CPAD Terminology table

Terminology	Description
Blended Learning	Learning that takes place through both online platforms and face-to-face environments.
Colloquia/symposium/conference	Bringing together students, staff, and industry professionals to discuss current research topics and trends in the creative and performing arts and design sector
Community Engagement Projects	Projects or practice that provide students with opportunities to develop professional skills and experience in working with others in a specific social or community context
Demonstration	Visual and/or aural presentations of a technique or process, often accompanied by a discussion of the underlying principles and concepts.
Distributed environment	Delivering education and support through online platforms, enabling students to study from remote locations or flexible schedules.
Diverse Audiences	This term has two possible meanings in a performing arts context. Firstly, that an audience itself is constituted by a diverse (heterogeneous) range of individual audience members. Secondly, that a performance may be given to different audiences that are comprised of individuals with similar (heterogeneous) characteristics (e.g., children or people drawn from a specific community).
Embodied Knowledge	A type of knowledge that resides in the body and is also gained through the body, and that enables an individual to produce a constant flow of senses and actions, where the body, not the mind, is the knowing subject.
Exchange (live and virtual)	An agreed period of study undertaken in another institution and country, usually as part of a recognised programme e.g., Erasmus
Field Trip (arts, design, photo)	Organised visits (national or international) to cultural sites and institutions, galleries, museums, auditoria, screenings, and other relevant locations to gain exposure to different styles, techniques, and presentation contexts in art and design.
Field Trip (performing arts)	Organised visits (national and international) to cultural sites and institutions, theatres, concert halls, opera, festivals, auditoria, dance centres and other relevant public venues to gain exposure to different styles, techniques and performance practice in dance, drama, music.
Group critique	Group discussions and evaluations of student work to provide constructive feedback and encourage growth.
Hackathon	A collaborative event where students work together to find creative solutions to a problem or challenge.
Independent learning	Encouraging students to take responsibility for their own learning through self-directed study and exploration.
Individual practice	Regular individual learning through self-directed study and exploration.

Induction (workshop skills, study skills/library)	A programme of workshops and activities designed to help students develop essential study skills and familiarise themselves with workshops, health and safety, library resources and services.
Internship	Hands-on work experience in the creative and performing arts and design sector offering students opportunities to apply their skills and knowledge in a professional context.
Laboratory	Dedicated and equipped spaces for students to experiment, explore and create work in a hands-on environment.
Lecture	Presenting information and knowledge on a specific topic through lecture and visual and/or aural aids, with optional Q&A session.
Master Class	Visit from an external professional expert, a visiting teacher, who teaches a selection of students individually in a public setting.
One-to-one teaching	Educational teacher-student setting commonly used in most creative and performing arts and design programmes, to teach and develop technical and creative skills catered to the individual student's needs.
Online forum and discussion board	Facilitates learning through shared online space for commentary and discussion.
Peer-to-peer tutorial	Small-group sessions led by students to provide support and feedback to their peers.
Placement	A structured programme of work placement that provides students with opportunities to develop professional skills and experience in the creative and performing arts and design sector
Project	Collaborative team-based or individual period of study that enable students to explore a particular topic or area of interest in depth and explore technical and artistic skills. Projects can be self-initiated or set as part of a curriculum.
Rehearsal	Organised, regular practice sessions for chamber music ensembles and orchestral projects. Chamber music can be rehearsed with or without a coach, orchestras rehearse with a conductor.
Research cafe	A space for students to come together to share their research and explore different perspectives, methods and theories.
Seminar (staff & student-led)	Focussed small group discussions and presentations led by both staff and students.
Social media for collaboration and networking	Facilitates networking and collaborations among wider educational and cultural sector groups.
Studio	Dedicated space for creative and performing arts and design students to experiment, explore and create work in a hands-on environment, usually following project and challenged-based methods. In music studio also refers to a recording studio where performers and audio technicians collaborate to record music.

Tacit Knowledge	In a performing arts context, tacit knowledge refers to the knowledge, skills, and abilities that an individual gains through the practical experience of working alongside others who are co-contributors to the shared realisation of a performance outcome, often from a different discipline base
Text	In a performing arts context the word text, as source material for the construction of a performance, should be understood in its broadest possible meaning. Therefore, ideas, concepts, images and sounds, in addition to literary text, can all potentially be regarded as texts for performance.
Tutorial (individual and group)	One-on-one or small-group sessions to provide support and feedback on student work.
Video conferencing and real-time collaboration tools	Used for connecting individuals or groups of students and tutors for collaborative projects or educational events.
Virtual Learning Environment (VLE) eLearning (synchronous, asynchronous)	Utilising online platforms and tools to deliver content, facilitate discussions, and support student collaboration and interaction in real-time (synchronous) or at their own pace (asynchronous).
Workshops (technical)	Practical sessions focused on learning and applying specific technical skills, taking place in dedicated and equipped spaces or exterior settings.

Assessment Examples	Definition
Art Critique	A critical evaluation of an artwork, analysing its formal elements, conceptual framework, and contextual relevance.
Artistic Reflection	A student's reflection about their artistic processes and results, presented in written, oral or other suitable form.
Annotated Bibliography	A list of sources with brief descriptions and evaluations, demonstrating the student's understanding of the relevant literature and other sources, and their application to their research or creative practice.
Case Study	A detailed analysis of a specific example, event, or situation within a creative or artistic context, requiring the student to apply theoretical concepts and critical thinking.
Debate Presentation	A structured oral argument, in which students defend or challenge a specific position on a relevant topic.
Demonstration of Skills/Techniques	A practical assessment in which students showcase their proficiency in specific artistic or creative skills and techniques.
Essay	A written work presenting a student's analysis or argument on a specific topic requires a clear thesis, supporting evidence, and logical structure.

Examination (practical)	A test or assessment designed to evaluate a student's ability to apply their skills and knowledge in a real-world or simulated setting.
Exhibition/installation	A display of a student's creative work, showcasing their artistic achievements and development in a chosen field. May be a public space.
Film/Video Screening	A presentation of a student's film or video work, showcasing their technical skills, creativity, and storytelling abilities.
Laboratory/Practical Exam	An assessment tests students' ability to apply their skills and knowledge in a real-world or simulated setting.
Lecture Recital	A formal presentation by an individual student, in which they present their artistic research, using live performance
Literature/Source Review	A comprehensive and critical examination of the existing research, sources and literature on a specific topic, highlighting gaps and areas for further investigation.
Oral Exam	A verbal assessment in which students answer questions or discuss their work, demonstrating their knowledge and understanding of course content.
Peer Review	A process in which students provide constructive feedback on each other's work, fostering critical thinking and collaborative learning.
Performance	A live presentation or enactment of a student's creative work, such as fine art, music, dance, or theatre, to demonstrate their skills and artistic expression.
Placement Performance Review	An evaluation of a student's performance during an internship or work placement, based on feedback from supervisors and peers.
Portfolio Review	A formative or summative evaluation of a student's or team's portfolio, providing feedback on the quality and relevance of their work.
Poster Presentation	A visual display summarizing a student's research or creative project, presented at conferences or exhibitions for discussion and feedback.
Problem Solving Task	An assignment that challenges students to apply their skills and knowledge to solve a specific problem or issue within an artistic or creative context.
Production Dossier	A proposal and/or report on a specific production project (i.e. short film) including managerial, conceptual and artistic elements highlighting the affordances and distinctive characteristics of the proposed project.
Professional Plans	A document outlining a student's career goals, strategies for achieving them, and reflections on their progress so far. It may also involve a skills audit.
Project (research)	A student-led investigation or creative exploration, which may involve primary or secondary research, analysis, and the production of an outcome or artefact.
Proposal	A (normally) written proposal that sets out a plan, or suggested set of aims and objectives, ideas, themes, methods, for a specific period of learning. It is for the consideration of others - used specifically for projects and external placements.
Quiz/Test	A formal assessment of a student's knowledge and understanding of specific course content, usually in the form of multiple-choice, short-answer, or essay questions.

Recorded/rendered creative work	A student's creative output captured in a recorded or rendered format, such as video, audio, or digital media, for evaluation and critique.
Reflective Journal	A record of a student's thoughts, feelings, and reflections on their learning experiences, encouraging self-awareness and personal growth.
Report	A structured, evidence-based document that presents the findings and conclusions of a research or creative project.
Research Paper	A comprehensive, well-reasoned, and thoroughly researched written work that contributes to the knowledge in a specific field of study.
Role Play	A simulation exercise in which students assume specific roles and interact in a scenario to demonstrate their understanding of concepts and ability to apply skills.
Showreel	A curated selection of a student's or students' video/film work
Simulation	A computer-based or role-play exercise designed to replicate real-world scenarios, allowing students to apply their skills and knowledge in a controlled environment.
Site-Based installation	An assessment conducted at a specific location or context relevant to the student's field of study. May be a public space.
Student Journal	A continuous record of a student's thoughts, ideas, and progress in their creative or research process, usually submitted periodically for assessment.
Studio Presentation with Artefacts	A presentation of a student's creative work in a studio setting, allowing for discussion and critique of the artefacts produced.
Teamwork Assessment	An evaluation of a student's ability to work effectively within a group, considering factors such as communication, collaboration, and problem-solving.
Thesis	A substantial piece of original research, typically undertaken as part of a higher degree, significantly contributes to knowledge in a specific field. A thesis at Masters or Bachelor level would be expected to use primary and secondary sources but would not necessarily comprise original research.
Workbook/Sketchbook	A collection of a student's visual and written work, exercises, and reflections, demonstrating their development and learning throughout a course or project.