

Liverpool John Moores University

Title: STAGE TECHNOLOGY
Status: Definitive
Code: **6042TECH** (105441)
Version Start Date: 01-08-2016

Owning School/Faculty: Electronics and Electrical Engineering
Teaching School/Faculty: Electronics and Electrical Engineering

Team	Leader
David Ellis	Y

Academic Level: FHEQ6 **Credit Value:** 12 **Total Delivered Hours:** 40
Total Learning Hours: 120 **Private Study:** 80

Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Off Site	4
Practical	18
Seminar	18

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	AS1	Labwork – select and/or use appropriate stage eqpt	30	
Essay	AS2	Assignment – Create specs and plans for a scenario	70	

Aims

To consolidate and extend knowledge of technical techniques used 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 Identify safe systems of work relating to stage technology and its deployment
- 2 Evaluate and/or use appropriate live performance technology
- 3 Develop technical equipment specifications for a live performance scenario

Learning Outcomes of Assessments

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

CW	1	2
CW	1	3

Outline Syllabus

Legislation for safe systems of work relating to technical live performance
Sound reinforcement systems, control and signal routing
Acoustic tuning, sound dispersion control and feedback control
Audio monitoring for performers and for mix level control
Power system planning & implementation
DJ & VJ technology
Lighting and control technology for live performance
Video displays and control for large events

Learning Activities

Seminars, practical sessions and demonstrations including student work groups.

Notes

This module extends the knowledge gained in 'Studio Technology' and 'Digital Editing & Mastering' to encompass the additional challenging technical requirements imposed when managing technical A/V aspects during live performance.