



Australian Government

CUAMPF409 Perform music using digital media

Release: 1

CUAMPF409 Perform music using digital media

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 explore the potential of digital media technology and apply it to perform a range of musical pieces.

It applies to individuals with a high level of musical aptitude and experience who are incorporating digital media into performance.

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 digital media for performance ideas	1.1 Listen to or view recordings of performances that use digital media as the performance instrument 1.2 Experiment with a range of improvised and composed musical works, and plan scope of use in performance 1.3 Discuss and evaluate the musical effectiveness of work in progress with appropriate people 1.4 Incorporate feedback into preparation of digital media performance
2. Develop facility with digital media	2.1 Investigate and apply a range of digital techniques in musical ways 2.2 Experiment with a range of sounds for incorporation into

ELEMENT	PERFORMANCE CRITERIA
	improvisations and compositions 2.3 Consult with appropriate people to identify factors that may affect use of digital media in performance 2.4 Extend control over the technology to create new ways to use digital media as the performance instrument and to perform planned sound consistently 2.5 Use practice sessions to develop technical facility for using digital media in performance
3. Develop appropriate notation	3.1 Investigate ways in which music is notated for performance using digital media 3.2 Notate digital media performance pieces
4 Perform a range of pieces	4.1 Set up and test instruments and equipment following safe work practices 4.2 Play pieces and/or accompaniments with appropriate attention to rhythmic detail, dynamic range and variations in technique as required 4.3 Use technical facility to achieve variations in sound and/or tone as appropriate 4.4 Perform all work following notated instructions where relevant 4.5 Use feedback from relevant others and own observations of performance to identify areas for future improvement

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
Reading	2.1, 3.2, 4.4	Interprets or checks texts relevant to notating music for digital media
Writing	3.2	Adopts conventions of notating music for performance using digital media
Oral Communication	1.1, 1.3, 2.3, 4.5	- Uses clear and industry specific language to liaise with others - Uses questioning and listening to exchange ideas and gather feedback

Navigate the world of work	1.2, 2.1, 4.1	Follows organisational and legislative requirements regarding safety and production purposes
Interact with others	1.3, 2.3, 4.5	- Consults and collaborates with others in order to plan approaches, gain knowledge and explore creative ideas - Seeks feedback or expert advice where required
Get the work done	1.1, 1.2, 1.4, 2.1, 2.2, 2.4, 2.5, 3.1, 4.1-4.5	- Plans and implements tasks to achieve required outcomes - Investigates new or innovative ways to incorporate digital technologies - Uses digital technologies in performance environments - Uses problem-solving skills to evaluate feedback and decide on solutions or improvements

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUAMPF409 Perform music using digital media	CUSMPF409A Perform music using digital media	Updated to meet Standards for Training Packages. PC 2.4 moved to PC 1.1. PC 2.1 moved to PC 1.2. PCs 4.2 and 4.5 combined.	Equivalent unit

Links

Companion Volume implementation guides are found in VETNet -

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

Assessment Requirements for CUAMPF409 Perform music using digital media

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Performance Evidence

Evidence of the ability to:

- develop a plan to use digital media in performance
- develop technical skills in using digital media in performance, including notating digital media in performance pieces
- perform pieces using digital media including:
 - following safe work practices
 - considering rhythmic detail and dynamic range
 - applying variations in sound and/or tone
- identify areas for future skill development in using digital media.

Note: If a specific volume or frequency is not stated, then evidence must be provided at least once.

Knowledge Evidence

To complete the unit requirements safely and effectively, the individual must:

- explain ways in which digital media can be used to perform music
- describe features of digital media equipment and related software relevant to music performance
- explain how music is notated for performing with digital media
- outline work health and safety practices, procedures and standards as they apply to using music technology in performance.

Assessment Conditions

Assessment must be conducted in a safe environment where evidence gathered demonstrates consistent performance of typical activities experienced in creative arts industry environments. The assessment environment must include access to:

- digital media, including appropriate software
- instruments or equipment for performance
- a suitable acoustic space.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational educational and training legislation, frameworks and/or standards.

Links

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