and many more. The root of all the opportunities and jobs has come from Backstage Academy. ”

## Fiona

2016 Graduate, Live Events Production FdA & Top Up

### Career Highlights (so far!)

- Working on the project management team for Tomorrowland 2016 with Brilliant Stages.
- Managing the Relentless Energy Drink venue space in Central London throughout 2017.

“ At Backstage Academy, all your tutors are still working in the industry so the things you're being taught are current and relevant. All classes are of the highest standard whether that's the teaching, the equipment or the technology. ”



## Bryan

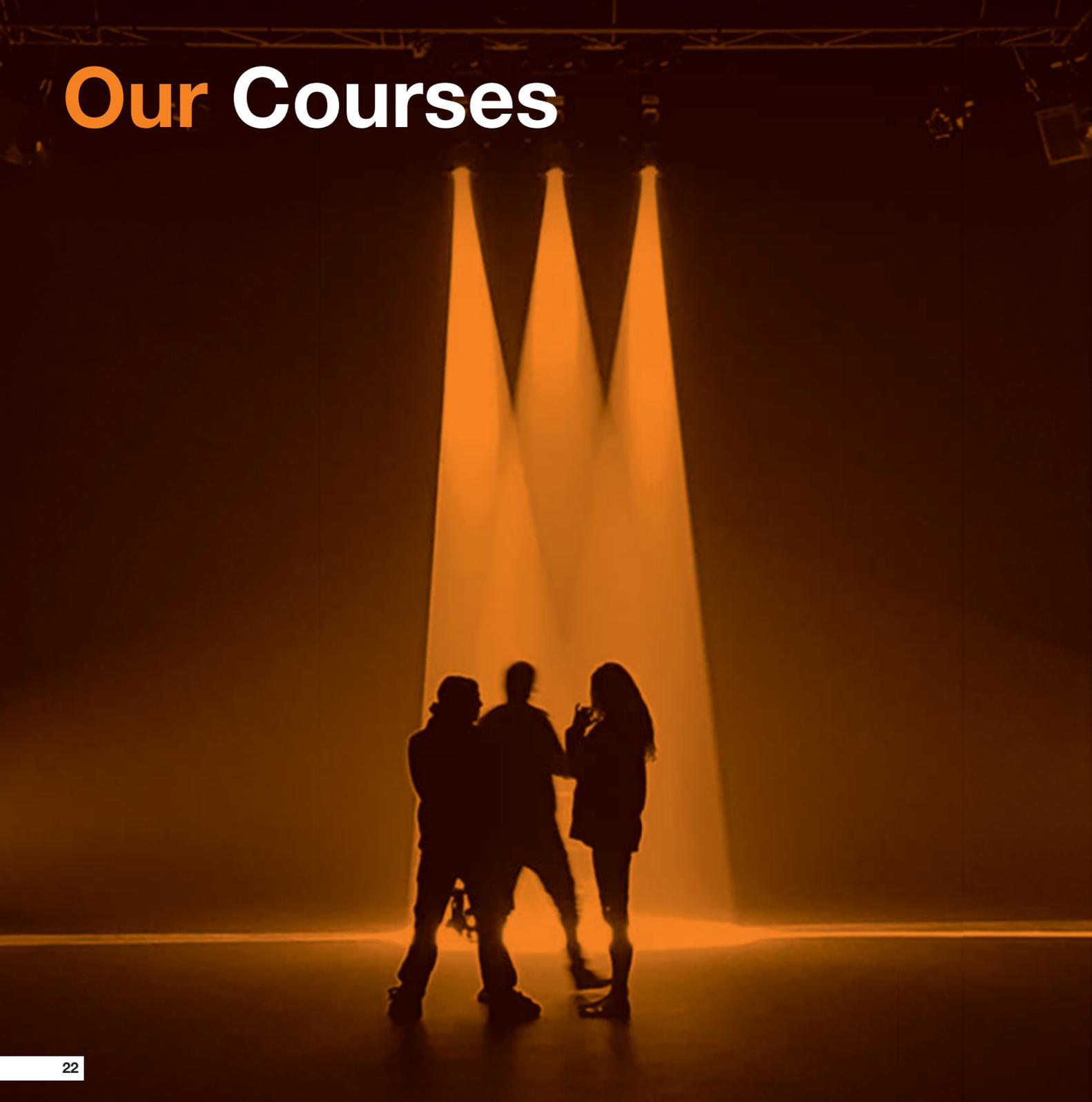
2016 Graduate, Live Events Production FdA

### Career Highlights (so far!)

- Working with Biffy Clyro during their 2017 festival season.
- Doing a one-off show with Alter Bridge and a full orchestra in the Royal Albert Hall.

“ When I first started at Backstage Academy, I didn't really know what I wanted to do aside from live events. Over time, after studying the wide range of topics in the Live Events Production course and the placement opportunities available, I found my place in the industry. I am now pursuing a career producing staging and custom sets for artists. ”

# Our Courses



## Undergraduate courses

### Live Events Production | 3 year BA (Hons) degree/2 year FdA

This course introduces you to the technical, design and management areas of event production across the live events sector. Focussing on employability you will leave Backstage Academy with a broad portfolio of relevant experience, together with the right skills and attitude to work in a safe and responsible manner.

### Live Events Production | 1 year BA (Hons) Top-Up course

The third year of our BA (Hons) course in Live Events Production can also be taken as a standalone qualification. The Live Events Production Top-Up BA (Hons) course provides a progression route for students who have successfully completed our Live Events Production FdA or related HE Level 5 qualification at another academic institution.

### Live Visual Design & Production | 3 year BA (Hons) degree

Specially designed to follow the trends of modern events, our Live Visual Design and Production BA (Hons) degree is widely regarded as a trailblazer within the live events industry. It will equip you with the knowledge and skills needed to deliver cutting-edge visual productions in the music, film, architectural and theatre sectors.

### Stage & Production Management | 3 year BA (Hons) degree

Street parades, product launches, political conferences, film and TV, theatre and music festivals all require stage and production management skills to ensure their smooth running. This course will equip you with the experience and broad range of skills needed to undertake a successful stage and/or production management career, managing a wide portfolio of events.

## Postgraduate courses

### Live Visual Design & Production | 1 year MA (Subject to validation)

This postgraduate course focuses on creative and technical design techniques for large scale live events and media centric installations. During an intensive year of study, you will work collaboratively through creative, technical and production workflows and lead in research for the advancement of technology and creative practice. You will undergo training in production techniques through intensive project delivery whilst engaging with industry.

# Live Events Production

3 year BA (Hons) degree/2 year FdA

## KEY FACTS

<b>DURATION &amp; DELIVERY</b>	BA - 3 years full time FdA - 2 years full time
<b>START DATE</b>	September
<b>TUITION FEES</b>	£9,250
<b>ENTRY REQUIREMENTS</b>	BA - 112 UCAS points FdA - 80 UCAS points
<b>COURSE CODE</b>	BA - N821, FdA - N820

Live Events Production is an innovative course that introduces you to the different areas of event production, design and management. Professional training from industry practitioners on the creative use of entertainment technology will prepare you for a wide variety of roles in the sector.

The first year of the course gives you a strong grounding in a range of technical, creative and production management disciplines. In the second and third years, the modules have been designed with increasing specialisation allowing you to focus on 2 (year 2) and then 1 (year 3) of 4 specialisms - lighting design, live sound engineering, visual production and event management.

Work-placement and career development modules are designed to equip you with the skills, contacts and experience to progress into employment or set yourself up as a freelancer. Group and individual assignments are designed to mirror workplace practice and showcase your skills and knowledge.

The first two years of this course can also be taken as a foundation degree (FdA), after which there is then the option to carry on to the third year by applying for the BA (Hons) Top-Up (see page 30).

## TYPICAL JOB ROLES

Lighting Designer, Lighting Systems Technician, Sound Engineer, Rigger, Monitor Engineer, Sound Systems Tech, Pyrotechnician, Production Manager

MODULE	CREDITS
<b>YEAR 1</b>	
Academic and Professional Skills for the Events Industries.....	20
Concept Design and Presentation.....	20
Staging.....	20
Live Sound.....	20
Lighting.....	20
Visual Production.....	20
<b>YEAR 2</b>	
Work Placement.....	20
Choice of <b>two</b> of the following four modules	
Live Sound Systems & Mixing.....	20
Lighting Systems & Programming.....	20
Visual Production Systems & Design.....	20
Live Event Business.....	20
Event Production Management.....	20
Production Planning And Realisation.....	20
Research Methods For Event Studies (BA Only).....	20
Career Development And Employability (FdA Only).....	20
<b>YEAR 3</b>	
Live Event Industry Perspectives.....	20
Events Logistics.....	20
Work Related Project.....	20
Choice of <b>one</b> of the following four modules	
Sound Engineering Practice.....	20
Lighting Design Practice.....	20
Visual Production Practice.....	20
Contemporary Issues In Live Events.....	20
Major Project.....	40

Validated by:



Teaching Intensive, Research Informed



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UCAS codes: BA (Hons): N821 / FdA: N820. Entry requirements - BA (Hons): 112 / FdA: 80 UCAS points. You will need access to your own laptop/tablet. These will be required for some of our teaching sessions and a lot of the work you undertake away from the classroom. For more information about general entry requirements, fees, anticipated costs and how to apply, please visit: [www.backstage-academy.co.uk/degree-courses](http://www.backstage-academy.co.uk/degree-courses)

## ACADEMIC AND PROFESSIONAL SKILLS FOR THE EVENTS INDUSTRIES

This module is designed to equip you with the methods and techniques to support and plan your studies. You will explore the live events industry to increase awareness of opportunities available in this sector and how you might progress into employment. Key skills and training related to Health and Safety in live events are delivered throughout the module.

## CONCEPT DESIGN AND PRESENTATION

Those involved in the installation and operation of staging and technical systems are more effective if they can engage with the creative process. To do this they must understand the aims of the artistic concept and how the resultant design meets these aims. You will be introduced to the creative process of staging and technical design within the live events industry, focussing on communicating design concepts and ideas to satisfy the expectations of client and audience.

## STAGING

Complex solutions to ever increasing technical and artistic demands require those working on live events to have an in-depth knowledge of staging systems and components. You will be introduced to techniques, terminology, theory and practice for modular-staging systems, truss systems, hoists and motor control. Using industry standard software you will create a stage plan, and learn how to develop a stage layout to satisfy a client brief.

## LIVE SOUND

This module allows you to develop knowledge and understanding in the use of live sound equipment appropriate to live musical performance. It allows practical skills to be developed in how to setup and operate such systems in typical performance spaces and venues.

## LIGHTING

This module provides you with an introduction to lighting. You will learn about the theoretical principles of a range of devices and equipment associated with lighting systems for events. You will learn about rigging and safety, control infrastructure, electrical principles appropriate to lighting systems and fault-finding. You will begin to develop practical skills by working with lighting systems in order to plan, connect and operate equipment ready for live event performance. There will also be the opportunity to learn about the broad context of industry roles associated with lighting systems and operation.

## VISUAL PRODUCTION

This module provides you with an introduction to Visual Production. You will learn the theoretical principles behind a range of devices and software packages associated with Visuals for events. You will learn the basics of content creation, file specifications, signal transmission, projection technology and LED walls. You will begin to develop theoretical and practical skills by working with visual media systems in order to plan, connect and operate equipment ready for live event performance. There will also be the opportunity to learn about the broad context of industry roles associated with visual media systems and operation.

## WORK PLACEMENT

This module will provide you with experience of working in the events industry, and facilitate opportunities for reflective analysis of event operations and practice in a work context.

### *Choice of 2 of the following 4 modules...*

## LIVE SOUND SYSTEMS & MIXING

This module allows you to develop your knowledge, understanding and practical skills in live sound engineering and mixing of live event performances including setting up, operating and mixing on systems typical in performance spaces and venues.

## LIGHTING SYSTEMS & PROGRAMMING

This module allows you to extend your knowledge and skills in lighting operation, design and practice. You will learn about the development of lighting design in a variety of genres and investigate colour theory, lamps and optics together with intermediate programming and operation. You will also deliver lighting in live performance situations through a range of technical and aesthetic activities.

## VISUAL PRODUCTION SYSTEMS & DESIGN

This module will extend your knowledge and skills in visuals design and operation and investigate its impact on live events. You will extend your practical skills by delivering visual productions in live performance situations through a range of technical and aesthetic activities.

## LIVE EVENT BUSINESS

This module will give you an understanding of the business structures available when setting up an entity for management of live events. You will learn the legal and financial principles of business for planning and staging events. The marketing process will be explored as well as the scope and characteristics of event sponsorship and income generation.

## EVENT PRODUCTION MANAGEMENT

This module focuses on the key elements of event production management including preparing creative proposals for site and venue layouts, specifying infrastructure, preparing budgets and defining how safe operations will be regulated. You will also explore contextual issues around the nature of events, audience profiles and the marketing of events.

## PRODUCTION PLANNING AND REALISATION

A vital learning environment is created by the experience of actually developing and delivering events for a live audience. Building on skills and knowledge gained in all previous modules you will work in a collaborative team to deliver an exciting program of live events and see them through from conception to delivery and evaluation.

## RESEARCH METHODS FOR EVENT STUDIES (BA ONLY)

This module develops and consolidates your ability to undertake a major research project. The two main approaches, quantitative and qualitative, will be explored, including how data is collected and analysed within each of these areas. Attention will also be paid to ensuring that research is ethical.

## CAREER DEVELOPMENT AND EMPLOYABILITY (FDA ONLY)

The purpose of this module is to provide you with the opportunity to develop your skills and experience in a way that is targeted to your personal career aspirations. You will reflect upon your achievements to date and relate your interests and expertise to career choices. Once you have identified your progression route you will develop a proposal for a project to further your skills and knowledge towards this chosen route, whether in employment or further academic study.



# Year 3

Live Events Production  
BA (Hons)

## LIVE EVENT INDUSTRY PERSPECTIVES

In this module you will develop your understanding of the business structure of the live events industry with a particular focus on the live music sector. You will study social and economic benefits related to the industry and investigate the functions and interactions between the various facets of the sector. You will develop a detailed understanding of how individuals and businesses operate within the industry.

## EVENTS LOGISTICS

This module offers you the opportunity to expand your knowledge of issues related to logistics and supply chain management in the live events industry. You will analyse the management of operations, supply chain management and evaluate how the international dynamics of the live events industry can work in a coordinated manner to provide a successful event.

## WORK RELATED PROJECT

In this module you will complete a work placement intended to provide you with practical experience of working in the live events industry. The module will utilise the learning gained in the other modules studied. You will apply your learning to a work related project that you will develop to the potential benefit of an existing live events organisation.

*Choice of 1 of the following 4 modules...*

## SOUND ENGINEERING PRACTICE

This module allows you to develop further knowledge and specialist skills in devising and operating complex live sound systems within live events settings. You will extend your technical knowledge and practical skills in live sound production through self-proposed productions that evidence technical expertise, aesthetic artistry, project management and leadership skills relevant to a sound production team.

## LIGHTING DESIGN PRACTICE

This module allows you to develop advanced knowledge and specialist skills in lighting production and practice. You will design, setup, deliver and evaluate complex lighting shows within live event settings. You will also extend your critical and analytical skills through self-proposed lighting setups and performances that evidence technical expertise and aesthetic artistry in this field.

## VISUAL PRODUCTION PRACTICE

This module allows you to develop advanced knowledge and specialist skills in visual production and practice including team leadership. You will design, setup, deliver and evaluate complex visuals within live event settings. You will also extend your critical and analytical skills in

Visual production through self-proposed Visuals setups and performances that evidence technical expertise and aesthetic artistry in this field.

## CONTEMPORARY ISSUES IN LIVE EVENTS

This module allows you to develop your knowledge and perspective of the live events sector. You will investigate a variety of external factors at play, such as economic, political, technical and environmental factors. You will explore and evaluate current issues within these fields and analyse how they impact on the sector and on particular types of event.

## MAJOR PROJECT

The Major Project module is a substantial piece of work that gives you the opportunity to demonstrate the extent of your achievement on the degree as a whole. The module will enable you to consolidate the skills and experience gained during the first two years of the course. You will agree a project proposal and a learning agreement with your supervisor.

You may work individually or in teams. If you work in a team, the team members will have a common supervisor or supervising team. Your project will

build on areas already explored in the other modules in your programme. The module tutor and guide will provide further advice regarding the project, including attendance, supervisory arrangements, assessment criteria and rules regarding teamwork.

# Live Events Production

1 year BA (Hons) Top-Up

The third year of our BA (Hons) course in Live Events Production can also be taken as a standalone qualification. BA (Hons) Top-Up in Live Events Production provides a progression route for students who have successfully completed our Live Events Production FdA or a related HE Level 5 qualification at another academic institution.

Our Top Up course will provide an insight into the key issues involved in the strategic organisation of large events, festivals, and touring music. You will investigate how businesses and individuals operate within the sector to provide dynamic solutions. Alongside this, you can progress your choice of specialism in an area of creative technical production or event management. Personal and professional development is emphasised during the course, whilst the modules reinforce the programme's integration with the industry to provide you with the right skills and attributes for employment across a variety of areas in the live events sector.

The delivery structure of the course is designed to be compatible with students maintaining employment in the sector and provide opportunities to get involved in a diverse range of practical projects, manufacturers' seminars and visits.

## TYPICAL JOB ROLES

Lighting Designer, Lighting Systems Technician, Sound Engineer, Rigger, Monitor Engineer, Sound Systems Tech, Pyrotechnician, Production Manager

MODULE	CREDITS
Live Event Industry Perspectives.....	20
Events Logistics.....	20
Research Methods for Live Events.....	20
Choice of <b>one</b> of the following four modules	
Sound Engineering Practice.....	20
Lighting Design Practice.....	20
Visual Production Practice.....	20
Contemporary Issues In Live Events.....	20
Major Project.....	40

### APELs:

If you have worked in the live events industry for some time and your learning at work is relevant to the course you intend to follow, it may be possible for this experience to satisfy the entry requirements of the Top-Up course.

For further details please email [enquiries@backstage-academy.co.uk](mailto:enquiries@backstage-academy.co.uk) and include 'APEL course entry' in the subject line.

Validated by:



Teaching Intensive, Research Informed



Scan our snapcode to find out more

UCAS code: BA (Hons) Top-Up: 4F89. Entry requirements: Our Live Events Production FdA or another related HE Level 5 qualification. You will need access to your own laptop/tablet. These will be required for some of our teaching sessions and a lot of the work you undertake away from the classroom. For more information about general entry requirements, fees, anticipated costs and how to apply, please visit: [www.backstage-academy.co.uk/degree-courses](http://www.backstage-academy.co.uk/degree-courses)



# 1 Year Top-Up

Live Events Production  
BA (Hons) Top-Up

## LIVE EVENT INDUSTRY PERSPECTIVES

In this module you will develop your understanding of the business structure of the live events industry with a particular focus on the live music sector. You will study social and economic benefits related to the industry and investigate the functions and interactions between the various facets of the sector. You will develop a detailed understanding of how individuals and businesses operate within the industry.

## EVENTS LOGISTICS

This module offers you the opportunity to expand your knowledge of issues related to logistics and supply chain management in the live events industry. You will analyse the management of operations, supply chain management and evaluate how the international dynamics of the live events industry can work in a coordinated manner to provide a successful event.

## RESEARCH METHODS FOR LIVE EVENTS

This module develops and consolidates your ability to undertake a major research project. The two main approaches, quantitative and qualitative, will be explored, including how data is collected and analysed within each of these areas. Attention will also be paid to ensuring that research is ethical. To give this module more salience, you will develop these research skills within the context of your particular subject area.

*Choice of 1 of the following 4 modules...*

## SOUND ENGINEERING PRACTICE

This module allows you to develop further knowledge and specialist skills in devising and operating complex live sound systems within live events settings. You will extend your technical knowledge and practical skills in live sound production through self-proposed productions that evidence technical expertise, aesthetic artistry, project management and leadership skills relevant to a sound production team.

## LIGHTING DESIGN PRACTICE

This module allows you to develop advanced knowledge and specialist skills in lighting production and practice. You will design, setup, deliver and evaluate complex lighting shows within live event settings. You will also extend your critical and analytical skills through self-proposed lighting setups and performances that evidence technical expertise and aesthetic artistry in this field.

## VISUAL PRODUCTION PRACTICE

This module allows you to develop advanced knowledge and specialist skills in visual production and practice including team leadership. You will design, setup, deliver and evaluate complex visuals within live event settings. You will also extend your critical and analytical skills in Visual production through self-proposed

Visuals setups and performances that evidence technical expertise and aesthetic artistry in this field.

## CONTEMPORARY ISSUES IN LIVE EVENTS

This module allows you to develop your knowledge and perspective of the live events sector. You will investigate a variety of external factors at play, such as economic, political, technical and environmental factors. You will explore and evaluate current issues within these fields and analyse how they impact on the sector and on particular types of event.

## MAJOR PROJECT

The Major Project module is a substantial piece of work that gives you the opportunity to demonstrate the extent of your achievement on the degree as a whole. The module will enable you to consolidate the skills and experience gained during the first two years of the course. You will agree a project proposal and a learning agreement with your supervisor.

You may work individually or in teams. If you work in a team, the team members will have a common supervisor or supervising team. Your project will

build on areas already explored in the other modules in your programme. The module tutor and guide will provide further advice regarding the project, including attendance, supervisory arrangements, assessment criteria and rules regarding teamwork.

# Live Visual Design & Production

3 year BA (Hons) degree

## KEY FACTS

DURATION & DELIVERY	3 years full time
START DATE	September
TUITION FEES	£9,250
ENTRY REQUIREMENTS	112 UCAS points
COURSE CODE	W990

Our BA (Hons) Live Visual Design and Production degree has been created to meet the increasing demand for skilled visual professionals within the live events sector and creative industries. Throughout the course you will study the creative, technical and production elements required to produce visuals for live events such as video and projections. As a visual production specialist, you will be able to take a project from concept and design through to delivery on site.

The degree is taught in a variety of practical and engaging ways. Masterclasses with world leading experts, project work using state-of-the-art visual software and industry placements will provide you with invaluable practical experience of working within visual production. Assessment methods include project work, written reports and visual schematic assignments.

## TYPICAL JOB ROLES

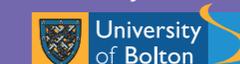
Media Server Programmer/Operator, Interactive Specialist, 2D/3D Content Creator, Pre-visualisation Technician/Designer, Generative Content Creator, VJ, Projection Mapping Designer, Video Networking Specialist



CONFIGURING AN LED WALL

MODULE	CREDITS
<b>YEAR 1</b>	
Professional Skills for the Visual Production Industry.....	20
Visual Production Toolbox - Basic Techniques.....	20
Creative Workflows and Concept Design.....	20
Experimental Design.....	20
Experiential Technologies - Hardware.....	20
Showtime Production Basics.....	20
<b>YEAR 2</b>	
Industry Placement.....	20
Visual Production Toolbox - Advanced.....	20
Creative Research.....	20
Show Technologies - Integration and Design.....	40
Contemporary Issues for Visual Production.....	20
<b>YEAR 3</b>	
Visual Production Design.....	20
Experimental System Design.....	20
Showtime Applied Project Management.....	20
Work Related Project.....	20
Major Project.....	40

Validated by:



Teaching Intensive, Research Informed



Scan our snapcode to find out more

UCAS code: BA (Hons): W990. Entry requirements 112 UCAS points. You will need access to your own laptop/tablet. These will be required for some of our teaching sessions and a lot of the work you undertake away from the classroom. For more information about general entry requirements, fees, anticipated costs and how to apply, please visit: [www.backstage-academy.co.uk/degree-courses](http://www.backstage-academy.co.uk/degree-courses)

# Year 1

Live Visual Design & Production BA (Hons)

## PROFESSIONAL SKILLS FOR THE VISUAL PRODUCTION INDUSTRY

As an overview of the visual production industry, this module will equip you with all the necessary methods and techniques to support your professional development. Topics include the fundamentals of visual design and production, efficient work practices, managing your well-being and safety, planning your career and developing the right attitude and expectations. You will understand the importance of developing lifelong learning skills to cope with the ever-evolving technologies and work practices.

## VISUAL PRODUCTION TOOLBOX - BASIC TECHNIQUES

The understanding of some core concepts and industry standard software is at the heart of the degree course. This module introduces you to basic concepts of projection mapping, creative software workflow and 3D modelling. You will also be introduced to a range of creative software such as computer aided design, performance and projection mapping, and video editing programmes.

## CREATIVE WORKFLOWS AND CONCEPT DESIGN

This module introduces you to the processes of creative workflow and concept design in the visual production industry. Managing a diverse range of projects across many sectors and meeting your clients' needs is key. It is imperative that you interpret the clients' requirements appropriately, communicate your ideas and solutions effectively, and manage their expectations. This module assists you to interpret brands and products effectively, and examine how designers make the connections between ideas and images.

## EXPERIMENTAL DESIGN

Your learning of experiential design technologies within the live events industry commences by researching the evolution of lighting design and digital media. In this module, you will gain an understanding of the importance of style and theme, and the artistic qualities common to both light and video. In the module, you will produce a project in response to a given client brief, using examples of experiential technologies and techniques.

## EXPERIENTIAL TECHNOLOGIES - HARDWARE

In this module you will gain an understanding of how to interpret artistic ideas and transform them into a technological response that embraces both lighting and video. Through taught content and project work you will expand on the knowledge and skills gained to look at the basics of lighting technology and video - from virtual building blocks and interconnects, to control and programming.

## SHOWTIME PRODUCTION BASICS

The purpose of this module is to prepare you for the process of transferring your project proposals and experiential technology solutions to real performance environments across a range of sectors. The module integrates with on-site rehearsals and performances, including collaborative working, allowing you to gain experience of managing a performance and evaluating its success.



INTERACTIVE VISUALS PROJECT

# Year 2

Live Visual Design & Production BA (Hons)

## INDUSTRY PLACEMENT

This module will prepare you for a work placement within the visual production industry. Before the placement commences, a series of workshops will guide you through personal development planning. Health and Safety in the workplace and management responsibilities will be discussed and you will also have a chance to refine your interview techniques. Work placements could range from acquiring a position within an established company through to freelancing on Production Park or external projects.

## VISUAL PRODUCTION TOOLBOX – ADVANCED

Building upon skills gained from the first year Visual Production Toolbox module you will gain experience of using a wider range of industry standard software and the exploration of generative content, camera techniques, composition and video game software. The work you complete in this module will help you to produce a showreel which is based upon researched content and represents your own style and interests.

## CREATIVE RESEARCH

When studying visual production, it is essential that you are able to engage creatively with projects, given the enormous range of clients and creative scenarios available to you. In this module you will acquire the skills and knowledge needed to undertake investigative research, which will underpin your studies and facilitate you in producing ideas of your own. This module explores the history of art, architecture, music and scenography in support of your creative research practices.

## SHOW TECHNOLOGIES - INTEGRATION AND DESIGN

In this module you will explore the expectations of audiences, designers and performers regarding artistic and technical systems and how those expectations grow each year. Working to a given brief and as part of a team, you will project manage an entire production process; bringing together a range of artistic, creative, and technical skills.

## CONTEMPORARY ISSUES FOR VISUAL PRODUCTION

The visual production sector is constantly evolving and, as part of the next generation of practitioners, you must be aware of the challenges it faces. In this module, you will conduct in-depth research into one element of the visual production industry and explore the latest national and international issues that affect it.

FIRST YEAR DESIGN PROJECT



## Year 3

Live Visual Design & Production  
BA (Hons)

### VISUAL PRODUCTION DESIGN

This module will enable you to develop your own values, attitudes, style and interpersonal skills to provide a platform for continuing personal development as a visual production designer. Working to an agreed brief, you will develop imaginative concepts and work collaboratively with your client; exploring creative workflows, communication skills and efficient working methods.

### EXPERIMENTAL SYSTEM DESIGN

You will design a convergent, innovative and creative experiential technology system. Responding to the artistic and creative requirements, you will generate a professional and technical response that will enable a budget to be approved by your client. Prior to your proposed system being installed by on-site contractors and local crew you will make recommendations for any licensing and health and safety considerations that need to be implemented.

### SHOWTIME APPLIED PROJECT MANAGEMENT

The safe delivery of visual productions across the globe relies on effective project management. In this module you will study a range of management techniques and consider the impact of events on the site and the community. Production planning takes into consideration a range of skills so it is important that you are able to develop a professional approach to pre and post event evaluation.

### WORK RELATED PROJECT

This module is designed to provide you with a vehicle to develop and transfer your prior learning into practical, work related skills. You will also reflect on your own personal management skills in terms of time management and working with others towards an agreed goal. The module will require you to complete a period of work placement providing you with practical experience of working in the visual production sector.

### MAJOR PROJECT

The final project module gives you the opportunity to pursue a piece of individual study under the supervision of a tutor. The selected area of study must be relevant to visual production and be academically rigorous. The field of visual production has a relatively small body of research compared to more traditional university subjects so this is your chance to make a lasting contribution to the knowledge-base of the sector.

# Stage & Production Management

3 year BA (Hons) degree

## KEY FACTS

<b>DURATION &amp; DELIVERY</b>	3 years full time
<b>START DATE</b>	September
<b>TUITION FEES</b>	£9,250
<b>ENTRY REQUIREMENTS</b>	112 UCAS points
<b>COURSE CODE</b>	W450

Stage & Production Management BA (Hons) at Backstage Academy is dedicated to delivering the next generation of stage and production managers for the live events sector, in areas as diverse as theatre, live music, concert touring, corporate events and sport.

Beginning with an in-depth study of traditional theatre based stage management techniques, you will then learn how to apply this knowledge across the breadth of live events. You will examine how the roles of stage and production managers develop from rehearsal to performance and tour, and study the ways in which your skills can be transferred to working on international events. The programme has been designed to give you an edge to succeed in a busy market place and is the first of its kind to be dedicated to the stage and production management of concert stages, large scale events, parades, fashion shows and conferences.

Seminars, lectures and practical workshops will deliver course content, whilst assessment methods include practical assignments, written reports, reflective portfolios and shows.

Work experience modules are embedded into the second and third years of the programme so that all students become fully integrated in the live events industry by the end of their time at Backstage Academy.

## TYPICAL JOB ROLES

Stage Manager, Deputy Stage Manager, Assistant Stage Manager, Production Manager, Tour Manager, Company Manager

## MODULE

## CREDITS

### YEAR 1

Academic and Professional Skills for the Events Industries.....	20
Understanding The Industry.....	20
Technical Skills.....	20
Working Practices.....	20
Show Concept and Design.....	20
Show Practical.....	20

### YEAR 2

Work Placement.....	20
Applied Stage Management Techniques.....	20
Touring Production and Tour Management.....	20
Research Methods For Event Studies.....	20
Event Production Management.....	20
Production Planning and Realisation.....	20

### YEAR 3

Live Events Industry Perspectives.....	20
Event Logistics.....	20
Work Related Project.....	20
Contemporary Issues in Live Events.....	20
Major Project.....	40

Validated by:



Teaching Intensive, Research Informed



Scan our snapcode to find out more

UCAS code: W450. Entry requirements: 112 UCAS points. You will need access to your own laptop/tablet. These will be required for some of our teaching sessions and a lot of the work you undertake away from the classroom. For more information about general entry requirements, fees, anticipated costs and how to apply, please visit: [www.backstage-academy.co.uk/degree-courses](http://www.backstage-academy.co.uk/degree-courses)

**ACADEMIC AND PROFESSIONAL SKILLS FOR THE EVENTS INDUSTRIES**

This module allows students to develop appropriate academic and research skills for higher educational study and to understand their relevance and application in professional contexts. It allows effective communication skills to be developed and increased awareness of developments and opportunities available in the Live Events Production sector and how students might progress within this industry.

**UNDERSTANDING THE INDUSTRY**

This module will introduce you to the principles and practices of stage management, as well as the working procedures of UK theatrical establishments. To be a successful stage manager you need to have a clear understanding of the theatrical and live event industry and the governance of that within a wider context. The role of stage manager involves being at the hub of a range of disciplines and roles. The stage management team are normally the first port of call for all those involved in creating and the running of a show. In order to communicate and manage this process in a professional manner you will need to demonstrate a good understanding of the functions and roles involved in the process of creating a show.

**TECHNICAL SKILLS**

This module introduces students to the technical aspects of any production which are core to the stage manager. Through practical sessions this module teaches a comprehensive range of technical skills which are required in a live event environment and gives students the opportunity to put these into practice.

**WORKING PRACTICES**

This module involves the production of a technical rider (specification) from a given brief and produce a tour itinerary. In doing so, you will develop and apply skills including communication skills, planning and scheduling skills and team-working skills. You will also gain an appreciation for the importance of production pre-planning and the rehearsal phase of the show.

**SHOW CONCEPT AND DESIGN**

This module takes you through the process of a production from conception to implementation. To support an event, you will create and collate a show pack containing all relevant documentation and information. An understanding of the procurement process as well as how to market the event will ensure a cohesive production is achieved.

**SHOW PRACTICAL**

In tandem with your 'Show Concept and Design' module, this module allows you to develop your concept and planning into a realised event. You will conduct production meetings with your teams to ensure your planning is robust and communicated effectively to all parties, internal and external. You will develop an awareness of event infrastructure and the roles and responsibilities that go towards creating a successful show.

**WORK PLACEMENT**

The purpose of this module is to provide you with experience of working in the Events Industry. You will consider your current and future professional development and explore your career choices. Job searching and application skills will be developed to help you secure a placement. You will utilise reflective analysis to assess and develop skills during event operations and practice in a work context.

**APPLIED STAGE MANAGEMENT TECHNIQUES**

This module deals with the managerial aspects of the Stage Manager's role. You will appraise a range of techniques to help you gain an understanding of management concepts in dealing with teams and individuals. Techniques explored will include motivation, Total Quality Management, pastoral care and conflict resolution. You will also study the wider performance environment to understand the management issues involved in larger scale productions. You will investigate advance echnologies related to the live industry and how these challenge the stage manager.

**TOURING PRODUCTION AND TOUR MANAGEMENT**

This module examines the more senior roles within the live model, specifically when looking at international touring. You will identify how these job roles relate to the Stage Manager and outline the career pathways available to you. You will consider the wider performance environment in relation to large scale and international shows including personnel and administrative considerations.

**RESEARCH METHODS FOR EVENT STUDIES**

This module is designed to enhance your academic research skills. You will consider different forms of primary research and the ways in which data can be collected and analysed. You will explore the discipline of academic writing and develop an awareness of secondary research sources and literature searching technique. Ethical considerations such as confidentiality, data protection and unfair means will be taken into account.

**EVENT PRODUCTION MANAGEMENT**

This module allows students to further develop their critical awareness of event management. It will focus upon the infrastructure of events, the legal and financial aspects and key management operations.

**PRODUCTION PLANNING AND REALISATION**

This module allows students to further develop their critical awareness of event planning and technical production. It will focus upon creative production design and delivery through project management and evaluation, collaboration and communication skills, risk management, financial planning and regulatory frameworks.



## Year 3

Stage & Production Management  
BA (Hons)

### LIVE EVENTS INDUSTRY PERSPECTIVES

In this module you will develop your understanding of the business structure of the live events industry with a particular focus on the live music sector. You will study social and economic benefits related to the industry and investigate the functions and interactions between the various facets of the sector. You will develop a detailed understanding of how individuals and businesses operate within the industry.

### EVENT LOGISTICS

This module offers you the opportunity to expand your knowledge of issues related to logistics and supply chain management in the Live Events Industry. You will develop and consolidate skills in coordinating and controlling activities involved in the management of events. You will also analyse the management of operations and aspects of supply chain management and evaluate how, given the international dynamics of the live events industry, operations can work in a coordinated manner to provide a successful event. You will develop an understanding of the wider issues of event management including legal and governmental issues, documentary requirements, the environmental impacts of events, and how risks can be managed.

### WORK RELATED PROJECT

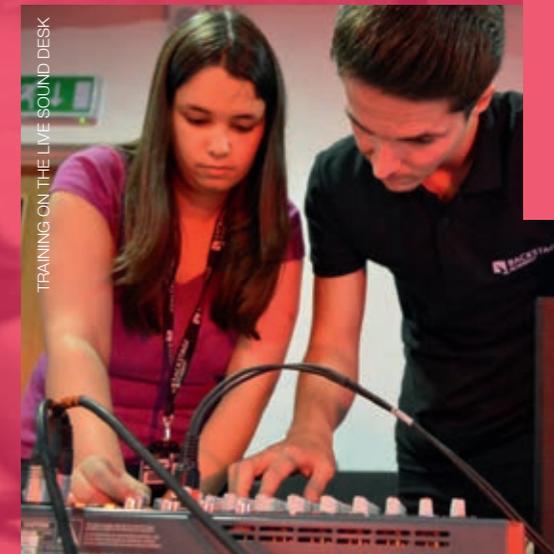
This module is designed to help you develop your prior and concurrent learning into work-related skills. It is further designed to help you develop your own professional skills in terms of time-management and working with others towards a pre-set goal. The module will require you to complete a period of work placement and provide you with practical experience of working in the Live Events Industry. The module will utilise the learning gained in the other modules studied. You will apply your learning to a work related project that you will develop to the potential benefit of an existing live events organisation.

### CONTEMPORARY ISSUES IN LIVE EVENTS

This module allows you to develop your knowledge and perspective of the live events sector. You will investigate a variety of external factors at play, such as economic, political, technical and environmental factors. You will explore and evaluate current issues within these fields and analyse how they impact on the sector and on particular types of event.

### MAJOR PROJECT

The Major Project module is a substantial piece of work that will give you the opportunity to demonstrate the extent of your achievement on the degree as a whole. The module will enable you to consolidate the skills and experience gained during the first two years of the course. You will agree a project proposal and a learning agreement with your supervisor. You may work individually or in teams. If you work in a team, the team members will have a common supervisor or supervising team. Your project will build on areas already explored in the other modules in your programme. The module tutor and guide will provide further advice regarding the project, including attendance, supervisory arrangements, assessment criteria and rules regarding teamwork.



TRAINING ON THE LIVE SOUND DESK

# Live Visual Design & Production

1 year MA (Future course proposal - subject to validation for 2019)



This postgraduate course focuses on creative and technical design techniques for large scale live events and media centric installations. During an intensive year of study, you will work collaboratively through creative, technical and production workflows and lead in research for the advancement of technology and creative practice. You will undergo training in production techniques through intensive project delivery whilst engaging with industry.

The curriculum emphasizes leadership and innovation through communication by introducing challenging live experiences where students collaborate, experiment, and iterate solutions.

## TYPICAL JOB ROLES

Media Server Programmer/Operator, Interactive Specialist, 2D/3D Content Creator, Pre-visualisation Technician/Designer, Generative Content Creator, VJ, Projection Mapping Designer, Video Networking Specialist



PROJECTION MAPPING MASTERCLASS

MODULE	CREDITS
Fundamentals of Live Design.....	30
Experiential Storytelling.....	30
Building Live Experiences.....	30
Interdisciplinary Project.....	30
Industry Placement.....	30
Research Dissertation.....	30



Scan our snapcode to find out more

This course is currently awaiting validation. If you would like to learn more about it please contact Ria Forsyth (ria.forsyth@backstage-academy.co.uk)

# Year 1

Live Visual Design & Production MA  
(Subject to validation)

## FUNDAMENTALS OF LIVE DESIGN

Introduction to advanced creative and technical workflow practices in the design of live events and installations taught through a series of lectures, workshops with industry guests and experiential trips to meet with industry leading companies, projects and installations.

## EXPERIENTIAL STORYTELLING

This module explores visual storytelling techniques. You will trace historical perspectives and developments whilst evaluating the influence of current trends and methodologies. You will also investigate the creation of brand and cultural identity through experience in multiple formats including theatre, film, concert touring, corporate events and architecture.

## BUILDING LIVE EXPERIENCES

A series of intensive projects designed to ground students in process workflows and tools used in the creation of production designs for the live events industry.

## INTERDISCIPLINARY PROJECT

An enriched research and development team project taking place over the course of a full semester and utilising practical creative and technical practices. Interdisciplinary projects are engaged by submission from industry, faculty or students to push creative or technological motivations through active research.

## OPTIONAL MODULES

Optional modules take place in 5 week blocks and allow you to choose 3 industry disciplines to specialise in from the following options:

- Lighting Design
- 3D Animation
- Technical Design
- Generative Content
- Interaction & Programming
- Computer Programming
- Automation & Tracking
- Acoustical Design
- Operational Workflows

## INDUSTRY PLACEMENT

Core relationship development and employability stand at the heart of academic practice at Backstage Academy. This industry placement module is the highlight of the degree experience. It allows you to gain practical experience with World leading practitioners and presents the opportunity to explore and analytically reflect on working practices, career goals and industry methodologies.

## RESEARCH DISSERTATION

This negotiated project gives you the opportunity to develop your own ideas, research into new techniques and processes, and contribute to the institutional and industry knowledge pool of documented practice. The end deliverable is presented and defended in analytical critique by a panel of industry and academic peers.



# How to Apply

UCAS applications should be made online at [www.ucas.com](http://www.ucas.com).

Applications to Backstage Academy are made using the UCAS code of our validating partner, the University of Bolton:

CODE NAME: **BOLTN**

CODE NUMBER: **B44**

When completing your UCAS application please give special consideration to your personal statement, as it may be possible to admit applicants without the necessary academic qualifications, but who are able to demonstrate relevant practical experience.

Following your application, we will invite you to attend an interview. This is your chance to tell us all about your experience, ask any questions and to make sure the course is right for you. We try to make sure that current students are on hand to discuss their experience of the course with you.



Scan our snapcode to find out more



# No Ordinary Open Days...

We do open days a little differently here at Backstage Academy...

- Experience a live sound check and performance with technical production from our current students.
- Take guided tours around campus and discover what student life is like here at the world renowned Production Park.
- Listen to welcome talks about our specialist degree courses, incredible placement opportunities, student wellbeing services, and much more!
- Meet our current students and staff and ask any questions you have.

## Open Days

### 2018

Wednesday 24th October  
Saturday 24th November

### 2019

Wednesday 20th February  
Wednesday 10th April  
Saturday 15th June  
Saturday 17th August



Scan our snapcode to find out more

You can book your place at one of our open days at [www.backstage-academy.co.uk/open-days](http://www.backstage-academy.co.uk/open-days)



# #BelongBackstage



cmochski Kolding, Denmark  
56 likes  
cmochski Joined @suspekt on stage for their last two songs yesterday repping my @backstageacad Sunglasses 🕶️ #belongbackstage



jacobmartin99 • Follow  
Boomtown Fair  
jacobmartin99 It's been great working on @boomtownfairofficial this week at Sector 6!  
#BoomtownFair #BelongBackstage #Sector6 @backstageacad



jacobmartin99 • Follow  
Boomtown Fair  
jacobmartin99 The calm before the storm.. both literally and metaphorically ☹️  
#BelongBackstage #BoomtownFair



josh\_systemstech  
25 likes  
josh\_systemstech @bbcintroducing stage at @standoncalling has been such a great stage this year #work #standoncalling #music



ffion\_parker • Follow  
ffion\_parker As I flew home from Copenhagen I had plenty of time to reflect on how these two weeks have been. It's been tiring and emotional but I wouldn't have asked to spend it a different way. I've met some amazing people who I will miss spending time with. Here's to working with them again next year! 🥰 #gren #belongbackstage



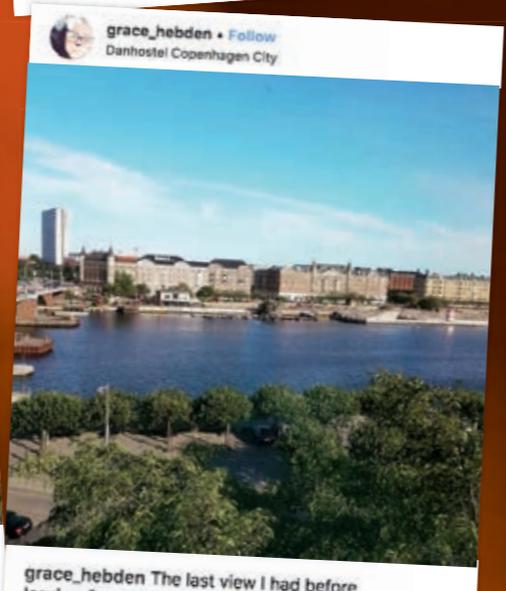
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Latitude Music Festival  
ryanmccintockk 9-15 June • Latitude Festival • #eventprofs #eventproduction #belongbackstage



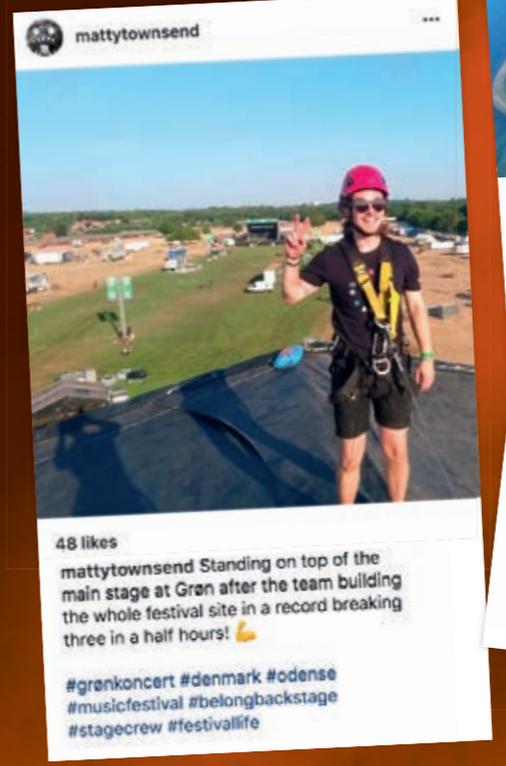
ffion\_parker  
34 likes  
ffion\_parker I'm currently half way through the @groenkoncert tour of Denmark which has been challenging but an amazing experience! #belongbackstage



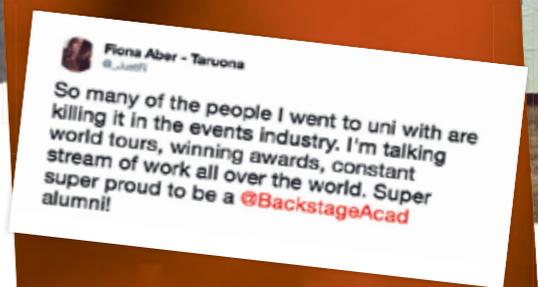
nehenson\_ • Follow  
nehenson\_ Four trains, one tube and a taxi ride later, I am finally pitched and unpacked at staff camping! Look out @standoncalling, your artist accreditation and dressing room/rider team are here! 🙌🏻👉🏻👈🏻👉🏻👈🏻  
#StandonCallingFestival #BelongBackstage



grace\_hebden • Follow  
Danhostel Copenhagen City  
grace\_hebden The last view I had before leaving Copenhagen. Had such an amazing 2 weeks and can't believe it's all over. Roll on next year! Skål op Kræw! 🍻👉🏻👈🏻  
#belongbackstage #grenkoncert #opkræw



mattytownsend  
48 likes  
mattytownsend Standing on top of the main stage at Grøn after the team building the whole festival site in a record breaking three in a half hours! 🙌🏻  
#grenkoncert #denmark #odense #musicfestival #belongbackstage #stagecrew #festivalife



Fiona Aber - Taruona  
So many of the people I went to uni with are killing it in the events industry. I'm talking world tours, winning awards, constant stream of work all over the world. Super proud to be a @BackstageAcad alumni!



laurengavin\_x  
23 likes  
laurengavin\_x Working on main stage at tramlines 2018 done 🟢 #belongbackstage



# Message from our Founder

Having worked in this exciting, diverse and challenging industry for most of my working life, I realised several years ago that emerging young industry talent was key to the UK maintaining its lead position in creating the very best live shows and events.

It also became apparent that for new and developing talent to be a valuable asset to the industry they needed hands-on experience from the get go, leading to the industry based learning approach of Backstage Academy.

This enabled our students to develop their skills in world-class environments, alongside some of the seasoned best of our industry's experts, and build up an extensive network of industry contacts to help with the leap into employment.

On completion of their degree course our students step out in the real world with a CV of work ready to prove their credentials, giving them the edge over other graduates.

**Dr Adrian Brooks**  
Chairman and Founder, Backstage Academy



# Final word from our students

*“ I absolutely love it at Backstage Academy, and I think the course is perfect for me. I have massively expanded my skill set into areas that I didn't know even existed before and I have been pushed beyond the classroom into a variety of different professional environments. ”*

Ashley, Live Visual Design and Production Student

*“ Backstage Academy is the only place where industry lives within the heart of education. It's fun, lively and you're able to work towards a common goal with others who have similar interests. It's the best start to a career and it feels more like a family than a university. ”*

Josh, Live Events Production Student

*“ Being a student at Backstage Academy has allowed me to gain new knowledge and expand the skills I already had such as organisation, determination and confidence. The opportunities that I get are amazing, for instance working as artist liaison at Radio One's Biggest Weekend in Swansea. I'm looking forward to what the next two years will bring. ”*

Suman, Stage Management Student

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All information correct at time of publication.  
Errors and omissions excepted.



Teaching Intensive, Research Informed

All degree programmes at Backstage Academy are validated by the University of Bolton. Backstage Academy has enjoyed a successful partnership with the University of Bolton since 2011. The University of Bolton has achieved its record student satisfaction rating of 85% following the results of The National Student Survey (NSS) 2017. Over the past 12 months, the university has also been recognised by The Complete University Guide for its student satisfaction, ranking in the top 27% of 129 higher education institutions. Other recent accolades include silver status in the government's new Teaching Excellence Framework (TEF) evaluation scheme of university teaching, recognising universities for exceeding the baseline threshold expected of UK higher education. The university also ranked 38 out of 128 institutions for teaching quality in The Sunday Times; and entered The Guardian's top 40 for teaching quality.

These achievements bring to the forefront the University of Bolton's commitment to its policy of being a Teaching Intensive, Research Informed (TIRI) institution, one that continually strives to enhance and enrich the student experience.



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