

#### Summary Information

Module Code	4501CTP
Formal Module Title	Digital Performance
Owning School	Liverpool Screen School
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 4
Grading Schema	40

#### Teaching Responsibility

LJMU Schools involved in Delivery
LJMU Partner Taught

#### Partner Teaching Institution

Institution Name
Liverpool Institute for Performing Arts

#### Learning Methods

Learning Method Type	Hours
Workshop	60

#### Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
SEP-PAR	PAR	September	28 Weeks

#### Aims and Outcomes

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.
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**After completing the module the student should be able to:**

### Learning Outcomes

Code	Number	Description
MLO1	1	Describe the use of digital tools and software in a number performance contexts and explain their significance.
MLO2	2	Describe the basic principles of lighting for performance and explain how meaning is generated by the use of light and sound.
MLO3	3	Utilise more than one software package and make a contribution to a performance.
MLO4	4	Design, rig and operate light and sound for performance.
MLO5	5	Identify key concepts and professional issues in the use of digital tools and light and sound in the creation of performance.

### Module Content

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.
Module Overview	
Additional Information	

### Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Practice	Audio-visual Digital Perf	70	0	MLO3, MLO4
Reflection	Blog Analysis	30	0	MLO1, MLO2, MLO5

### Module Contacts

#### Module Leader

Contact Name	Applies to all offerings	Offerings
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#### Partner Module Team

Contact Name	Applies to all offerings	Offerings
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