

Module Title:	Digital Processing in Live Performance
Module Code:	BAPM21H
Level:	6
Credits:	30
Pre-requisites:	

Module Description:

This module investigates the creative potential of digital sound processing in the context of live performance. Studio based work at the start of the module will equip learners with techniques of live sound manipulation alongside the development of creative concepts. This work is then transferred into a workshop environment so that learners can develop their practical skills. Experience of using digital processing in a live environment will develop versatility and proficiency whilst peer feedback will facilitate the evaluation of sonic materials in preparation for a final performance.

Indicative Content:

- Digital processing techniques
 - Sonic materials
 - Music software in live performance
 - Midi and midi controllers
 - Amplification and monitoring
 - Artistic concepts
 - Musical language and structures
-

Learning and Teaching Methods:

The module will be delivered through a combination of studio based teaching and performance workshops.

Specific Learning Resources:

Bibliography

Highly Recommended

Robinson, K 2009 *Ableton Live 8 and Suite 8: Create, Produce, Perform* Oxford: Focal Press

Cousins, M 2010 *Logic Pro 9: Audio & Music Production* Oxford: Focal Press

Gibbs, T 2007 *The Fundamentals of Sonic Art & Sound Design* Switzerland: Ava Publishing SA

Module Specifications: School of Music

Recommended

Puckette Miller, S 2007 *The Theory and Techniques Of Electronic Music* London: World Scientific

Kirk, R & Hunt, A. (1999) *Digital Sound Processing for Music and Multimedia*. Oxford: Focal Press

Background Reading

Cage, J. (1999) *Edition Silence*. London: Marion Boyars

Kahn, D. (2001) *Noise Water Meat a history of sound in the arts*. Cambridge, Mass.: MIT

Howard, D. M., Angus, J., Rumsey, F. (2001) *Acoustics and psychoacoustics: 2nd edition*. Oxford: Focal Press

Holmes, T. (2002) *Electronic and Experimental Music, 2nd ed*. New York: Routledge

Module Learning Outcomes

Subject Specific Learning Outcomes

On successful completion of this module you will be able to:

LO 1 | Demonstrate a sophisticated understanding of digital processing techniques

LO 2 | Critically evaluate the creative potential of new technology

LO 3 | Compose, arrange and manipulate sonic materials by combining traditional techniques with contemporary music technologies

LO 4 | Demonstrate a proficient and versatile use of digital processing in the context of live performance

LO 5 | Demonstrate effective stagecraft and communication skills

Assessment Title or element

Weighting (%)

Portfolio of developmental materials (e.g. audio examples, DVD clips, screenshots, routing diagrams, evaluation)

30%

Performance examination (20-25 minutes)

70%

Information correct at point of publication.