



# MMCS330

## Performance and Technology

S1 Day 2019

*Department of Media, Music, Communication and Cultural Studies*

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#### **Disclaimer**

Macquarie University has taken all reasonable measures to ensure the information in this publication is accurate and up-to-date. However, the information may change or become out-dated as a result of change in University policies, procedures or rules. The University reserves the right to make changes to any information in this publication without notice. Users of this publication are advised to check the website version of this publication [or the relevant faculty or department] before acting on any information in this publication.

## General Information

Unit convenor and teaching staff

Unit Convenor

Dr Yuji Sone

[yuji.sone@mq.edu.au](mailto:yuji.sone@mq.edu.au)

Contact via Email

191E (10HA)

Manday and Wednesday: 12-1

Credit points

3

Prerequisites

39cp at 100 level or above

Corequisites

Co-badged status

Unit description

This unit examines the place of new and old media in both everyday and theatre and performance practices, in relation to questions of technology, communication, and aesthetics in contemporary society. How has the way we 'perform' ourselves changed in relation to technology, through time? How do live bodies in performance engage with machines and media systems? The class consists of a combination of lecture/tutorial and practice-based workshop.

## Important Academic Dates

Information about important academic dates including deadlines for withdrawing from units are available at <https://www.mq.edu.au/study/calendar-of-dates>

## Learning Outcomes

On successful completion of this unit, you will be able to:

Evaluate the influences of everyday digital technologies in wider social, cultural and artistic contexts.

Interpret and evaluate developments in contemporary performances and theories, as well as social and cultural theories, that deal with questions of the human-technology relationship.

Analyse the relationship between theory and practice in performance media.

Apply theoretical modes of understanding to practical performance making.

Devise plans for practical experiments and conduct them through discussion and negotiation in a collaborative environment.

Examine and evaluate your proposal and practical experiment as well as those of others in relation to objectives and outcomes.

## General Assessment Information

### Late Submission Penalty

Unless a Special Consideration request has been submitted and approved, (a) a penalty for lateness will apply – two (2) marks out of 100 will be deducted per day for assignments submitted after the due date – and (b) no assignment will be accepted more than seven (7) days (incl. weekends) after the original submission deadline. No late submissions will be accepted for timed assessments – e.g. quizzes, online tests.

### Attendance and Participation:

You are required to attend all tutorials. As participation in the process of learning is linked to and underpins the unit Learning Outcomes, you will need to either apply for Disruptions to Studies to cover any missed tutorials (if the disruption is greater than three consecutive days) or supply appropriate documentation to your unit convenor for any missed tutorial (if less than three consecutive days).

### Independent Work:

Students are expected to work independently outside of scheduled tutorial times when they are working on their performance experiments. MMCS330 students will need to do their own reading of relevant texts or online materials outside class time.

### Group Exercises:

Students are expected to work in groups for tutorials. Students in this unit must be willing to work within a group and to assume responsibility for the group's progress. Students are encouraged to wear comfortable clothes and shoes for practical exercises and workshops.

## Assessment Tasks

Name	Weighting	Hurdle	Due
<a href="#"><u>Contribution to workshop</u></a>	5%	No	Week 2, 3, 4
<a href="#"><u>Group seminar presentation</u></a>	15%	No	Week 5, 6
<a href="#"><u>Research Essay</u></a>	35%	No	W8, Sunday
<a href="#"><u>Group Performance Project</u></a>	45%	No	Week 7-12

## Contribution to workshop

Due: **Week 2, 3, 4**

Weighting: **5%**

Individual mark (5%)

A small group of students work together to experiment on “performance” in social media in relation to discussion topics introduced at the beginning of the course. Developing from class discussion and their own research, each group is expected to produce a short “social media performance” piece, which will be presented in W4. This early assessment task is designed to encourage students' participation to workshop, tutorial, presentation, and post-performance discussion, which will be regarded as an important participatory activity in this unit.

The criteria for this assessment are:

- The extent of the student’s contribution concerning research and information gathering.
- The extent to which the student takes responsibility, fulfils duties, shares in the workload, and actively participates in the workshop.
- The extent of the student’s ability to listen to others, cooperate, and make fair decisions.

Refer to the assessment rubric on iLearn for more information. Feedback and grades for this assessment task will be provided in class in W6 by the tutor.

On successful completion you will be able to:

- Evaluate the influences of everyday digital technologies in wider social, cultural and artistic contexts.
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- Analyse the relationship between theory and practice in performance media.
- Apply theoretical modes of understanding to practical performance making.
- Devise plans for practical experiments and conduct them through discussion and negotiation in a collaborative environment.
- Examine and evaluate your proposal and practical experiment as well as those of others in relation to objectives and outcomes.

## Group seminar presentation

Due: **Week 5, 6**

Weighting: **15%**

Individual mark (15%)

In Week 6, students will present their research findings and their own ideas on an assigned topic

that will be provided in Week 5. Each student will deliver a portion of the group's research and discussion of the seminar topic, and each of these contributions is assessed individually.

The criteria for this assessment are:

- The extent of the student's knowledge on and understanding of the topic, preparation and execution of the oral presentation, and engagement with the class discussion (10%).
- The extent of the student's contribution concerning research and information gathering (5%).

Refer to the assessment rubric on iLearn for more information. Feedback and grades for this assessment task will be provided in class in W7 by the tutor.

On successful completion you will be able to:

- Evaluate the influences of everyday digital technologies in wider social, cultural and artistic contexts.
- Interpret and evaluate developments in contemporary performances and theories, as well as social and cultural theories, that deal with questions of the human-technology relationship.
- Analyse the relationship between theory and practice in performance media.
- Apply theoretical modes of understanding to practical performance making.
- Devise plans for practical experiments and conduct them through discussion and negotiation in a collaborative environment.
- Examine and evaluate your proposal and practical experiment as well as those of others in relation to objectives and outcomes.

## Research Essay

Due: **W8, Sunday**

Weighting: **35%**

Individual mark (35%)

In this written assignment (1,000-word essay), students discuss how developing 'everyday technologies' could impact upon art performance, with reference to relevant theories and debates that are introduced in this unit. Students may include hypothetical examples of such art performances in their essays. Students will submit their essays to Turnitin by May 05 (11.59 pm).

The criteria for this assessment are:

- The extent to which correct academic writing protocols - including formatting, referencing, grammar, spelling, clarity - have been applied to the report.
- The extent to which self-regulated research has been undertaken and extent to which critical, analytical and integrative thinking has been applied to the report.

- The extent to which there is a well-devised organisation and structure that clearly articulate the student's response to and understanding of the essay topic.

More detailed information, including the rubrics for this assessment task, will be provided in class and available from iLearn. Feedback and grades for this task will be provided on Turnitin.

On successful completion you will be able to:

- Evaluate the influences of everyday digital technologies in wider social, cultural and artistic contexts.
- Interpret and evaluate developments in contemporary performances and theories, as well as social and cultural theories, that deal with questions of the human-technology relationship.
- Analyse the relationship between theory and practice in performance media.
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- Examine and evaluate your proposal and practical experiment as well as those of others in relation to objectives and outcomes.

## Group Performance Project

Due: **Week 7-12**

Weighting: **45%**

Individual mark (45%)

Weighting breakdown: Individual proposal (15%), Individual performance mark (20%), and Contribution and collaboration mark (10%).

Each group will work together to produce a group performance in Week 11, applying their own understanding, knowledge, and skills. The group project is a collaborative exercise based on unit themes whereby students explore the theoretical ideas introduced in the unit through the practice of devised performance making.

Each student devises a scene for the group performance work, and outlines the idea for the scene, in relation to the group project as a whole, in a written proposal. Proposals should include diagrams or other visual aids. Students will submit their proposals to Turnitin by May 19 (11.59 pm).

The assessment criteria for the proposal (15%) are:

- The extent to which the student's individual proposal conveys an understanding of production processes, and relevant theoretical and performance conventions.
- The extent to which the deliverable is organised and clearly written.

- The extent to which analyses are clarified and enhanced with diagrams or visual aids.

Group performances will be assessed in terms of preparedness, execution, and originality. Individual contributions throughout the group project period will be assessed through the tutor's observations (in class and with regard to group discussion boards on iLearn from the end of Week 7) and with regard to students' individual performance plans and their execution. Students' feedback will be taken into account in assessment of individual contributions.

The assessment criteria for the individual performance (20%) are:

- The extent to which the section for which the student is responsible and the group project as a whole are well rehearsed and structurally coherent.
- The extent to which students have challenged themselves to make a performance work that critically engages with unit themes.
- The extent to which there is an appropriate, creative and well-researched response to the task individually and as a group, including how technologies are integrated into the performance, how ideas are physically embodied, and how staging elements are integrated.

The assessment criterion for contribution and collaboration (10%) is:

- The extent to which the student takes responsibility, fulfils duties, communicates clearly with others, shares in the workload, and actively participates in the group project.

On successful completion you will be able to:

- Evaluate the influences of everyday digital technologies in wider social, cultural and artistic contexts.
- Interpret and evaluate developments in contemporary performances and theories, as well as social and cultural theories, that deal with questions of the human-technology relationship.
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- Apply theoretical modes of understanding to practical performance making.
- Devise plans for practical experiments and conduct them through discussion and negotiation in a collaborative environment.

## Delivery and Resources

### On-Campus Sessions

Date	Time	Location
Monday	2pm -4pm	The Drama Studio (Room 187, 10 HA)

**\*This unit begins meeting in Week 2 of the semester.**

For Class times and classrooms please consult the MQ Timetable website: <http://www.timetables.mq.edu.au>. This website will display up-to-date information on your classes and classroom locations.

### **Technologies Used and Required**

This unit has an online presence in ilearn therefore you will need access to a computer, and an internet connection. The unit ilearn page can be accessed at <http://ilearn.mq.edu.au>

All relevant MMCS 330 online material will be uploaded to the unit ilearn page. This is your 'go-to' starting point each week where you will be able to keep up to date with all unit online content and catch up with any notifications.

### **Unit Readings**

There is no Unit Reader for MMCS330. A full list of required and recommended readings will be available on iLearn, and the texts can be downloaded from Leganto.

Detailed information will be provided in class and available from iLearn.

### **Assessment standards**

Assessment standards by which the tasks are evaluated are described in the assessment rubrics. Detailed information will be provided in class and available from iLearn.

### **Referencing Style:**

The referencing style for all written material where academic protocols are required must follow a recognised academic referencing style such as Chicago, Harvard, APA or MLA. If you are unsure of referencing styles please consult the library referencing resources at <http://libguides.mq.edu.au/Referencing>

### **Re-marking:**

Additional information for MMCCS remarking policy can be found at:

[http://www.mq.edu.au/about\\_us/faculties\\_and\\_departments/faculty\\_of\\_arts/department\\_of\\_media\\_music\\_communication\\_and\\_cultural\\_studies/](http://www.mq.edu.au/about_us/faculties_and_departments/faculty_of_arts/department_of_media_music_communication_and_cultural_studies/)

The Session Re-mark Application can be found at:

<http://www.mq.edu.au/pubstatic/public/download/?id=167914> Information is correct at the time of publication

## **Unit Schedule**

A schedule of weekly topics will be available in Week 1 on the MMCS 330 ilearn page.

## **Policies and Procedures**

Macquarie University policies and procedures are accessible from **Policy Central** (<https://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central>). Students should be aware of the following policies in particular with regard to Learning and Teaching:



- [Academic Appeals Policy](#)
- [Academic Integrity Policy](#)
- [Academic Progression Policy](#)
- [Assessment Policy](#)
- [Fitness to Practice Procedure](#)
- [Grade Appeal Policy](#)
- [Complaint Management Procedure for Students and Members of the Public](#)
- [Special Consideration Policy](#) (**Note:** *The Special Consideration Policy is effective from 4 December 2017 and replaces the Disruption to Studies Policy.*)

Undergraduate students seeking more policy resources can visit the [Student Policy Gateway](https://students.mq.edu.au/support/study/student-policy-gateway) (<https://students.mq.edu.au/support/study/student-policy-gateway>). It is your one-stop-shop for the key policies you need to know about throughout your undergraduate student journey.

If you would like to see all the policies relevant to Learning and Teaching visit [Policy Central](http://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central) (<http://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central>).

## Student Code of Conduct

Macquarie University students have a responsibility to be familiar with the Student Code of Conduct: <https://students.mq.edu.au/study/getting-started/student-conduct>

## Results

Results published on platform other than [eStudent](#), (eg. iLearn, Coursera etc.) or released directly by your Unit Convenor, are not confirmed as they are subject to final approval by the University. Once approved, final results will be sent to your student email address and will be made available in [eStudent](#). For more information visit [ask.mq.edu.au](http://ask.mq.edu.au) or if you are a Global MBA student contact [globalmba.support@mq.edu.au](mailto:globalmba.support@mq.edu.au)

## Additional Information

MMCCS website: [https://www.mq.edu.au/about\\_us/faculties\\_and\\_departments/faculty\\_of\\_arts/departments\\_of\\_media\\_music\\_communication\\_and\\_cultural\\_studies/](https://www.mq.edu.au/about_us/faculties_and_departments/faculty_of_arts/departments_of_media_music_communication_and_cultural_studies/)

MMCCS Session Re-mark Application: <http://www.mq.edu.au/pubstatic/public/download/?id=167914>

Information is correct at the time of publication.

## Student Support

Macquarie University provides a range of support services for students. For details, visit <http://students.mq.edu.au/support/>

## Learning Skills

Learning Skills ([mq.edu.au/learningskills](http://mq.edu.au/learningskills)) provides academic writing resources and study strategies to improve your marks and take control of your study.

- [Workshops](#)
- [StudyWise](#)
- [Academic Integrity Module for Students](#)
- [Ask a Learning Adviser](#)

## Student Services and Support

Students with a disability are encouraged to contact the [Disability Service](#) who can provide appropriate help with any issues that arise during their studies.

## Student Enquiries

For all student enquiries, visit Student Connect at [ask.mq.edu.au](http://ask.mq.edu.au)

If you are a Global MBA student contact [globalmba.support@mq.edu.au](mailto:globalmba.support@mq.edu.au)

## IT Help

For help with University computer systems and technology, visit [http://www.mq.edu.au/about\\_us/offices\\_and\\_units/information\\_technology/help/](http://www.mq.edu.au/about_us/offices_and_units/information_technology/help/).

When using the University's IT, you must adhere to the [Acceptable Use of IT Resources Policy](#). The policy applies to all who connect to the MQ network including students.

## Graduate Capabilities

### Creative and Innovative

Our graduates will also be capable of creative thinking and of creating knowledge. They will be imaginative and open to experience and capable of innovation at work and in the community. We want them to be engaged in applying their critical, creative thinking.

This graduate capability is supported by:

### Learning outcomes

- Analyse the relationship between theory and practice in performance media.
- Apply theoretical modes of understanding to practical performance making.
- Devise plans for practical experiments and conduct them through discussion and negotiation in a collaborative environment.
- Examine and evaluate your proposal and practical experiment as well as those of others in relation to objectives and outcomes.

## Assessment tasks

- Group seminar presentation
- Research Essay
- Group Performance Project

## Capable of Professional and Personal Judgement and Initiative

We want our graduates to have emotional intelligence and sound interpersonal skills and to demonstrate discernment and common sense in their professional and personal judgement. They will exercise initiative as needed. They will be capable of risk assessment, and be able to handle ambiguity and complexity, enabling them to be adaptable in diverse and changing environments.

This graduate capability is supported by:

### Learning outcomes

- Evaluate the influences of everyday digital technologies in wider social, cultural and artistic contexts.
- Interpret and evaluate developments in contemporary performances and theories, as well as social and cultural theories, that deal with questions of the human-technology relationship.
- Analyse the relationship between theory and practice in performance media.
- Apply theoretical modes of understanding to practical performance making.
- Devise plans for practical experiments and conduct them through discussion and negotiation in a collaborative environment.
- Examine and evaluate your proposal and practical experiment as well as those of others in relation to objectives and outcomes.

## Assessment tasks

- Contribution to workshop
- Group seminar presentation
- Group Performance Project

## Commitment to Continuous Learning

Our graduates will have enquiring minds and a literate curiosity which will lead them to pursue knowledge for its own sake. They will continue to pursue learning in their careers and as they participate in the world. They will be capable of reflecting on their experiences and relationships with others and the environment, learning from them, and growing - personally, professionally and socially.

This graduate capability is supported by:

## Learning outcomes

- Evaluate the influences of everyday digital technologies in wider social, cultural and artistic contexts.
- Interpret and evaluate developments in contemporary performances and theories, as well as social and cultural theories, that deal with questions of the human-technology relationship.
- Analyse the relationship between theory and practice in performance media.
- Apply theoretical modes of understanding to practical performance making.
- Devise plans for practical experiments and conduct them through discussion and negotiation in a collaborative environment.
- Examine and evaluate your proposal and practical experiment as well as those of others in relation to objectives and outcomes.

## Assessment tasks

- Contribution to workshop
- Research Essay

## Discipline Specific Knowledge and Skills

Our graduates will take with them the intellectual development, depth and breadth of knowledge, scholarly understanding, and specific subject content in their chosen fields to make them competent and confident in their subject or profession. They will be able to demonstrate, where relevant, professional technical competence and meet professional standards. They will be able to articulate the structure of knowledge of their discipline, be able to adapt discipline-specific knowledge to novel situations, and be able to contribute from their discipline to inter-disciplinary solutions to problems.

This graduate capability is supported by:

## Learning outcomes

- Evaluate the influences of everyday digital technologies in wider social, cultural and artistic contexts.
- Interpret and evaluate developments in contemporary performances and theories, as well as social and cultural theories, that deal with questions of the human-technology relationship.
- Analyse the relationship between theory and practice in performance media.
- Apply theoretical modes of understanding to practical performance making.
- Devise plans for practical experiments and conduct them through discussion and negotiation in a collaborative environment.

- Examine and evaluate your proposal and practical experiment as well as those of others in relation to objectives and outcomes.

## **Assessment tasks**

- Contribution to workshop
- Group seminar presentation
- Research Essay
- Group Performance Project

## **Critical, Analytical and Integrative Thinking**

We want our graduates to be capable of reasoning, questioning and analysing, and to integrate and synthesise learning and knowledge from a range of sources and environments; to be able to critique constraints, assumptions and limitations; to be able to think independently and systemically in relation to scholarly activity, in the workplace, and in the world. We want them to have a level of scientific and information technology literacy.

This graduate capability is supported by:

## **Learning outcomes**

- Evaluate the influences of everyday digital technologies in wider social, cultural and artistic contexts.
- Interpret and evaluate developments in contemporary performances and theories, as well as social and cultural theories, that deal with questions of the human-technology relationship.
- Analyse the relationship between theory and practice in performance media.
- Apply theoretical modes of understanding to practical performance making.
- Devise plans for practical experiments and conduct them through discussion and negotiation in a collaborative environment.
- Examine and evaluate your proposal and practical experiment as well as those of others in relation to objectives and outcomes.

## **Assessment tasks**

- Group seminar presentation
- Research Essay
- Group Performance Project

## **Problem Solving and Research Capability**

Our graduates should be capable of researching; of analysing, and interpreting and assessing data and information in various forms; of drawing connections across fields of knowledge; and they should be able to relate their knowledge to complex situations at work or in the world, in

order to diagnose and solve problems. We want them to have the confidence to take the initiative in doing so, within an awareness of their own limitations.

This graduate capability is supported by:

## **Learning outcomes**

- Evaluate the influences of everyday digital technologies in wider social, cultural and artistic contexts.
- Interpret and evaluate developments in contemporary performances and theories, as well as social and cultural theories, that deal with questions of the human-technology relationship.
- Analyse the relationship between theory and practice in performance media.
- Apply theoretical modes of understanding to practical performance making.
- Devise plans for practical experiments and conduct them through discussion and negotiation in a collaborative environment.
- Examine and evaluate your proposal and practical experiment as well as those of others in relation to objectives and outcomes.

## **Assessment tasks**

- Group seminar presentation
- Research Essay
- Group Performance Project

## **Effective Communication**

We want to develop in our students the ability to communicate and convey their views in forms effective with different audiences. We want our graduates to take with them the capability to read, listen, question, gather and evaluate information resources in a variety of formats, assess, write clearly, speak effectively, and to use visual communication and communication technologies as appropriate.

This graduate capability is supported by:

## **Learning outcomes**

- Evaluate the influences of everyday digital technologies in wider social, cultural and artistic contexts.
- Interpret and evaluate developments in contemporary performances and theories, as well as social and cultural theories, that deal with questions of the human-technology relationship.
- Analyse the relationship between theory and practice in performance media.
- Apply theoretical modes of understanding to practical performance making.

- Devise plans for practical experiments and conduct them through discussion and negotiation in a collaborative environment.
- Examine and evaluate your proposal and practical experiment as well as those of others in relation to objectives and outcomes.

## **Assessment tasks**

- Contribution to workshop
- Group seminar presentation
- Research Essay
- Group Performance Project

## **Engaged and Ethical Local and Global citizens**

As local citizens our graduates will be aware of indigenous perspectives and of the nation's historical context. They will be engaged with the challenges of contemporary society and with knowledge and ideas. We want our graduates to have respect for diversity, to be open-minded, sensitive to others and inclusive, and to be open to other cultures and perspectives: they should have a level of cultural literacy. Our graduates should be aware of disadvantage and social justice, and be willing to participate to help create a wiser and better society.

This graduate capability is supported by:

## **Learning outcomes**

- Evaluate the influences of everyday digital technologies in wider social, cultural and artistic contexts.
- Interpret and evaluate developments in contemporary performances and theories, as well as social and cultural theories, that deal with questions of the human-technology relationship.
- Devise plans for practical experiments and conduct them through discussion and negotiation in a collaborative environment.

## **Assessment tasks**

- Contribution to workshop
- Group seminar presentation
- Research Essay

## **Socially and Environmentally Active and Responsible**

We want our graduates to be aware of and have respect for self and others; to be able to work with others as a leader and a team player; to have a sense of connectedness with others and country; and to have a sense of mutual obligation. Our graduates should be informed and active participants in moving society towards sustainability.

This graduate capability is supported by:

## Learning outcomes

- Evaluate the influences of everyday digital technologies in wider social, cultural and artistic contexts.
- Interpret and evaluate developments in contemporary performances and theories, as well as social and cultural theories, that deal with questions of the human-technology relationship.
- Devise plans for practical experiments and conduct them through discussion and negotiation in a collaborative environment.

## Assessment tasks

- Contribution to workshop
- Group seminar presentation

## Changes since First Published

Date	Description
30/01/2019	Deleted 'Y3A' as the location