Liverpool John Moores University

Title:	Performance & Technology
Status:	Definitive
Code:	**6268SSLN** (122631)
Version Start Date:	01-08-2021

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

Team	Leader
Pauline Brooks	Y
Lisa Parsons	
Angie Walton	
Fran Leaver	
Bérnard Pierre-Louis	

Academic Level:	FHEQ6	**Credit Value:**	20	**Total Delivered Hours:**	60
Total Learning Hours:	200	**Private Study:**	140		

Delivery Options
Course typically offered: Semester 1

Component	Contact Hours
Lecture	7
Placement	20
Seminar	3
Tutorial	1
Workshop	29

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Practice	AS 1	Practical	75	
Presentation	AS 2	Evaluative presentation (15 minutes)	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 currently using technology.

Learning Outcomes

After completing the module the student should be able to:

1   Work creatively as a dance artist to explore a range of technology/media
2   Apply knowledge of choreographic and multimedia concepts to create an intermedial work
3   Critically analyse and evaluate own work in relation to current situations in the industry

Learning Outcomes of Assessments

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

Practical   1   2   3

Presentation   1   2   3

Outline Syllabus

Technology in performance: visual/sound
Intermediality
Computer packages software used by practitioners
Creating your own sound and visual images
Poster presentation techniques and tools

Learning Activities

Practical workshops
IT workshops
Lectures
Seminars
Tutorials
IT support sessions

Notes

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 currently using technology.