

Liverpool John Moores University

Title: Digital Performance
Status: Definitive
Code: **4501CTP** (126101)
Version Start Date: 01-08-2021

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

Team	Leader
Mark Smith	

Academic Level: FHEQ4
Credit Value: 20
Total Delivered Hours: 60
Total Learning Hours: 200
Private Study: 140

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Workshop	60

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Practice	AS1	An audio-visual digital performance (2500 words equivalent)	70	
Essay	AS2	A blog accompanying the performance which explains the performance and identifies the significance of the work in the wider context of the industry (2000 words)	30	

Aims

The aim of this module is to survey light, sound and digital practices in performance and introduce students to meanings that can be generated by these practices and the opportunities afforded by their use. Students will be trained at a foundational

level to use both lighting and sound equipment and performance related software.

Learning Outcomes

After completing the module the student should be able to:

- 1 Describe the use of digital tools and software in a number performance contexts and explain their significance.
- 2 Describe the basic principles of lighting for performance and explain how meaning is generated by the use of light and sound.
- 3 Utilise more than one software package and make a contribution to a performance.
- 4 Design, rig and operate light and sound for performance.
- 5 Identify key concepts and professional issues in the use of digital tools and light and sound in the creation of performance.

Learning Outcomes of Assessments

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

Audio-visual Digital Perf	3	4	
Blog Analysis	1	2	5

Outline Syllabus

The module will review a number of examples of technology and software in performance, some of which will be historical for the purposes of perspective and context. The core principles of software and management of digital data and imagery will be considered. This understanding will be applied through the use of example software packages.

The module will look at the way in which light, colour and sound generate meaning in performance and the broad types of equipment that provide light in performance including lantern types, power supply and control.

Learning Activities

This module requires students to develop practical skills alongside the presentation of ideas and critical contexts and as such is best suited to workshop-based learning where flexible and varied activities including skills sessions, discussions and informal presentations can be designed on a weekly basis.

Notes

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