



Australian Government

CUAMPF202 Incorporate music technology into performance

Release: 1

CUAMPF202 Incorporate music technology into performance

Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package version 2.0.

Application

This unit describes the skills and knowledge required to perform music using technology based equipment.

It applies to individuals who use technology as an integral part of their performance, such as musicians, DJs and other electronic music artists.

No licensing, legislative or certification requirements apply to this unit at the time of publication.

Unit Sector

Performing arts – music performance

Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
1. Explore the potential of technology based equipment	1.1 Discuss with appropriate people ways in which technology based equipment and related software can be used to enhance performance 1.2 Use practice sessions to explore a range of features in technology based equipment, ensuring that product instructions and safety features are observed 1.3 Test a range of ways in which sound can be produced to achieve performance goals consistently and reliably 1.4 Seek feedback from appropriate people on own skill development, and set improvement goals
2. Prepare for performance incorporating	2.1 Use appropriate methods to safely move, use, care for and store equipment

ELEMENT	PERFORMANCE CRITERIA
music technology	<p>2.2 Install and connect equipment safely and according to product instructions</p> <p>2.3 Check that equipment and outboard devices are working properly, and refer any problems to appropriate people for action</p>
3. Use music technology to enhance performance	<p>3.1 Incorporate electronic devices, software or effects into performance, consistent with the style of instruments or voices in the act</p> <p>3.2 Use electronic devices, software or effects to reproduce sounds or sequences, and program music</p> <p>3.3 Use electronic devices or software to drive outboard equipment</p> <p>3.4 Use electronic devices or software to incorporate sound into a music, video, light or multimedia product as appropriate to the performance</p> <p>3.5 Monitor own proficiency in using electronic devices, and note areas for improvement in consultation with appropriate people</p>

Foundation Skills

This section describes language, literacy, numeracy and employment skills incorporated in the performance criteria that are required for competent performance.

Skill	Performance Criteria	Description
Learning	1.4, 3.5	<ul style="list-style-type: none"> Demonstrates some awareness of learning strengths and areas of need, and begins to plan and manage the learning process
Reading	2.2	<ul style="list-style-type: none"> Recognises and interprets textual information from scripts and production documentation to determine requirements
Oral Communication	1.1, 1.3, 1.4, 2.3	<ul style="list-style-type: none"> Uses clear and relevant language to discuss the various ways electronic equipment can be used to enhance musical performance Comprehends information from aural sources Asks questions and listens closely to answers
Numeracy	3.1- 3.5	<ul style="list-style-type: none"> Interprets numbering on controls and devices
Navigate the world of work	2.1, 2.3	<ul style="list-style-type: none"> Follows safety procedures related to own role

Interact with others	1.1, 1.4, 2.3	<ul style="list-style-type: none"> Uses appropriate communication practices to seek information and feedback, or refer issues
Get the work done	1.2-1.4, 2.1-2.3, 3.1-3.5	<ul style="list-style-type: none"> Explores sound capabilities of digital systems and tools safely and effectively Identifies problems and refers them to appropriate people Monitors performance Uses feedback to evaluate and improve performance Utilises a broad range of features within applications to produce sounds, sequences or program music, optimising software functions for multimedia purposes

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUAMPF202 Incorporate music technology into performance	CUSMPF202A Incorporate music technology into performance	Updated to meet Standards for Training Packages. Minor edits to elements and performance criteria.	Equivalent unit

Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.education.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5>