THTR10014 Performance Technology 1

Credit Points:	25
Level:	1 (Undergraduate)
Dates & Locations:	This subject is not offered in 2013.
Time Commitment:	Contact Hours: 120 Total Time Commitment: 240 hours
Prerequisites:	None
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	None
Core Participation Requirements:	For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Student Support and Engagement Policy, academic requirements for this subject are articulated in the Subject Overview, Learning Outcomes, Assessment and Generic Skills sections of this entry. It is University policy to take all reasonable steps to minimise the impact of disability upon academic study, and reasonable adjustments will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact on meeting the requirements of this subject are encouraged to discuss this matter with a Faculty Student Adviser and Student Equity and Disability Support: http://services.unimelb.edu.au/disability
Contact:	**Faculty of the VCA and Music Student Centre** Ground Floor, Elisabeth Murdoch Building (Bldg 860) Southbank Campus 234 St Kilda Road, Southbank, 3006 Enquiries Phone: 13 MELB (13 6352) Email: 13MELB@unimelb.edu.au
Subject Overview:	Performance Technology 1 is an introduction to Audio, Lighting and Vision Systems for live performance. This course is designed to build the foundation knowledge required to prepare students for the professional roles in live performance. Among other elements students will be introduced to; historical context, equipment types and difference, safe use of equipment, how to operate and maintain equipment, and system design (power and signal distribution through to control equipment). Performance Technology 1 is the first step to a full understanding of the importance of technology in today's modern performance environment. This subject will be delivered via 3 Modules - Module One: Audio Skills; Module Two: Lighting Skills; Module Three: Vision Systems Module One: This module will introduce the student to Audio in Performance. Students will be introduced to the historical context of Audio, equipment types and difference, safe use of audio equipment, how to operate and maintain audio equipment, and the audio system (power and signal distribution to control equipment). Module Two: Module 2 will introduce the student to Lighting in Performance. Students will be introduced to the historical context of lighting, equipment types and difference, safe use of lighting equipment, how to operate and maintain lighting equipment, and the lighting system (power distribution to control equipment). Module 3 will introduce the student to Vision Systems in Performance. Students will be introduced to the historical context of Vision Systems, equipment types and difference, safe use of vision system equipment, how to operate and maintain equipment, and the vision system (power and signal distribution to control equipment).
Objectives:	Module One: On completing this subject students will be able to: • design a basic audio system; • install a basic audio system;

	• recognise different audio equipment; • operate audio equipment safely. Module Two: On completing this subject students will be able to: • design a basic lighting system; • install a basic lighting system; • recognize different lighting equipment; • operate lighting equipment safely. Module Three: On completing this subject students will be able to: • design a basic vision system; • install a basic vision system; • recognise different equipment. • operate equipment safely.
Assessment:	Module One: 30%2 hour Written exam (1,000 words). Due week 8. 15%Design, install and control of a basic audio system (2,000 words or the equivalent). Due at the end of semester. 5%Module Two: 30%2 hour written exam (1,000 words). Due week 8. 15%Design, install and control of a basic lighting system (2,000 words or the equivalent). Due at the end of semester. 15%Module Three: 30%2 hour Written exam (1,000 words). Due week 8. 15%Design, install and control of a basic vision system (2,000 words or the equivalent). Due at the end of semester. 15%Participation (for all modules) 10% - Class attendance is required for this subject; if you do not attend a minimum of 80% of classes without an approved exemption you will not be eligible for a pass in this subject. Assessment submitted late without an approved extension will be penalised at 10% per day. All assignment work must be submitted and a pass in each module must be achieved for successful completion of this subject.
Prescribed Texts:	None
Breadth Options:	This subject is not available as a breadth subject.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	On completing this subject students will be able to: # work at various levels, both as an individual and as a team member, in a wide variety of visual/performing artistic environments; # demonstrate an open, independent and inquiring attitude towards contemporary cultural developments and new ideas; # demonstrate practical skills in respect of critical analysis, problem solving, report writing, team work and oral and written communication; exhibit extensive theoretical and practical knowledge of their discipline including relevant professional knowledge, skills, discipline and ethics as they relate to a practising visual/performing artist.
Links to further information:	www.vcam.unimelb.edu.au
Related Course(s):	Bachelor of Fine Arts (Production)