

Liverpool John Moores University

Title: PERFORMANCE AND TECHNOLOGY
Status: Definitive
Code: **6006DANCE** (103960)
Version Start Date: 01-08-2019

Owning School/Faculty: Sports Studies, Leisure and Nutrition
Teaching School/Faculty: Sports Studies, Leisure and Nutrition

Team	Leader
Pauline Brooks	Y

Academic Level: FHEQ6 **Credit Value:** 24 **Total Delivered Hours:** 48
Total Learning Hours: 240 **Private Study:** 192

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	7
Seminar	5
Tutorial	1
Workshop	35

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Practice	AS1	Practical	75	
Presentation	AS2	Poster Presentation	25	

Aims

To provide opportunities for students to investigate how technology can be used creatively with movement and dance. To enable students to explore the relationship of dance with digital technology in intermedial settings, and in a variety of performance environments. To introduce them to some of the practices currently in the dance industry using technology.

Learning Outcomes

After completing the module the student should be able to:

- 1 Work independently as a dance maker to explore a range of technology/media
- 2 Apply knowledge of choreographic constructs and IT skills to create a new work
- 3 Critically analyse and evaluate own work in relation to current situations in dance performance and technology.

Learning Outcomes of Assessments

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

practical	1	2
poster presentation	3	

Outline Syllabus

Dance on video

Technology in performance: visual/sound

Intermediality

Life forms/computer packages used by practitioners

Capturing and processing dance with computers.

Poster Presentation techniques and tools.

Learning Activities

Practical workshops

IT workshops

Lectures

Seminars

Tutorials

IT support sessions

Notes

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