


Electronic Music - Live Performance Guide (Diagram)

			Performance Style/ Function	
C	Hi NRG	Melodic/Rhythmic	Dance Groove	Play/Dance Hard <i>Pumpin'</i>
B	Cruisy	Atmosphere/Vibe	Performance Focus	Entertaining (people focus)
A	Low NRG	Background	Ambient/Experimental	Entertaining (music focus)
		Passive	Active	Inter-Active
		1	2	3
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Electronic Music Performance Guide							©2020 Paul McKey
Box#	Style/Purpose	BPM	Genre	Venue	\$	Your Audience	Performance
C3	Play/Dance Hard <i>Pumpin'</i>	130+	Drum n Bass, Techno, House, Trance, EDM	Clubs, Festivals	\$\$\$	Yoof, Ravers, Mono-genre fans.	DJs, Producers, Electronic
C2	Dance Groove	120-130	House, Techno, Tech House, Trance	Clubs, Festivals, Parties	\$\$	There to dance	DJs, Producers, Electronic, synths
C1	Melodic/ Rhythmic	110-125	Minimal/Melodic, Electro House	Clubs, Parties, Weddings	\$\$	There to dance	DJs, Producers, Electronic, synths
B3	Entertaining (people focus)	120 - 130	EDM, Big House etc. Performance styles	Shows, Concerts, Clubs, Festivals, Parties, Weddings	\$\$\$	There to party and be entertained	DJs, Producers, Electronic, synths, guitars, Vox
B2	Performance Focus	110-120	Performance styles, Funk, Soul, RnB, House, techno, IDM	Concerts, Lounge Bars, Clubs, Festivals, Parties	\$\$	Dancing, listening, chatting, swaying hips, absorbing. Multi-Genre fans.	DJs, Producers, Electronic, Bands, synths, keys, guitars, horns, Vox
B1	Atmosphere/ Vibe	80-120	Lounge, Acid/Nu Jazz, Chill House, Afro, Latin, Soul, Funk	Corporate, Lounge bars, Restaurants, Cafes, Parties, Art Galleries	\$\$	Drinking, Chatting, absorbing - standing, sitting	DJs, Electronic, synths, Modular, keys, guitars, horns, Vox
A3	Entertaining (music focus)	80-120	Ambient, Acid/Nu Jazz, Chill House, Afro, Latin	Shows, Bars, Corporate, Restaurants, Cafes, Concerts	\$\$\$	There to listen and enjoy - dancing, sitting	Producers, Electronic, Modular, synths, keys, guitars, percussion, horns, Vox
A2	Ambient/ Experimental	60-100	Ambient, Experimental, Soul, Nu Jazz	Corporate, Restaurants, Cafes, Art Galleries, Museums	\$	Listening, chatting, absorbing - standing, sitting	Electronic, Modular, synths, keys, Vox
A1	Background	60-100	Ambient, Experimental	Restaurants, Cafes, Art Galleries, Museums	\$	Absorbing the sounds/atmos - standing, sitting	Modular, Electronic, synths, keys, percussion
	<i>These are a vector of interaction and energy. Not exactly science but a starting point!</i>	<i>These are just guides</i>	<i>From Vibe to Groove. Lower BPM could be Lo-Fi. High BPM typically Hi-Fi. Mono- genre vs multi-genre.</i>	<i>Matching the music/style to the venue is the hardest part. Either seek out 'your' venues or conform to what exists.</i>		<i>Matching music to audience. Corporate and restaurants etc. need high quality background/ vibe. At a certain energy and stimulant level dancing will break out.</i>	<i>For me, DJ means playing mainly other people's stuff. Producers means original material using either DJ decks or Ableton (in the box). Electronic means Ableton and/or groove boxes driving synths, modular and drum machines etc. in real time. Then musicians add hardware synths and instruments to increase performance/interaction.</i>
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