

NATIONAL DIPLOMA: PERFORMING ARTS TECHNOLOGY

Qualification code: NDUK01 - NQF Level 6

Campus where offered: Arts Campus

Important notification to new applicants:

Students who intend to enrol for this qualification for the first time in 2017 or thereafter, should note that it will not be possible to continue with any Baccalaureus Technologiae as from 2020, since it is being replaced by qualifications aligned with the newly-implemented Higher Education Qualification Sub-Framework. Potential students are advised to consult the University's website for any new qualifications which might not be published in this Prospectus.

REMARKS

a. *Admission requirement(s) and selection criteria:*

• FOR APPLICANTS WHO OBTAINED A SENIOR CERTIFICATE BEFORE 2008:

Admission requirement(s):

A Senior Certificate or an equivalent qualification.

Recommended subject(s):

Art, Carpentry and Sewing, Electronics, Mathematics and Technical Drawing.

Selection criteria:

Practical, psychometric and a TUT potential assessment and an interview. A portfolio of the applicant's work may be submitted, if available.

Applicants are assessed according to a formula for academic merit, based on scholastic performance. Three Higher Grade subjects are required.

Formula for academic merit:

SYMBOL	HG	SG
A	5	4
B	4	3
C	3	2
D	2	1
E	1	0

Applicants who score 11 points or less according to the formula will not be accepted.

• FOR APPLICANTS WHO OBTAINED A NATIONAL SENIOR CERTIFICATE IN OR AFTER 2008:

Admission requirement(s):

A National Senior Certificate with a bachelor's degree or a diploma endorsement, or an equivalent qualification, with an achievement level of at least 3 for English (home language or first additional language), 2 for Mathematics and 3 for Mathematical Literacy.

Recommended subject(s):

None.

Selection criteria:

To be considered for this qualification, applicants must have an Admission Point Score (APS) of at least **17** (with Mathematics) or **18** (with Mathematical Literacy).



Assessment procedures:

The APS will only be taken into consideration to determine if an applicant will be allowed to enrol for the qualification. The interview will contribute 40% and the demonstration of practical skills will contribute 60% to the final admission score.

• FOR APPLICANTS WITH A NATIONAL CERTIFICATE (VOCATIONAL):**Admission requirement(s):**

A National Certificate (Vocational) with at least 50% for English (home language or first additional language) and 50% for Mathematics or Mathematical Literacy, 50% for Life Orientation (excluded for APS calculation), 60% for any other three compulsory vocational subjects and 50% for the fourth subject.

Selection criteria:

To be considered for this qualification, applicants must have an Admission Point Score (APS) of at least 27.

- b. *Minimum duration:*
Three years.
- c. *Presentation:*
Day classes.
- d. *Intake for the qualification:*
January only.
- e. *Exclusion and readmission:*
See Chapter 2 of Students' Rules and Regulations.
- f. *Recognition of Prior Learning (RPL), equivalence and status:*
See Chapter 30 of Students' Rules and Regulations.
- g. *Second year:*
The first year of study is seen as an ongoing phase in the evaluation of career-orientated and talented artists for the entertainment industry. With the second year of study in mind, students will be evaluated throughout the year in terms of class attendance, progress, potential, marks, commitment and readiness to benefit from further studies, and will be advised accordingly.
- h. *Practical experience:*
In order to be admitted to obtain practical experience in the industry, students must pass all subjects of the previous study years, as well as the current study year.
- i. *Timetable:*
Please take note that, because of timetable constraints, a failed subject may be presented at the same time as subjects of the following year of study.
- j. *Subject credits:*
Subject credits are shown in brackets after each subject.

Key to asterisks:

- * Subject information does not correspond to information in Report 151.
(Deviations approved by the Senate in August 2005.)
- ** Textile Design IB is compulsory with any of these four subjects.
- *** Subjects should be taken simultaneously.



CURRICULUM

SUBJECTS PRINTED IN BOLD ARE NOT FOR REGISTRATION PURPOSES.

FIRST YEAR

CODE	SUBJECT	CREDIT	PREREQUISITE SUBJECT(S)
CDY110T	Communication Dynamics I		
CDY11PT	Communication Dynamics: Communication I	(0,008)	
CDY11QT	Communication Dynamics: Computer I	(0,008)	
CDY11RT	Communication Dynamics: Writing I	(0,009)	
SGT100T	Stage Technology I	(0,150)	
THH100T	Theatre History I	(0,022)	

FIRST SEMESTER

DPT111T	Theory and Practice: Decor Painting IA	(0,071)
KTS101T	Theory and Practice: Costume IA	(0,071)
LIG101T	Theory and Practice: Lighting IA	(0,071)
MUP111T	Theory and Practice: Make-Up IA	(0,071)
REK101T	Theory and Practice: Properties IA	(0,071)
SND101T	Theory and Practice: Sound IA	(0,071)
TDE10AT	Textile Design IA	(0,025)*

SECOND SEMESTER

Two of the following subjects:

DPT121T	Theory and Practice: Decor Painting IB**	(0,176)*	Theory and Practice: Decor Painting IA
KTS101B	Theory and Practice: Costume IB**	(0,176)*	Theory and Practice: Costume IA
LIG111T	Theory and Practice: Lighting IB	(0,176)*	Theory and Practice: Lighting IA
MUP121T	Theory and Practice: Make-Up IB**	(0,176)*	Theory and Practice: Make-Up IA
REK111T	Theory and Practice: Properties IB**	(0,176)*	Theory and Practice: Properties IA
SND111T	Theory and Practice: Sound IB	(0,176)*	Theory and Practice: Sound IA
TDE10BT	Textile Design IB**	(0,000)*	Textile Design IA

Please note that due to timetable constraints, it will not be possible to take Theory and Practice: Decor Painting IB and Theory and Practice: Sound IB simultaneously.

TOTAL CREDITS FOR THE FIRST YEAR: **1,000**

SECOND YEAR

CODE	SUBJECT	CREDIT	PREREQUISITE SUBJECT(S)
SGT200T	Stage Technology II	(0,230)	Stage Technology I
THH200T	Theatre History II	(0,030)	Theatre History I
plus two of the following subjects:			
DPT210T	Theory and Practice: Decor Painting II	(0,350)	Theory and Practice: Decor Painting IB Textile Design IB
KTS200T	Theory and Practice: Costume II	(0,350)	Textile Design IB Theory and Practice: Costume IB
LIG200T	Theory and Practice: Lighting II***	(0,350)	Theory and Practice: Lighting IB



MUP210T	Theory and Practice: Make-Up II	(0,350)	Textile Design IB Theory and Practice: Make-Up IB
REK200T	Theory and Practice: Properties II	(0,350)	Textile Design IB Theory and Practice: Properties IB
SND200T	Theory and Practice: Sound II***	(0,350)	Theory and Practice: Sound IB

FIRST SEMESTER

AAD11AB	Arts Administration IA	(0,020)	
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SECOND SEMESTER

AAD11BB	Arts Administration IB	(0,020)	
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TOTAL CREDITS FOR THE SECOND YEAR: **1,000**

THIRD YEAR

CODE	SUBJECT	CREDIT	PREREQUISITE SUBJECT(S)
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Two of the following subjects:

DPT310T	Theory and Practice: Decor Painting III	(0,350)	Theory and Practice: Decor Painting II
KTS300T	Theory and Practice: Costume III	(0,350)	Theory and Practice: Costume II
LIG300T	Theory and Practice: Lighting III***	(0,350)	Theory and Practice: Lighting II
MUP310T	Theory and Practice: Make-Up III	(0,350)	Theory and Practice: Make-Up II
REK300T	Theory and Practice: Properties III	(0,350)	Theory and Practice: Properties II
SND300T	Theory and Practice: Sound III***	(0,350)	Theory and Practice: Sound II

FIRST SEMESTER

AAD20AT	Arts Administration IIA	(0,020)	Arts Administration IA Arts Administration IB
SGT301T	Stage Technology III	(0,230)	Stage Technology II
THH301T	Theatre History III	(0,030)	Theatre History II

SECOND SEMESTER

AAD20BT	Arts Administration IIB	(0,020)	Arts Administration IB
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TOTAL CREDITS FOR THE THIRD YEAR: **1,000**

TOTAL CREDITS FOR THE QUALIFICATION: **3,000**

SUBJECT INFORMATION (OVERVIEW OF SYLLABUS)

The syllabus content is subject to change to accommodate industry changes. Please note that a more detailed syllabus is available at the department or in the study guide that is applicable to a particular subject. On 01 September 2017, the syllabus content was defined as follows:

A

ARTS ADMINISTRATION IA (AAD11AB)

1 X 3-HOUR PAPER

(Subject custodian: Department of Entertainment Technology)

Business skills, marketing and planning, entrepreneurship, managerial skills, database, legal procedures and policies, sponsors and self-management. Basic industrial relations. (Total tuition time: ± 28 hours)



ARTS ADMINISTRATION IB (AAD11BB)
(Subject custodian: Department of Entertainment Technology)
Computer skills, safety and first-aid: level 2. (Total tuition time: ± 54 hours)

PRACTICAL EVALUATION

ARTS ADMINISTRATION IIA (AAD20AT) **1 X 3-HOUR PAPER**
(Subject custodian: Department of Entertainment Technology)
Business skills, marketing and planning, entrepreneurship, managerial skills, database, legal procedures, laws applicable to the theatre, contracts and policies, sponsors and self-management. Basic industrial relations. (Total tuition time: ± 30 hours)

ARTS ADMINISTRATION IIB (AAD20BT)
(Subject custodian: Department of Entertainment Technology)
Computer skills, safety and first-aid: level 3. (Total tuition time: ± 46 hours)

PRACTICAL EVALUATION

C

COMMUNICATION DYNAMICS: COMMUNICATION I (CDY11PT)
(Subject custodian: Department of Entertainment Technology)
Safety, first-aid: level 1. Communication skills. (Total tuition time: ± 15 hours)

PRACTICAL EVALUATION

COMMUNICATION DYNAMICS: COMPUTER I (CDY11QT)
(Subject custodian: End User Computing Unit)
Students have to acquire theoretical knowledge (computing fundamentals) and practical skills as an end-user in operating systems and MS Office Suite applications (MS Word, MS Excel and MS PowerPoint) on an introductory level. Students will do online and computer-based tests. The modules are mapped with SAQA and IC3 Essential Skills for Digital Literacy (International certification). Open labs are available for additional practice time. (Total tuition time ± 40 hours)

PRACTICAL EVALUATION

COMMUNICATION DYNAMICS: WRITING I (CDY11RT)
(Subject custodian: Department of Applied Languages)
Writing skills aimed at the industry. (Total tuition time: ± 19 hours)

PRACTICAL EVALUATION

S

STAGE TECHNOLOGY I (SGT100T) **1 X 3-HOUR PAPER**
(Subject custodian: Department of Entertainment Technology)
Theatres in South Africa. Stage management. Technical installations. Stage. Decor. Safety. Technical drawing. (Total tuition time: ± 76 hours)

STAGE TECHNOLOGY II (SGT200T) **1 X 3-HOUR PAPER**
(Subject custodian: Department of Entertainment Technology)
Production meetings. Stage management. Safety. Technical development of productions. Cost calculation and budgeting. Model building. (Total tuition time: ± 76 hours)

STAGE TECHNOLOGY III (SGT301T) **1 X 3-HOUR PAPER**
(Subject custodian: Department of Entertainment Technology)
Theatre organisation. Planning and publicity. Applying practical skills for productions. Basics of scenic design. (Total tuition time: ± 52 hours)

T

TEXTILE DESIGN IA (TDE10AT) **PRACTICAL EVALUATION**
(Subject custodian: Department of Entertainment Technology)
The study of textile techniques as applied to the textile and theatre industry. (Total tuition time: ± 36 hours)

TEXTILE DESIGN IB (TDE10BT) **PRACTICAL EVALUATION**
(Subject custodian: Department of Entertainment Technology)
Historical development of textiles, application of basic skills, colour, basic art principles and design. (Total tuition time: ± 76 hours)



THEATRE HISTORY I (THH100T) <i>(Subject custodian: Department of Entertainment Technology)</i> The origin and development of theatre. Greek to renaissance period. (Total tuition time: ± 19 hours)	1 X 3-HOUR PAPER
THEATRE HISTORY II (THH200T) <i>(Subject custodian: Department of Entertainment Technology)</i> Theatres in Europe. Technology. Influential people. (Total tuition time: ± 19 hours)	1 X 3-HOUR PAPER
THEATRE HISTORY III (THH301T) <i>(Subject custodian: Department of Entertainment Technology)</i> Egyptian and eastern theatres. Puppet theatre. (Total tuition time: ± 9 hours)	1 X 3-HOUR PAPER
THEORY AND PRACTICE: COSTUME IA (KTS101T) <i>(Subject custodian: Department of Entertainment Technology)</i> Costume and clothing history. Sewing skills. Basic pattern drafting and construction. (Total tuition time: ± 104 hours)	PRACTICAL EVALUATION
THEORY AND PRACTICE: COSTUME IB (KTS101B) <i>(Subject custodian: Department of Entertainment Technology)</i> Medieval to renaissance clothing. Pattern development. Costume construction and sewing skills. (Total tuition time: ± 208 hours)	PRACTICAL EVALUATION
THEORY AND PRACTICE: COSTUME II (KTS200T) <i>(Subject custodian: Department of Entertainment Technology)</i> Modern clothing. Costume construction. Sewing skills and pattern development. (Total tuition time: ± 561 hours)	PRACTICAL EVALUATION
THEORY AND PRACTICE: COSTUME III (KTS300T) <i>(Subject custodian: Department of Entertainment Technology)</i> Pattern development. Construction and sewing techniques for various costume genres. (Total tuition time: ± 583 hours)	PRACTICAL EVALUATION
THEORY AND PRACTICE: DECOR PAINTING IA (DPT111T) <i>(Subject custodian: Department of Entertainment Technology)</i> Drawing skills. Colour and elementary copying and decor-painting. (Total tuition time: ± 99 hours)	PRACTICAL EVALUATION
THEORY AND PRACTICE: DECOR PAINTING IB (DPT121T) <i>(Subject custodian: Department of Entertainment Technology)</i> Decor painting. Colours and colour mixing. Elementary drawing techniques, tools and materials. (Total tuition time: ± 247 hours)	PRACTICAL EVALUATION
THEORY AND PRACTICE: DECOR PAINTING II (DPT210T) <i>(Subject custodian: Department of Entertainment Technology)</i> Advanced copying and painting techniques. Styles and periods. Drawing skills and colour mixing. (Total tuition time: ± 612 hours)	PRACTICAL EVALUATION
THEORY AND PRACTICE: DECOR PAINTING III (DPT310T) <i>(Subject custodian: Department of Entertainment Technology)</i> Designing skills. Advanced copying, painting and colour-mixing skills for stage, interiors and cinematography. (Total tuition time: ± 486 hours)	PRACTICAL EVALUATION
THEORY AND PRACTICE: LIGHTING IA (LIG101T) <i>(Subject custodian: Department of Entertainment Technology)</i> Theatre safety and etiquette. Basic theatre lighting equipment and procedures. (Total tuition time: ± 36 hours)	PRACTICAL EVALUATION
THEORY AND PRACTICE: LIGHTING IB (LIG111T) <i>(Subject custodian: Department of Entertainment Technology)</i> Implementing lighting and theatre safety. Basic electricity, electrical equipment. Lighting: practical work and production skills. (Total tuition time: ± 228 hours)	PRACTICAL EVALUATION



THEORY AND PRACTICE: LIGHTING II (LIG200T) <i>(Subject custodian: Department of Entertainment Technology)</i> Lighting equipment and effects. Work environments. Colour theory. Duties of the lighting technicians. (Total tuition time: ± 338,5 hours)	PRACTICAL EVALUATION
THEORY AND PRACTICE: LIGHTING III (LIG300T) <i>(Subject custodian: Department of Entertainment Technology)</i> Projectors, laser, basic pyrotechniques. Lighting design productions. (Total tuition time: ± 286 hours)	PRACTICAL EVALUATION
THEORY AND PRACTICE: MAKE-UP IA (MUP111T) <i>(Subject custodian: Department of Entertainment Technology)</i> Basic make-up techniques and colour use. Practical application. Make-up materials. (Total tuition time: ± 108 hours)	PRACTICAL EVALUATION
THEORY AND PRACTICE: MAKE-UP IB (MUP121T) <i>(Subject custodian: Department of Entertainment Technology)</i> Theatre make-up. Hairstyling techniques. Fantasy and children's make-up. Headdresses. (Total tuition time: ± 228 hours)	PRACTICAL EVALUATION
THEORY AND PRACTICE: MAKE-UP II (MUP210T) <i>(Subject custodian: Department of Entertainment Technology)</i> Hairstyles, beards and moustaches. Fashion and media make-up facial analysis and corrective make-up. Body-painting techniques. (Total tuition time: ± 483 hours)	PRACTICAL EVALUATION
THEORY AND PRACTICE: MAKE-UP III (MUP310T) <i>(Subject custodian: Department of Entertainment Technology)</i> Design and execution of special effects make-up. Special effects make-up. Pre-manufactured wounds and piece applications. Advanced hairstyling techniques. (Total tuition time: ± 371 hours)	PRACTICAL EVALUATION
THEORY AND PRACTICE: PROPERTIES IA (REK101T) <i>(Subject custodian: Department of Entertainment Technology)</i> Historical development of properties. Materials and techniques, modelling, carving and moulding. (Total tuition time: ± 153 hours)	PRACTICAL EVALUATION
THEORY AND PRACTICE: PROPERTIES IB (REK111T) <i>(Subject custodian: Department of Entertainment Technology)</i> Basic woodwork techniques. Hand puppets and their construction. (Total tuition time: ± 323 hours)	PRACTICAL EVALUATION
THEORY AND PRACTICE: PROPERTIES II (REK200T) <i>(Subject custodian: Department of Entertainment Technology)</i> Set, costumes, decorative properties. Modelling, carving, moulding, welding techniques. String puppet (marionette) construction. (Total tuition time: ± 600 hours)	PRACTICAL EVALUATION
THEORY AND PRACTICE: PROPERTIES III (REK300T) <i>(Subject custodian: Department of Entertainment Technology)</i> Interiors, furniture and architecture, trick properties. Carving and moulding techniques restoration. Robotics, electronics and animatronics. (Total tuition time: ± 462 hours)	PRACTICAL EVALUATION
THEORY AND PRACTICE: SOUND IA (SND101T) <i>(Subject custodian: Department of Entertainment Technology)</i> Sound and sound equipment. Studio layout. Digital audio and sound. (Total tuition time: ± 36 hours)	PRACTICAL EVALUATION
THEORY AND PRACTICE: SOUND IB (SND111T) <i>(Subject custodian: Department of Entertainment Technology)</i> Advanced sound equipment. Processors, cabling and sound chain. (Total tuition time: ± 228 hours)	PRACTICAL EVALUATION



THEORY AND PRACTICE: SOUND II (SND200T)

(Subject custodian: Department of Entertainment Technology)

Multi-track recording. Analogue and digital mixing. System design. Sound operation. Editing and MIDI programming. (Total tuition time: ± 338,5 hours)

PRACTICAL EVALUATION

THEORY AND PRACTICE: SOUND III (SND300T)

(Subject custodian: Department of Entertainment Technology)

Loudspeakers. System designs. Live and studio recording and mixing. (Total tuition time: ± 286 hours)

PRACTICAL EVALUATION

