

Course Template

1. Basic information

- Course Name: Music, Technology and Performance
- Course Code: HM002A
- Level (UG, PG): Undergraduate
- Academic Period: 2014
- Faculty: Faculty of Technology
- Department: Creative Music Technology
- PMB: LMS
- Offered at:
- Type (single, joint.): SI
- Highest Award : Bachelor of Arts (Honours)
- All possible exit awards : Bachelor of Arts; Certificate of Higher Education; Diploma of Higher Education
- Award notes :

Professional Body Recognition

- Accreditation by Professional/Statutory body:

No

- Exemption by Professional/Statutory body:

No

- Details

- Modes of attendance: Main MOA: Full-Time
Other MOA: Part-Time
- Mode Notes:
- Course leader:

2. Entry Requirements and Profile

- Normally 260 points with a minimum of 160 points from 2 full A levels and including grade C in Music or Music Technology.
- National Diploma DMM
- Five GCSEs grades A*-C including English Language or Literature at grade C or above. We also accept the BTEC First Diploma plus two GCSEs including English at grade C or above.
- International Baccalaureate: 28+ Points.

3. Course Description

Characteristics and Aims

The Single Honours BA in Music, Technology and Performance offers an environment for studying and music-making that joins performing with music technology. It is aimed specifically at musicians who have experience as performers and in music technology who are interested in how technology can enable innovative ways of performing, of interacting with other musicians and artists, and how it can give rise to new forms of musical expression. The structure of the degree enables the development of an individual skills base, weighted towards either music or technology, and culminating in a performance portfolio.

New music technologies are enabling innovation in the creative arts, the entertainments industries, and multimedia design work. These new technologies are defining whole new areas of activity in which art and science meet, such as multimedia applications, interdisciplinary art-work, club culture, computer games, virtual reality, and so on. These in turn are spawning a variety of alternative musical and technological communities. The successful student of Music, Technology and Performance at DMU will become aware and contribute to such innovation.

The underlying structure of the degree emphasises personal growth, with a progressive core curriculum complemented by a diverse range of optional modules. These address performance work, historical and theoretical contextualisation, and performance and associated technology. Studying the degree will also equip the graduate with a range of transferable skills learned through performance and working with technology, for example, the ability to work in groups, personal confidence and communication. These skills are valuable in other areas of employment.

Teaching, Learning and Assessment Strategies

Through lectures, seminars, practical workshops and rehearsals with extensive individual contact. Assessment is through creative, practical and written coursework, rather than end-of-year exams.

4. Outcomes

Generic outcome headings	What a student should know and be able to do upon completion of the course
<ul style="list-style-type: none"> Knowledge & understanding 	<ol style="list-style-type: none"> 1. Identify key areas of potential for developing and utilising technology for performance 2. Identify the basic concepts and applicability of a diverse range of approaches to performance 3. Understand and critique approaches to contemporary performance-based practices 4. Describe and apply the fundamentals of music and sound 5. Confront, explore and assimilate unfamiliar approaches to music and performance 6. Relate music and performance to historical, social, and cultural contexts
<ul style="list-style-type: none"> Cognitive skills 	<ol style="list-style-type: none"> 1. Create artistic works to fit a given brief 2. Choose artistic and intellectual directions when a brief is very open 3. Refine options and ideas to guide creative work 4. Overcome creative blocks 5. Balance and integrate creativity with processes of artistic refinement 6. Balance and integrate technical means and exploration with artistic intent 7. Form conceptual approaches to art making 8. Exercise innovative thinking 9. Analyze and solve technical problems 10. Analyze and solve artistic problems 11. Develop objectivity in evaluating one's own artistic endeavours 12. Support and critique the efforts of one's peers
<ul style="list-style-type: none"> Subject specific skills 	<ol style="list-style-type: none"> 1. Physical dexterity and control 2. Powers of interpretation

	3. Selecting a programme of music suitable to the performance context 4. Artistic and expressive skills 5. Presentational skills 6. Improvisation 7. Ensemble skills 8. Physiologies involved in performance. 9. Pedagogical principles governing teaching, learning and performance. 10. Cultural conventions and symbolic meanings associated with the repertoires, technologies, instruments, and genres studied. 11. Developing technologies for performance 12. Combining musical sound with other media. 13. Integrating performers with electronically generated sound. 14. Rehearsal management.
<ul style="list-style-type: none"> Key Skills 	1. Application of numbers 2. Communication 3. Improving own learning and performance 4. Information Technology 5. Problem solving 6. Working with others

5. Structure and Regulations

Relationship Details

<u>Module</u>	<u>Credits</u>	<u>Level</u>	<u>Take/Pass</u>	<u>Semester</u>	<u>Locations</u>
MUST1001	30.00	1	Must Take	Y	DM
MUST1008	30.00	1	Must Take	Y	DM
MUST1009	30.00	1	Must Take	Y	DM
TECH1020	30.00	1	Must Take	Y	DM
MUST2003	30.00	2	Must Take	Y	DM
MUST2004	30.00	2	Neither	Y	DM
MUST2005	30.00	2	Neither	Y	
MUST2006	30.00	2	Must Take	Y	DM
MUST2007	30.00	2	Neither	Y	DM
MUST2008	30.00	2	Neither	Y	DM
TECH2035	30.00	2	Neither	Y	
TECH2047	30.00	2	Neither	Y	DM
AMAN3040	30.00	3	Neither	Y	DM
AMAN3041	30.00	3	Neither	Y	DM
MUST3000	30.00	3	Neither	Y	DM
MUST3021	30.00	3	Neither	Y	DM
MUST3023	30.00	3	Neither	Y	DM
MUST3026	30.00	3	Neither	Y	DM
MUST3028	30.00	3	Neither	Y	DM
MUST3029	30.00	3	Neither	Y	DM
PERF3017	30.00	3	Neither	Y	DM
TECH3006	30.00	3	Neither	Y	

Structure

Structure notes

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Course Specific Differences or Regulations

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Numbers at sites, including partner institutions

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Relevant QAA Subject Benchmarking statement(s)

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6. Quality Assurance Information

QA of Workbased Learning

N/A

Liaison with Collaborative Partners

Arrangements for liaison with collaborative partners: Modules will be delivered by colleagues in the Faculty of Technology

Procedures for Maintaining Standards

Programme Management Board and Subject Authority Board Module appraisal forms and module specific student consultation Staff-student consultative committee External examiner oversight of student work and achievement Faculty QA oversight of provision

Course Handbook Descriptor

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