

MUS A111: COMPUTERS IN MUSIC 2

Item	Value
Curriculum Committee Approval Date	03/23/2022
Top Code	100400 - Music
Units	3 Total Units
Hours	90 Total Hours (Lecture Hours 36; Lab Hours 54)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	No
Basic Skills	Not Basic Skills (N)
Repeatable	No
Grading Policy	Standard Letter (S), • Pass/No Pass (B)

Course Description

Designed to introduce the layman or computer professional to the rapidly evolving use of computers and related digital technology in music. Emphasis will be given to professional music software, dedicated music systems, MIDI (Musical Instrument Digital Interface) and digital audio. PREREQUISITE: MUS A110. Transfer Credit: CSU.

Course Level Student Learning Outcome(s)

1. Create 2 musical compositions utilizing standard music production programs that demonstrate competency in the following techniques:
2. a. Looping
3. b. Sequencing
4. c. Editing
5. d. Virtual synthesis

Course Objectives

- 1. Demonstrate via a practicum, the skills necessary to operate a Digital Audio Workstation (DAW).
- 2. Create musical arrangements (or remixes) that use a different set of Standard MIDI Files (SMFs). Rather than short classical piano pieces, create arrangements using a set of classic rock electronica SMFs ranging from The Beatles to Depeche Mode.

Lecture Content

Accretion of the MIDI Specification MIDI messages MIDI controllers MIDI and SMPTE Time Code System Exclusive messages Further use of professional music notation software Pocket scores Editing Application programs Conversion of score to a Standard MIDI File (SMF) Second tier use of professional Music Production software Sequencing techniques used in electronica, i.e. dubstep, glitch-hop, etc. Cubase (PC and Mac) FL Studio Advanced sequencer editing functions Digital sampling synthesis Film concert DVDs such as: Emerson, Lake Palmer: Welcome Back Standard MIDI Files (SMFs) Finding free SMFs Creating Manipulating Use of "a cappellas" Drum and rhythm sequencing

Method(s) of Instruction

- Lecture (02)
- DE Live Online Lecture (02S)
- DE Online Lecture (02X)
- Lab (04)
- DE Live Online Lab (04S)
- DE Online Lab (04X)

Instructional Techniques

Detailed computer-generated lecture/demonstrations. Hands-on computer lab work. Instructional DVDs, CDs, QuickTime and YouTube clips, live performances and guest speakers.

Reading Assignments

Syllabus reading: Cubase Tutorials.

Writing Assignments

Students must demonstrate proficiency in MIDI digital audio to the instructors satisfaction through class projects to complete the course.

Out-of-class Assignments

Electronica performances, particularly those that feature alumni. Visiting SoundCloud BandCamp websites for current past students projects.

Demonstration of Critical Thinking

Successful completion of individual student projects. Verbal critiques of fellow students work.

Required Writing, Problem Solving, Skills Demonstration

Students must demonstrate proficiency in MIDI digital audio to the instructors satisfaction through class projects to complete the course.

Eligible Disciplines

Music: Masters degree in music OR bachelors degree in music AND masters degree in humanities OR the equivalent. Masters degree required.