

MUS 078A: ELECTRONIC MUSIC PRODUCTION

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Originator

creba

Co-Contributor(s)**Name(s)**

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Justification / Rationale

We are re-designing and re-designating the Digital Audio Courses to conform to standards and best practices in the industry.

Effective Term

Fall 2020

Credit Status

Credit - Degree Applicable

Subject

MUS - Music

Course Number

078A

Full Course Title

Electronic Music Production

Short Title

ELECTRONIC MUSIC PROD.

Discipline**Disciplines List**

Music

Modality

Face-to-Face

Catalog Description

This course is an introduction to the history, theory and practice of using MIDI (Musical Instrument Digital Interface), hardware and software synthesizers, drum machines, samplers and other electronic instruments along with software Sequencers.

Schedule Description

This course is an introduction to the history, theory and practice of using MIDI (Musical Instrument Digital Interface), hardware and software synthesizers, drum machines, samplers and other electronic instruments along with software Sequencers.

Advisory: MUS 021A

Lecture Units

2

Lecture Semester Hours

36

Lab Units

1

Lab Semester Hours

54

In-class Hours

90

Out-of-class Hours

72

Total Course Units

3

Total Semester Hours

162

Prerequisite Course(s)

Advisory: MUS 021A

Required Text and Other Instructional Materials**Resource Type**

Web/Other

Description

Instructor handouts

Resource Type

Instructional Materials

Open Educational Resource

Yes

Class Size Maximum

20

Entrance Skills

Knowledge and familiarity with any music production software and techniques is beneficial, but not required.

Requisite Course Objectives

MUS 021A-Demonstrate knowledge of music notation theory: treble bass clefs, names of notes, key signatures in three keys, time signatures primary triads.

MUS 021A-Demonstrate playing of primary piano music.

Course Content

1. Introduction to the Physics of Sound
2. History, functionality and design elements of sound synthesis and synthesizers in the analog and digital domains.
3. History, functionality and significance of the MIDI protocol and new development.

Lab Content

1. Explore sound design and sound synthesis through use of hardware and software synthesizers.
2. Explore MIDI and Sound Synthesis through the use of software sequencers and Digital Audio Workstations (DAW's) to compose musical examples and pieces.
3. Gain proficiency in basic electronic music production skills and techniques via DAW projects.

Course Objectives

	Objectives
Objective 1	Define the fundamentals of musical sound (pitch, rhythm, timbre, dynamics, physics and acoustics) through discussion and application.
Objective 2	Describe the history and theory of MIDI, its uses in practical music production and its modern developments.
Objective 3	Define the elements of the various forms of sound synthesis (additive, subtractive, phase, granular, wavetable, sampling, etc..) and the standard components of typical analog and digital synthesizers.

Objective 4 Complete exercises, practicums and create original music compositions using MIDI, hardware and software synthesizers and Digital Audio Workstations (DAW's)

Student Learning Outcomes

Upon satisfactory completion of this course, students will be able to:	
Outcome 1	Students will be able to demonstrate a functional knowledge of MIDI protocol and sound synthesis, their significance in electronic music making and the basic history of their development.
Outcome 2	Students will be able to demonstrate an intermediate level of skill and knowledge of synthesis techniques, sound analysis and software MIDI sequencing including programming, editing, and the use of standard synthesis elements/components (oscillators, frequency modulation, amplitude modulation, low frequency oscillators, filters, envelope generators, etc...).
Outcome 3	Students will be able to demonstrate working knowledge of the software platforms used in-class such as Garage Band, Logic Pro, Ableton Live, Max/MSP, VCV Rack and others.

Methods of Instruction

Method	Please provide a description or examples of how each instructional method will be used in this course.
Demonstration, Repetition/Practice	Various techniques and practices will be demonstrated in class and then students will be asked to replicate the demonstrated skills in-class.
Lecture	Lectures will cover both theoretical and practical topics and provide students with a foundational knowledge to begin exploring the creative process during lab time and out of class.
Laboratory	Lab time will be utilized to allow students to practice the various skills discussed and demonstrated in the lecture portion of the class. This time will also be designated for students to work on the various projects assigned throughout the semester.
Discussion	Discussions will primarily be used to explore aesthetic and creative practices, and how the theory and techniques learned in class can be used to create within the stylistic norms of various electronic music genres.

Methods of Evaluation

Method	Please provide a description or examples of how each evaluation method will be used in this course.	Type of Assignment
Laboratory projects	The majority of all assignments for this class will be in the form of laboratory projects (approximately 5-6) where students will be asked to fulfill specific project guidelines which demonstrate and highlight course topics, techniques and practices.	In and Out of Class
Tests/Quizzes/Examinations	Periodic quizzes (approximately 3-4) and a final examination will be employed to test the students knowledge of the more theoretical, and non-practicum oriented, topics in the course.	In Class Only
Presentations/student demonstration observations	Student practicums will be employed where students will have to demonstrate specific skills and techniques in a one-on-one setting with the instructor.	In Class Only

Assignments

Other In-class Assignments

1. Practicums: Students will demonstrate practical knowledge of various activities and skills. Examples include creating a specific type of sound on a synthesizer, identifying synthesizer components on a hardware instrument, following a prompt to create a DAW session with specifically outlined parameters, and others.
2. Projects: Students will begin various projects throughout the semester to help them gain proficiency in various areas of electronic music making. Projects include recording basic modulated synth sounds with a pre-made Max/MSP patch, creating unique patches and sounds on the VCV Rack software, creating a drum loop in Garage Band and creating various length musical sequences involving multiple instruments in Garage Band, Logic Pro and/or Ableton Live.

Other Out-of-class Assignments

1. Student Projects are both in and out-of-class projects (see Projects description above).

Grade Methods

Letter Grade Only

MIS Course Data**CIP Code**

10.0203 - Recording Arts Technology/Technician.

TOP Code

100500 - Commercial Music

SAM Code

C - Clearly Occupational

Basic Skills Status

Not Basic Skills

Prior College Level

Not applicable

Cooperative Work Experience

Not a Coop Course

Course Classification Status

Credit Course

Approved Special Class

Not special class

Noncredit Category

Not Applicable, Credit Course

Funding Agency Category

Not Applicable

Program Status

Program Applicable

Transfer Status

Transferable to CSU only

Allow Audit

No

Repeatability

No

Materials Fee

No

Additional Fees?

No

Approvals**Curriculum Committee Approval Date**

11/05/2019

Academic Senate Approval Date

11/14/2019

Board of Trustees Approval Date

12/19/2019

Chancellor's Office Approval Date

1/05/2020

Course Control Number

CCC000611424

Programs referencing this courseDigital Design Production AS Degree (<http://catalog.collegeofthedesert.eduundefined?key=126/>)Digital Design Production Certificate of Achievement (<http://catalog.collegeofthedesert.eduundefined?key=127/>)Music Technology Certificate of Achievement (<http://catalog.collegeofthedesert.eduundefined?key=154/>)Advanced Film Production Certificate of Achievement (<http://catalog.collegeofthedesert.eduundefined?key=196/>)Basic Radio Production Certificate of Achievement (<http://catalog.collegeofthedesert.eduundefined?key=197/>)Basic Commercial Music Certificate of Achievement (<http://catalog.collegeofthedesert.eduundefined?key=218/>)Film Post-Production Certificate of Achievement (<http://catalog.collegeofthedesert.eduundefined?key=270/>)Mass Communication A.A. Degree (<http://catalog.collegeofthedesert.eduundefined?key=273/>)Film Production AS Degree (<http://catalog.collegeofthedesert.eduundefined?key=69/>)