



Australian Government

CUAMPF212 Incorporate music technology into performances

Release: 1

CUAMPF212 Incorporate music technology into performances

Modification History

| Release | Comments |
|-----------|--|
| Release 1 | This version first released with CUA Creative Arts and Culture Training Package Version 5.0. |

Application

This unit describes the skills and knowledge required to explore the uses of technology-based equipment and related software when performing music.

The unit applies to those who use technology as an integral part of their performance, including 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. Prepare for performances incorporating music technology | 1.1 Discuss with required personnel ways in which technology-based equipment and related software can be used during performance 1.2 Establish and document music performance goals with required personnel 1.3 Move, use, care for and store equipment according to safe work practices 1.4 Install and connect equipment safely and according to product instructions 1.5 Check that equipment and outboard devices are operational, and refer any problems to required personnel for action 1.6 Explore different features in technology-based equipment using practice sessions according to safe work practices and product instructions |

| ELEMENT | PERFORMANCE CRITERIA |
|---|--|
| | 1.7 Test different ways in which sound can be produced in line with achieving performance goals |
| 2. Use music technology in performances | 2.1 Incorporate technology and software into performance, consistent with style of instruments or voices in the act 2.2 Reproduce sounds and sequences, and program music using technology-based equipment and software 2.3 Incorporate sound into music, video, light or multimedia product as required for performance |
| 3. Review performances using music technology | 3.1 Assess own proficiency in using technology-based equipment and software, and note areas for improvement 3.2 Seek feedback from required personnel on own skill development and develop strategies for future improvement |

Foundation Skills

This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.

| SKILL | DESCRIPTION |
|--------------------|---|
| Learning | <ul style="list-style-type: none"> Identifies learning strengths and areas of need, and begins to plan and manage the learning process |
| Numeracy | <ul style="list-style-type: none"> Interprets numbering on controls and devices |
| Oral communication | <ul style="list-style-type: none"> Uses clear industry language when discussing ways electronic equipment can be used in musical performance Asks questions and uses listening skills |
| Reading | <ul style="list-style-type: none"> Determines requirements using textual information from instructions and production documentation |
| Problem solving | <ul style="list-style-type: none"> Identifies problems and refers them to required personnel |
| Self-management | <ul style="list-style-type: none"> Follows safety procedures related to own role |
| Technology | <ul style="list-style-type: none"> Uses sound capabilities of digital systems and tools safely |

Unit Mapping Information

Supersedes and is equivalent to CUAMPF202 Incorporate music technology into performance.

Links

Companion Volume Implementation Guide is found on VETNet -

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