

Liverpool John Moores University

Title: Live Performance Operations
Status: Definitive
Code: **5203AMP** (121888)
Version Start Date: 01-08-2021

Owning School/Faculty: Engineering
Teaching School/Faculty: Engineering

Team	Leader
Colin Robinson	Y

Academic Level: FHEQ5 **Credit Value:** 20 **Total Delivered Hours:** 44
Total Learning Hours: 200 **Private Study:** 156

Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	18
Practical	18
Tutorial	8

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Technology	AS1	Stage Set-up	80	
Report	AS2	Reflective report	20	

Aims

To consolidate and extend knowledge of technical operations in the broadcast media and creative industries, with specific regard to the additional challenges encountered in technical management of live performances.

Learning Outcomes

After completing the module the student should be able to:

- 1 Develop safety plans and technical specifications for a live performance scenario.
- 2 Evaluate and/or use appropriate live performance technology in a relevant situation
- 3 Appraise the effectiveness of the approach and reflect on the performance of team members

Learning Outcomes of Assessments

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

Stage Set-up	2	1
Reflective report	3	

Outline Syllabus

Health & Safety legislation for live performance & OB etc.
Power system planning & implementation for live performance & OB etc.
Show Control, Advanced Control Network systems for stage technology control
Types of performance and requirements for audio
Audio monitoring for performers (foldback vs feedback), FOH level control
EQ and outboard equipment
Analogue vs digital in live sound reinforcement systems, control and signal routing
Live & pre-sequenced operations & technology
Luminaires and bulbs, colourimetry, quality and characteristics
Lantern arrangement for specific applications, DMX etc
Live vs pre-programmed control systems, broadcast vs live audience requirements
Image operations, Large displays and potential conflict with OB
Interaction with audio control system
Concepts of projection mapping for events
Field trips to appropriate venue case studies.

Learning Activities

Attend all lectures, tutorial and practical sessions.
Engage with on-line learning materials.
Research and produce the output for the practical assignment

Notes

This module provides knowledge and experience of technical operations in the broadcast media and creative industries. A focus of the material is the particular technical management challenges of live performances.