MUS A113: COMPUTERS IN MUSIC 4

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. Lecture/Studio/Arranged Studio. PREREQUISITE: MUS A112. Transfer Credit: CSU.

Course Level Student Learning Outcome(s)

1. Create 3 wholly original musical compositions utilizing standard music production programs that demonstrate expertise in the following techniques or styles:
2. a. Dubstep
3. b. Trance
4. c. Hip Hop
5. d. Loop creation editing
6. e. Mastering

Course Objectives

- 1. Create a minimum of 3 musical compositions or arrangements (or remixes) that demonstrate their understanding of this digital medium.
- 2. Demonstrate 4th tier competency in compositions, etc. that reflect mastery of digital audio file inclusion, use of “a cappellas” seamless blending of original MIDI material.

Lecture Content

Accretion of the MIDI Specification MIDI messages MIDI controllers MIDI and SMPTE Time Code System Exclusive messages Fourth 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: hype! Standard MIDI Files (SMFs) Creating Manipulating Use of "a cappellas" Beat creation

Lab Content

Cubase: Working with Padshop: Padshop is a sophisticated granular synthesizer. Youll create complex sounds that drastically evolve over time. Working with Mystic: Mystic uses three parallel comb filters with feedback. Raising the feedback causes a resonating tone. DATT: D: Create drum track using the MIDI drum feature. A: How to import Digital Audio (loops) from license-free archives. T: Working with the Tempo track to create accelerandos, ritardandos, etc. T: Transpose MIDI track up or down to create a larger sonic field. Setting the L R locators for Audio Export. Copying the Audio Interchange File Format (.aif) to the "house" flash drive.

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.