

MODULE SPECIFICATION PROFORMA

Module Title:	Collaborative Performance	Level:	6	Credit Value:	20
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Module code:	CMT602	Is this a new module?	No	Code of module being replaced:	
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Cost Centre:	GACT	JACS3 code:	W372
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Trimester(s) in which to be offered:	1	With effect from:	September 16
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School:	Creative Arts	Module Leader:	Mike Wright.
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Scheduled learning and teaching hours	48 hrs
Guided independent study	152 hrs
Placement	0 hrs
Module duration (total hours)	200 hrs

Programme(s) in which to be offered	Core	Option
BSc (Hons) Music Technology	<input checked="" type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>

Pre-requisites
None

Office use only

Initial approval August 16

APSC approval of modification *Enter date of approval*

Have any derogations received SQC approval?

Version 1

Yes No

Module Aims

To enable students to:
Produce and explore media Installations and Soundscapes. This will be though the development and design of custom interfaces and computer driven media applications. The computer to be a creative media compositional tool.

Intended Learning Outcomes

Key skills for employability

- KS1 Written, oral and media communication skills
- KS2 Leadership, team working and networking skills
- KS3 Opportunity, creativity and problem solving skills
- KS4 Information technology skills and digital literacy
- KS5 Information management skills
- KS6 Research skills
- KS7 Intercultural and sustainability skills
- KS8 Career management skills
- KS9 Learning to learn (managing personal and professional development, self-management)
- KS10 Numeracy

At the end of this module, students will be able to

Key Skills

At the end of this module, students will be able to		Key Skills	
1	Analyse and evaluate different system components based on technical specification.	KS10	KS3
2	Critically deduce suitable installation technology within the creative media industry.	KS10	KS3
3	Research and contrast current trends within creative media and associated industry.	KS7	KS3
4	Implement a novel media installation, abstracting how media installations can be manipulated though use of custom designed interfaces.	KS10	

Transferable/key skills and other attributes

Derogations

None

Assessment:

Assignment 1: Group installation. All those taking the module will present a media installation with individual components that fit a design brief for the installation. The installation will demonstrate a competent standard of technical application to deliver a creative media event.

Assignment 2: Critical reflective report that demonstrates pre-production and planning. The influences that have been brought into the design concept. Detailed information of system design will be part of the process.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)	Duration (if exam)	Word count (or equivalent if appropriate)
1	1, 3, 4	Practical	60%		15 mins
2	2, 3, 4	Report	40%		1500

Learning and Teaching Strategies:

The module is presented by lecture, group discussion and seminar to define installation. Group and personal tutorials to give formative support leading to evaluation of media installation.

Syllabus outline:

Generic support of a range of technologies used to prepare the media installation.
Health and safety for installation art.
Arduino coding.
Max MSP /Jitter GEM (cycling 74) design and interpretation of code.
Algorithmic control of media systems
Sound reinforcement
Case studies of creative media installations.

Bibliography:

Essential reading

Gibbs, T. (2007) The Fundamentals of Sonic Art & Design. AVA Publishing.
LaBelle, B. (2015) Background Noise, Perspectives on Sound Art. Bloomsbury.
Boxall, J. (2013) Arduino Workshop. No Starch Press.

Other indicative reading

Savasgard, E. (2015) Arduino 101 Beginners Guide. Create Space ind' Publishing
Organised Sound Journal. Cambridge Press.