

## Module Specification

**Module Title:** Contextual Studies 3: Software Environments – Performance and Sound Creation

<b>Module code:</b>	TBC	<b>NQF level:</b>	Level 6
<b>Credit value:</b>	20 credits	<b>Semester of study:</b>	1 and 2
<b>Applicable pathways:</b>	Classical, Film Music, Folk, Jazz, Popular, Production and Songwriting	<b>Pre-requisites:</b>	None

### Module overview

Students will learn how to operate and manage sequencing, sampling and synthesis performance software/applications intended for live performance. These may include (although not exclusively) applications such as Ableton 'Live' and 'Max'. The module will cover issues related to the integration of live audio and instrumentation with sample/synthesis based material. Students will be guided towards the consideration of executing their work within a live performance context.

### Aims

The module address sound creation and performance techniques with specific reference to performance technologies to give the students opportunities to perform live with specialised hardware and software technologies. The module is suitable for performers, composers and producers who wish to integrate digital technologies into their performance practice.

The module aims to:

1. Equip students with a comprehensive knowledge, understanding and command of live sampling, sequencing and synthesis software.
2. Expand the students' skills, knowledge and experience of music production environments/software.
3. Provide the student with the ability and expertise needed in order to create an electronic musical product for use within a live context.

### Learning outcomes

On successful completion of this module, students will be able to:

1. Apply a sophisticated practical and theoretical understanding of production practices by exercising significant judgment, analysis and evaluation within a live performance context.
2. Competently apply, manipulate and practically manage software within a performance environment.
3. Articulate a practical understanding of current and emerging technologies in a broader performance context.

### Learning and teaching methods

Students will be taught via **workshop** sessions in a purpose-built computer suite. Each student will work at individual work stations on practical tasks as demonstrated and set by the tutor. Specific applications and software will be used in order for the students to gain specialist skills in the area of live performance technologies. Learning will also take place within a live performance space/environment scheduled during each semester, enabling the students to realise and execute their work within a live context. All of the content and tasks should lead towards practical application in private study time and to the development of a live performance/presentation of work. Students will also be encouraged to share their unfolding ideas in sessions, and to learn from the development of each other's processes and material.

### Contact hours and directed study (over semesters 1 and 2)

Delivery type	Student hours
Indicative hours for learning and teaching activities	30 hours
Indicative hours of directed study	170 hours
Total hours (100hrs per 10 credits)	200 hours

### Opportunities for formative feedback

Regular formative assessment through workshops.

### Assessment Method

Description of assessment	Length/Duration	Weighting	Module LOs addressed
Presentation (two original works, one demonstrating specific technical criteria as set by the module tutor, the other a free original composition/production)	5-8 minutes	50%	1, 2, 3
Presentation (two original works, one demonstrating specific technical criteria as set by the module tutor, the other a free original composition/production)	5-8 minutes	50%	1, 2, 3

### Re-Assessment Method

Description of assessment	Length/Duration	Weighting	Module LOs addressed
Presentation (two original works, one demonstrating specific technical criteria as set by the module tutor, the other a free original composition/production)	5-8 minutes	50%	1, 2, 3
Presentation (two original works, one demonstrating specific technical criteria as set by the module tutor, the other a free original composition/production)	5-8 minutes	50%	1, 2, 3

### Indicative Reading List

- Berghaus, G. (2005) *Avant-garde Performance: Live Events and Electronic Technologies*. Palgrave Macmillan.
- Lyons, R.G. (2004) *Understanding Digital Signal Processing*. Prentice Hall.
- Kreidler, J. (2009) *Loadbang - Puredata Max/MSP*. Wolke Publishing House.
- Puckette, M. (2007) *The Theory and Technique of Electronic Music*. World Scientific Press: Singapore.
- Roads, C. (1996) *The Computer Music Tutorial*. MIT Press.
- Russ, M. (2002) *Sound Synthesis and Sampling*. Focal Press.