



Australian Government

CUAMPF502 Incorporate interactive technology into performance

Release: 1

CUAMPF502 Incorporate interactive 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 use music technology as a creative tool in performance.

It applies to musicians and artists who use audio software applications and sensor/gesture based electronic instruments to manipulate a performance while it is happening.

Interactive technology can be applied in all musical genres and styles, from electronic dance music DJs, to solo or ensemble performances, to experimental sound sculptures and installations.

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. Generate ideas for enhancing performances	1.1 Research ways in which interactive technologies can be applied to music performances 1.2 Listen to or view recordings of performances where interactive technologies have been used, as a way of generating ideas in relation to own music practice 1.3 Collaborate with appropriate people to explore ideas for incorporating interactive technology into planned performances 1.4 Identify factors that may affect how interactive technology can

ELEMENT	PERFORMANCE CRITERIA
	be incorporated into planned performances, and adjust ideas accordingly
2. Prepare interactive elements	2.1 Set up instruments and equipment in accordance with work health and safety (WHS) principles and product instructions 2.2 Use features of relevant software and/or electronic devices to generate a sample of interactive elements required for performances 2.3 Discuss and evaluate the effectiveness of work in progress with appropriate people 2.4 Incorporate feedback and new ideas into the preparation of interactive elements as required 2.5 Review and test interactive elements, and make necessary adjustments 2.6 Confirm plan for use of interactive technology in own performance
3. Integrate interactive elements	3.1 Implement plan for incorporating interactive technology elements in performance 3.2 Respond to contingencies to maintain the integrity of the performance 3.3 Interact professionally with fellow performers, stage management and other artistic, venue, studio and organisational staff as required 3.4 Take and give cues to contribute to a cohesive performance
4. Review performances	4.1 Assess contribution of interactive technology to performance in discussion with appropriate people 4.2 Develop strategies for improving application of interactive technology in future performances

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	1.1, 1.4	Evaluates research to identify areas that can be explored further and incorporated into performance

Oral Communication	1.2, 1.3, 2.3, 3.3, 3.4, 4.1	Participates in a verbal exchange of ideas/solutions, and uses detailed and clear language to contribute information and express requirements
Navigate the world of work	2.1, 3.3	Contributes to roles and responsibilities of self and others
Interact with others	1.3, 2.3, 3.3, 3.4, 4.1	- Collaborates with others about the creative process - Selects and uses appropriate practices and protocols to communicate with a range of people
Get the work done	1.1-1.4, 2.2, 2.4, 2.5, 2.6, 3.1, 3.2, 4.1, 4.2	- Plans and implements complex tasks, including addressing defects and breakdowns, to achieve required goals - Develops new and innovative ideas through exploration and analysis - Uses analytical skills to evaluate options and make decisions - Uses digital technologies and applications to enhance music-based performances

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUAMPF502 Incorporate interactive technology into performance	CUSMPF502A Incorporate interactive 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>