PERF 3028 MUSIC PROJECT 2: CREATIVE PERFORMANCE

Credit Points 10

Legacy Code 102856

Coordinator Peter Long (https://directory.westernsydney.edu.au/search/name/Peter Long/)

Description In small groups, students will plan, prepare, and perform a substantial artistically and technically challenging live performance project. Students' performance practices will be expanded by integrating any thematically linked subset of software, hardware (controllers and synths), video and other multimedia, stagecraft, lighting, spatialisation, algorithms, theory, and improvisation. Students will learn how to integrate music and sound with multimedia and technology; develop their skills in digital audio software and interactive technology; gain experience of working collaboratively on a creative project; and contextualise their work within a broader cultural context. The teaching material comprises pre-recorded lectures and guided workshops, which are undertaken on campus.

School Humanities & Comm Arts

Discipline Music

Student Contribution Band HECS Band 2 10cp

Check your HECS Band contribution amount via the Fees (https://www.westernsydney.edu.au/currentstudents/current_students/fees/) page.

Level Undergraduate Level 3 subject

Pre-requisite(s) PERF 1025

Equivalent Subjects PERF 3025 - Sound and Performance Expanded Practice PERF 3007 - Expanded Music Performance PERF 3027 - Interactive Electronic Media and Performance

Learning Outcomes

On successful completion of this subject, students should be able to:
1. Identify strategies for integrating live musical performance with technology (software and hardware), multimedia, and interaction.
2. Apply knowledge of music, video, and interactive software and technology to develop a creative performance.
3. Design and develop a thematically coherent and creative live performance.
4. Participate in a collaborative creative process.
5. Relate their creative work to a broader cultural context.
6. Critically evaluate decisions and procedures used for the development of multifaceted creative projects.

Subject Content

Overview of historical and contemporary expanded and multimedia performances, artists, and cultural context.
Integrating live musical performance with software, hardware (controllers and synths), video and other multimedia, stagecraft, lighting, spatialisation, algorithms, theory, and improvisation.
Using a digital audio workstation within live performance: plugins, recording and triggering loops, routing of MIDI and audio, automation.
Interfacing between software, hardware, and humans.
Developing algorithmic routines for generating and manipulating sound, music, and visuals.

Assessment

The following table summarises the standard assessment tasks for this subject. Please note this is a guide only. Assessment tasks are regularly updated, where there is a difference your Learning Guide takes precedence.

Item	Length	Percent	Threshold	Individual/Group Task
Presentation	5 minutes	10	N	Group
Quiz	30 questions	15	N	Individual
Applied Project	5−15 minutes	50	N	Group
Essay	1,500 words	25	N	Individual
Participation	Weekly, 1 hour	S/U	Y	Individual

Teaching Periods

Autumn
Penrith (Kingswood)
Day
Subject Contact Peter Long (https://directory.westernsydney.edu.au/search/name/Peter Long/)

View timetable (https://classregistration.westernsydney.edu.au/even/timetable/?subject_code=PERF3028_22-AUT_KW_D#subjects)