

MEDIA AND PERFORMANCE PRODUCTION (MAPP)

MAPP 200 Media and Performance I Units: 3.00

This introductory course explores the integration of media and performance across a variety of contexts beyond traditional theatre and film. Students will be introduced to key theoretical concepts through which media and performance intersect, and will mobilize these concepts through their own original intermedial performance projects.

NOTE Administered by the Department of Film and Media

Learning Hours: 120 (24 Seminar, 36 Group Learning, 60 Private Study)

Requirements: Prerequisite Registration in a MAPP, FILM, DRAM, MUSC, or MUTH plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze media and performance in terms of some key concepts applied to media-performance intersections in the field of performance studies.
2. Analyze the material and embodied dimensions of media/cultural practices.
3. Conduct technical research and select appropriate tools for interdisciplinary projects.
4. Contextualize media-performance intersections in terms of historical periods, artistic movements and political events within the last century.
5. Contextualize media-performance intersections in terms of their circulation networks and audiences.
6. Design and execute original performance projects integrating new approaches to performance.

MAPP 300 Media and Performance II Units: 3.00

The course explores the relationship between different media within and across traditional domains such as theatre, film, art, dance, and music. It also focuses on the multiplicity of interactive forms that encompass digital media, by studying digital media practices beyond changing art forms, commercial, and non-profit realms.

NOTE Administered by the Department of Film and Media

Learning Hours: 120 (24 Seminar, 36 Group Learning, 60 Private Study)

Requirements: Prerequisite Registration in a MAPP, FILM, DRAM, MUSC, or MUTH plan. Equivalency STSC 339/3.0.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Employ and create media tools for performance.
2. Mobilize the skills acquired throughout MAPP 200 and MAPP 300 in the making of collaborative projects.
3. Play with contextual and technological constraints for the creation of performances.
4. Understand in which ways objects, spaces, and media systems might convey identity and frame the performing body.

MAPP 311 Sound Production Units: 3.00

A production class exploring the formal concepts, historical underpinnings, and technical tools used in the production of independent sound works, or in the production of more elaborate sound components for video, film or theatrical projects.

NOTE Administered by the Department of Film and Media.

Learning Hours: 123 (36 Seminar, 15 Laboratory, 72 Private Study)

Requirements: Prerequisite Registration in a MAPP, FILM, DRAM, MUSC, or MUTH plan. Equivalency IDIS 311/3.0.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Apply sound recording skills to conceptualize and execute a creative audio project.
2. Demonstrate basic skills in environmental sound recording and interview recording and editing.
3. Demonstrate knowledge of recording history and theories of recorded sound.
4. Record and mix musical instruments, and record Foley-style sound effects.

**MAPP 395 Internship Units: 3.00**

Students can apply to undertake a practical internship in media or performance production, criticism, or curatorship. Approval will depend on the quality of the proposal and the academic record of the applicant. It is the responsibility of students, not the departments, to arrange internships. Internships can be completed in any academic term. NOTE Students will be given a grade of Pass/Fail for work done.

Learning Hours: 120 (120 Individual Instruction)

Requirements: Prerequisite Registration in the MAPP Specialization and permission of the Department. Exclusion DRAM 395; FILM 395; MUSC 395; MUTH 395; MUTH 396.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Apply problem-solving skills in a real-world professional context.
2. Comprehend new strategies for interacting with professionals in the field.
3. Evaluate the needs of a project or company while working on-site.
4. Synthesize the value of a professional experience toward an overall career goal.

MAPP 400 Media and Performance Major Project Units: 6.00

This course will include a focus on the development of 'social design' as a framework for understanding the evolution of digital interactivity and live performance. Students will undertake a creative thesis project that experiments with or explores the intersection of live performance and media technology.

NOTE This course is administered by the Department of Film and Media.

NOTE Admission to Livestreamed Performances: estimated cost \$100.

Learning Hours: 228 (36 Lecture, 36 Group Learning, 36 Online Activity, 120 Private Study)

Requirements: Prerequisite Registration in a MAPP, FILM, DRAM, MUSC, or MUTH plan and MAPP 300. Exclusion IDIS 410.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Identify and discuss the artistic and creative roles of various digital technologies.
2. Translate artistic languages to fit into the specific media properties and expand boundaries of traditional art forms.
3. Develop ideas and strategies to transform theoretical research into concepts for media and performance production.
4. Work reflectively, critically and collaboratively to conceptualize and design cross-disciplinary art projects.

MAPP 401 Special Topics in Media and Performance Units: 3.00

An advanced course in developing expertise through research and praxis in specialized areas of media and performance.

NOTE This course is repeatable for credit under different topic titles.

Learning Hours: 120 (36 Lecture, 24 Laboratory, 30 Group Learning, 30 Private Study)

Requirements: Prerequisite Registration in a DRAM, FILM, MAPP, MUSC, or MUTH plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze media and performance in terms of some key concepts applied to media-performance intersections in the field of performance studies.
2. Understand various forms of circulation for performance.
3. Understand media and performance traditions in historical context.
4. Operate and integrate media with live performance.
5. Formulate arguments and/or make creative/aesthetic decisions, and defend choices.

MAPP 493 Visual Music Units: 3.00

An introduction to the history, theory, aesthetics and applications of Visual Music, a term broadly categorizing experiments in art and science which closely mesh visual and sonic media. Through workshops, practical production exercises and research assignments this course examines relationships between music and image from the 1600s to present.

NOTE Administered by the Department of Film and Media.

Learning Hours: 120 (36 Lecture, 24 Laboratory, 60 Private Study)

Requirements: Prerequisite Registration in a MAPP, FILM, DRAM, MUSC, or MUTH plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Create collaborative and solo studies in the theory and practice of visual musics.
2. Examine histories of visual music.
3. Learn and make use of various digital and analog platforms to create visual music works.
4. Understand historical and contemporary approaches to creating visual musics.