

Liverpool John Moores University

Warning: An incomplete or missing proforma may have resulted from system verification processing

Title: PERFORMANCE, COMPOSITION AND PROGRAMMING WITH LIVE ELECTRONICS
Status: Definitive
Code: **6503IABCMP** (128937)
Version Start Date: 01-08-2021

Owning School/Faculty: Liverpool Screen School
Teaching School/Faculty: Institute of the Arts Barcelona

Team	Leader
Andrew Sherlock	Y

Academic Level: FHEQ6
Credit Value: 20
Total Delivered Hours: 92
Total Learning Hours: 200
Private Study: 108

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	78
Tutorial	2
Workshop	12

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Presentation	AS1	Performance of a piece or pieces for live electronics to a minimum of three minutes duration. The pieces are to be composed specifically for the module.	40	
Presentation	AS2	Performance of two pieces for live electronics and acoustic instruments/sources, each of a three-minute minimum duration. The pieces are to be composed	60	

Category	Short Description	Description	Weighting (%)	Exam Duration
		specifically for the module.		

Aims

The aim of the module is to enable the student to create and perform music/sound-based works that include a live electronics component using the requisite specific competence/s and technical skills to realise the works.

Learning Outcomes

After completing the module the student should be able to:

- 1 Model and integrate the main techniques, applications and protocols of live electronics in performance, composition and/or programming.
- 2 Portray expert knowledge of the repertoire of live electronics music performance.
- 3 Compose well-crafted and aesthetically developed music/sound-based works.
- 4 Create a live performance that employs live electronics tools and techniques.
- 5 Combine in the same work/performance acoustic instruments/sources and their digitally processed signals.

Learning Outcomes of Assessments

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

Presentation	1	2	3	4	
Presentation	1	2	3	4	5

Outline Syllabus

The module explores the creation and the performance of music/sound-based works for live electronics as well as the musical interaction with acoustic instruments and audio signals. The student analyses prominent works from the live electronics music repertoire and learns the specific skills and techniques as they apply to composition, performance and programming. The module also covers use of the software and hardware tools most commonly found in the execution of a live electronic music performance. Though the student must create original works to be presented for assessment they are able to perform either their own pieces or the original works of others in the group.

Learning Activities

The main delivery method is through lectures and practical classes. The lectures are supported by seminars led by guest lecturers, experts and practitioners, as well as collaborative workshops where the students work in a group towards the creation of

live electronic performance solutions utilising software and/or hardware. The students are supported during the creative process with one-to-one tutorials including guidance on utilisation of the software and hardware tools necessary for the execution of their performances.

Notes

The module allows students to engage with and demonstrate a multi layered performance including the use of live electronics. Assessment is via two separate presentations.