

## Liverpool John Moores University

Title: TECHNOLOGY AND PERFORMANCE  
Status: Definitive  
Code: **6290DANCE** (103943)  
Version Start Date: 01-08-2016

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

Team	Leader
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**Academic Level:** FHEQ6      **Credit Value:** 12      **Total Delivered Hours:** 24

**Total Learning Hours:** 120      **Private Study:** 96

### Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	2
Seminar	2
Tutorial	2
Workshop	18

**Grading Basis:** 40 %

### Assessment Details

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

### Aims

*To provide opportunities for students to explore how technology can be used creatively with dance. To give students an understanding of the relationship of dance with the camera and the computer. To provide students with an understanding of*

*computer packages used by dance practitioners to research, notate and choreograph.*

## **Learning Outcomes**

After completing the module the student should be able to:

- 1 Work independently as a choreographer/videographer to capture and process movement and images
- 2 Apply knowledge and understanding of choreographic constructs and IT skills to create a group dance using Lifeforms software
- 3 Critically analyse and evaluate own work
- 4 Demonstrate critical knowledge and understanding of current trends/possibilities in dance performance and technology

## **Learning Outcomes of Assessments**

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

screen dance	1	2
evaluative presentation	3	4

## **Outline Syllabus**

*Dance on video*

*Technology in performance*

*Life forms/computer packages used by practitioners*

*Capturing and processing dance with computers.*

*Presentation techniques and tools.*

## **Learning Activities**

Hands-on practical workshops will inform students knowledge and experience of computer and camera technology;  
lectures will serve to broaden knowledge of current trends in the field;  
seminars will support practical and theoretical knowledge and understanding.

## **Notes**

This module provides students with opportunities to study and explore how computers can be used creatively with dance, and what kind of computer packages are currently used by practitioners. To further understand the relationship of dance/video/camera and working in an interactive sound environment.