

Liverpool John Moores University

Title: Digital Performance – Software, Coding, DIY
Status: Definitive
Code: **5505CTP** (126487)
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: FHEQ5
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
Presentation	AS1	Item of technology design for DIY technology exhibition with accompanying statement of intention, justification and outline of process (2500 words equivalent)	70	
Practice	AS2	Short performance using own technology and existing software package with programme (2000 words equivalent)	30	

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.

Learning Outcomes

After completing the module the student should be able to:

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

Learning Outcomes of Assessments

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

Exhibit with statement	1	2	3	
Performance	1	2	3	4

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.

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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