

# Digital Performance – Software, Coding, DIY Module Information

**2022.01, Approved** 

# **Summary Information**

Module Code	5505CTP
Formal Module Title	Digital Performance – Software, Coding, DIY
Owning School	Liverpool Screen School
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 5
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 further develop an understanding of types of software available to performance practitioners and introduce students to coding and low-cost technologies for self-creation of processes or effects in performance. The enhancement of existing software packages through additional coding will be considered.
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## After completing the module the student should be able to:

## **Learning Outcomes**

Code	Number	Description
MLO1	1	Differentiate between types of coding and approaches to software engineering.
MLO2	2	Demonstrate understanding of coding through practical examples.
MLO3	3	Experiment with hardware components to create systems.
MLO4	4	Apply more than one software package to create meaning in a performance.

# **Module Content**

Outline Syllabus	The module will focus on a foundational understanding of coding and the languages that are available. It will look at the basic engineering of components to create operational systems. The module will continue the work of level 4 with consideration of other software packages.
Module Overview	
Additional Information	

## **Assessments**

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Artefacts	Exhibit with statement	70	0	MLO1, MLO2, MLO3
Presentation	Performance	30	0	MLO1, MLO2, MLO3, MLO4

# **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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