MUSC 3350

Division: Fine Arts
Department: Music
Course: MUSC 3350
Title: Music Technology I
Catalog Description:

This course is the second in a sequence of two classes required of all students in the B. Music degree at Snow College. Students will learn about the various hardware and software platforms used in the music business. This course will focus on technology related to music production and distribution, including Musical Instrument Digital Interface (MIDI), digital recording and internet resources. Additional topics include music business and copyright law as it relates to the distribution of music. An additional course fee is required.

General Education Requirements: N/A
Semesters Offered: TBA
Credit/Time Requirement: Credit: 2; Lecture: 2; Lab: 1
Clock/Hour Requirements: 0
Offered for Non-Credit: No
Prerequisites: MUSC 2120/2140/2160 and admittance into B. Music program or permission of instructor.

Justification:

As with other fields of endeavor, the personal computer has revolutionized the study, production and distribution of music. An understanding of this technology is critical for musicians at every level. This type of course is offered for music majors at four-year institutions in the State of Utah, and is a regular course offering around the country. The Horne School of Music at Snow College is an accredited member of The National Association of Schools of Music, and NASM requires that its member schools prepare students by teaching them the purpose and use of music technology in various forms as part of undergraduate music training. This course, in conjunction with MUSC 3350 (Music Technology I), fulfills that requirement.

Student Learning Outcomes:

Students preparing to graduate with a bachelor's degree in Commercial Music from Snow College will demonstrate mastery of a wide variety of hardware and software platforms related to the production of music. Specifically, students comleting this course will:

- be able to use MIDI sequencing notation software for the production of music (representative software includes Digital Performer)
- be able to use digital recording software and hardware for the production of music (representative software includes Apple Logic or Pro Tools and USB or Firewire audio interfaces).

- be able to identify, use and maintain microphones of various types used in recording applications
- be able to set up for and run a multi-track recording session
- be able to use and evaluate internet-based distribution systems (representative sites include iTunes, Rhapsody, CD Baby).
- understand copyright law as it relates to the creation and distribution of music and other intellectual property.

Content:

MIDI:

- standard MIDI note entry
- manipulation of MIDI information as it relates to velocity, duration, expression and articulation
- MIDI time code and synchronization issues
- file format and exporting to outside applications

Digital Recording:

- microphone patterns, polarity and power sources cables and connectors
- software and hardware mixing consoles for recording
- software and hardware outboard effects
- word clock, SMPTE time code and issues of synchronization
- file format and exporting to outside applications

Internet-based distribution services

- placing materials with an online publisher or distributor

Music Business and Law:

- payment for music services
- basic contracts
- tax issues
- copyright law

General Education Outcomes:

8) Apply ethical reasoning to a variety of contexts.

Students will learn ethical behavior as it relates to the creation, production and distribution of music, particularly as it relates to copyright law and intellectual property. Feedback on this item will be given by responses on the examinations.

9) Respond with informed sensitivity to an artistic work or experience.

Students are required to exercise artistic sensitivity as they record and edit their work. Such decisions include issues related to pitch, articulation, timbre, rhythmic accuracy, blend and balance. Students show mastery of these skills through completion of small-group assignments with instructor feedback suggesting improvements. Feedback is given from the instructor on the students final recordings.

Applied Education Outcomes:

1) Students will acquire entry-level skills specific to and appropriate for employment in their chosen field of study.

Students completing this course will have acquired the necessary knowledge of computer platforms to apply for work as an entry level recording engineer, music retailer, or entry-level PA engineer or MIDI keyboard s pecialist. In addition, students completing this course can use their knowledge to create home studios for the production and distribution of their own compositions. Feedback will be give by completion of hands-on mixing projects.

Key Performance Indicators:

Students in this course will be assesed using the following methods:

- Direct - Exam: midterm and final written exams (50%)
- Direct - Presentation: hands-on demonstration (25%)
- Direct: Small Group: small-group lab projects (25%)

Percentages are approximate.

Representative Text and/or Supplies:

Emile D. Menasche. The Desktop Studio: A Guide to Computer-Based Audio Production. Hal Leonard, current edition.

Optimum Class Size: 14
Maximum Class Size: 15

Signatures:

I hereby submit this course syllabus:

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Steve Meredith, DMA, Associate Professor

I hereby find this course consistent with the goals and resources of the Music Department:

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Steve Meredith, DMA, Associate Professor, Chair

I hereby find this course consistent with the goals and resources of the Fine Arts Division:

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Vance Larsen, MM, Associate Professor, Dean

I have discussed the need for library resources related to this class with the person submitting the syllabus:

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Lynn Anderson, MLIS, Technical Services Librarian (Main Campus)

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Michelle Olsen, MLS, Campus Librarian (Richfield Campus)