

Unit Title:	Digital Performance
Level:	3
Sub-level:	308
Credit value:	6
Guided learning hours:	50

Unit purpose and aim

This unit helps learners to familiarise themselves with the more advanced aspects of live digital performance for the creative and media sector. It allows them to understand the client brief and time frames and deadlines and preparation techniques to form part of the project planning and creation process:

- Candidates will investigate different types of digital performance and discuss the key components and how they are managed
- Create and maintain a project plan for the creation of a digital performance to the client brief
- Create and edit the digital performance
- Evaluate the final product with against the original brief

The aim of this unit is for the learner to develop an awareness of the current use of software to create live digital performances, and the implications of this technology in the Creative Media sector. The learner will also learn how to exploit these technologies to reach new audiences and generate revenue.

Learning Outcomes	Assessment Criteria	Knowledge, understanding and skills
1. Know how to investigate the world of live digital performances	1.1 Investigate the hardware and software requirements for creating and controlling live digital performances of audio and video 1.2 Identify a range of different types of performances where live digital control is used 1.3 Describe the key components of a performance, to include a) the content b) scenes c) sequences d) automation e) live manipulation 1.4 Explain how these key	Hardware will include physical computer hardware and peripheral devices. This includes graphics card and audio peripherals providing enhanced functions to laptop or desktop computer. This would include midi-based controllers that can be mapped to software. For example, Fader/slider, Rotary knobs endless and fixed, XY controller, Buttons, Pads, Keys (as found on midi keyboards), Touch screen and surfaces, Remote devices for triggering scenes these could include mobile phones and other programmable handsets

	<p>components are controlled digitally</p>	<p>A range should be at least 5 different types of performances which could include live music events or festivals, theatre, displays, ceremonies and any outdoor/indoor events. This could include the live visuals or audio or both for a performance of Music, Dance, Drama or any Arts based event. This would be from the basic mapping of a controller to software, to the construction of a sequence of video and/or sound that will be played and manipulated with filters and faders and other visual and audio effects.</p> <p>Audio performance could be the mixing of multiple sound clips including volume, panning, tempo, pitch, start/stop and basic effects such as filters and delays.</p> <p>Audio Content could include music loops, midi data, sourced and original recordings.</p> <p>Video performance could include the mixing of multiple video/image clips, fading, altering movement in 2d, movement in 3d, resizing, rotating, transparency.</p> <p>Video content could include pre-made video loops, animations, original and sourced video, digital still images, and text.</p>
<p>2. Be able to plan a live digital performance</p>	<p>2.1 Identify client requirements based on their brief to include the target audience</p> <p>2.2 Generate a range of original ideas for the content and structure and review with the client</p> <p>2.3 Plan a sequence of digital content using a range of logistical, conceptual and</p>	<p>The candidate should present a minimum of 3 proposed ideas to the client based on the brief to allow the client to select which they feel is most appropriate. This may be in the form of mood boards. Detail supplied to candidates would include the aspect ratio, the output which may be projected. A detailed visualisation may be mood boards, storyboards</p>

	<p>visual methods</p> <p>2.4 Create a performance schedule</p> <p>2.5 Create and maintain a project plan to include a) tasks b) timescales c) resources</p> <p>2.6 Identify key stages, production constraints and contingency planning</p> <p>2.7 Describe the legal and ethical issues regarding all aspects of live digital performance</p>	<p>based on the selected idea should be developed by the candidate. This could include storyboarding and visually mapping/listing of content. Performance schedule should include the content, sequence, timings of clips, control points and cues etc. Rehearsing will include experimentation of mixing and manipulating sourced and original content. This would include projectors for visuals and audio. Resources include all hardware, software and peripherals required mapping of controllers to software. A visual map showing how controllers or keys are assigned to software functions e.g., faders and rotary knobs controlling visual or audio effects.</p>
<p>3. Be able to create, save and test the planned sequence</p>	<p>3.1 Source or create the required assets to produce the digital content with suitable file sizes and formats</p> <p>3.2 Collate and import the digital content into the performance software</p> <p>3.3 Prepare the sequences for use with the performance schedule</p> <p>3.4 Save sequences in the required format as specified by the client brief</p> <p>3.5 Organise electronic files using appropriate naming conventions to facilitate access by others</p> <p>3.6 Create and use a detailed test plan to check for suitability, correcting identified errors</p> <p>3.7 Rehearse and review the performance with the client making adjustments where appropriate</p> <p>3.8 Realise the live digital performance and record the</p>	<p>Content could be created from within the software and/or sourced from other sources including real instruments/musicians, the internet or other software. Content that is not original needs to be clearly indicated. Any editing of content during rehearsing needs to be noted and included as part of the tracking of the project. Any automated/programmed activity also needs to be tested. There should be 2 outcomes: a digital file in an appropriate format of the performance, and a video clip of the Live Digital Performance taking place. The candidate should check their work and correct identified problems prior to a rehearsal with the client. They should then run through with the client and adjust to suit. The realisation of the performance should be videoed to evidence the live interaction during the digital performance.</p>

	output	
4. Understand how to evaluate the digital performance	<p>4.1 Identify parameters and constraints that influenced any decisions that were made</p> <p>4.2 Critically evaluate the quality of the finished performance and its fitness for purpose</p> <p>4.3 Evaluate the performance with the client and analyse feedback</p> <p>4.4 Identify areas for improvement and further development of the sequence, using your own critical evaluation and the analysis of client feedback</p> <p>4.5 Review the technical and aesthetic qualities of the final outcome</p>	<p>Critical personal evaluation, commenting on the quality of finished product and its fitness for purpose</p> <p>Obtain feedback from the client and/or the target audience</p> <p>Identify parameters and constraints that influenced decisions made. For example asset manipulation, file formats, compression techniques, permission and subject matter/location, copyright, IPR, trademarks etc</p> <p>Maintain accurate written records of relevant information about assets obtained, such as source, ownership, any restrictions on use, where they are located, filenames given</p>

Assessment

Assessment will consist of the candidate producing evidence to an OCR set or centre devised brief. All the learning outcomes and assessment criteria must be clearly evidenced in the submitted work, which is remotely moderated by OCR within their e-portfolio solution.

Results will be Pass or Fail.

Evidence requirements

This unit aims to equip the candidate with the ability to produce professional work for a client to create a digital performance to a standard that meets the requirements of the brief. The candidate is able to work with the client to an agreed design brief to produce a completed product and to use the necessary tools and source the required resources as appropriate.

- 1 Candidates should present a report or presentation to show their research and investigations, discussing the technologies and management of a live digital performance.
- 2 A project plan to show that they have identified and considered the client requirements, that they understand the appropriate equipment, resources and formats of a digital performance to meet the brief. Candidates should be able to produce a project plan to create and manage the digital performance.

Candidates should create sketches or drawings of ideas.

These sketches should be digitised and submitted with a planning document for moderation.

The project planning document, showing workflow, tasks, timescales etc must clearly meet all the learning outcomes must be submitted for moderation and maintained throughout the project.

- 3 Be able to produce the digital performance in line with their plan to include:
- Sourcing or creating the required assets to produce the digital content with suitable file sizes and formats
 - Collating and importing the digital content into the performance software
 - Preparing the sequences for use with the performance schedule
 - Saving sequences in the required format as specified by the client brief
 - Creating and using a detailed test plan to check for suitability, correcting identified errors and retesting
 - Rehearsing and reviewing the performance with the client making adjustments where appropriate
 - Realising the live digital performance and recording the output

These produced files should be digitised for submission although candidates should be encouraged to create them digitally initially.

Evidence should also include a list of file names, types and properties of created files.

Candidates should submit the edited files and annotated screen captures in a report will also assist in evidencing their activities.

- 4 Candidates should prepare an evaluation file to compare the finished product to the original brief and plan.

This should include the identification of any parameters and constraints that influenced decisions that were made e.g. file formats, asset manipulation, software and hardware constraints, copyright permissions, a critical evaluation of the quality of the finished products, their fitness for purpose and justifying the choices made.

An evaluation of the digital performance with the client must be recorded, feedback logged and analysed.

In this critical evaluation candidates should also identify areas for improvement and further development of the digital performance using their own critical evaluation and the analysis created from the client feedback.

Guidance on assessment and evidence requirements

Candidates must produce all work to an acceptable standard and meet all the identified assessment objectives and learning outcomes.

A report that incorporates, for example, client discussion, written brief, specification, end user requirements, purpose and timescales must be submitted.

Screen captures of the finished product do not evidence the planning process.

Screen captures will need to evidence the creation process, using an appropriate range of tools and techniques

Candidates should submit files created at all stages of the process to include the final product. This evidence should be provided in compressed digital formats.

Students should produce a critical evaluation reflecting upon how successfully the product meets the requirements of the brief, identifying any parameters and constraints that influenced their decisions. (e.g. file formats, asset manipulation, software and hardware constraints, copyright permissions) identifying what they would do differently if faced by a similar task and why.

You should refer to the 'Admin Guide: Vocational Qualifications (A850)' for Notes on Preventing Computer-Assisted Malpractice.

Details of relationship between the unit and national occupational standards

OCR Creative iMedia		Content crossover with National Occupational Standards	
Unit	Title		
308	Digital performance	IM1 PI 1	Work Effectively in Interactive Media Apply Copyright and Other Laws Relating to Usage and Licensing of Images

Resources

Equipment: A computer system capable of running a range software packages that will enable the candidate to meet the requirements of the client must be used. Other equipment may include cameras, microphones and props.

Additional information

For further information regarding administration for this qualification, please refer to the OCR document '*Admin Guide: Vocational Qualifications*' (A850).