ROSE STATE COLLEGE

Division Course Syllabus

Division Humanities
Course Prefix and Number MUS 2312
Course Title Computers and Music I
Semester and Year Submitted Spring 2016 Credit Hours 2-1-2
Prepared by Dr. David Gedosh
Hours Per Week: Class 2 Lab 1
Course Description (as it appears in Catalog)
This course is designed for students who desire a practical understanding of the creative and technical elements of music production using current computer hardware and software for music production in today's music industry. Through lectures, demonstrations, and practical exercises and assignments this course offers students a broad overview of music technology and its current use. Topics include digital audio workstations and computer music systems, MIDI protocol, MIDI sequencing and editing, basic mixing and editing concepts and techniques, and basic songwriting skills. This course is taught in the computer lab using Logic X software. Students will begin to develop a portfolio of creative work.

Prerequisites None
Text(s):
Title Apple Pro Training Series: Logic X: Professional Music Prod.
Author Nahmani
Publisher Peachpit Press
Copyright Date 2013
ISBN # 9780321967596
Supplemental Materials: (Other books, audio visual aids, etc.)

ProTools 101 (w/CD) by Cook
Publisher: Coute Copyright 2012
ISBN: 978113776550

Computer Music Tutorial by Roads
Publisher: MIT
ISBN: 9780262680820

Protools 110 v.9(610665004000) by Digdesign
Outline for Remainder of Syllabus:

Rationale: Given the complexities and varience of audio production in its real-world use, this course exposes students to the fundamental computer and software skills required for most audio engineering professional fields using industry level software and computer systems. This course works in tandem with the Audio Engineering 1 and provides students with practical in-depth experience creating and mixing music within the software digital audio workstation environment. This course offers a basic and practical understanding of MIDI protocol, MIDI sequencing and editing, and fundamental mixing skills, as well as introductory song form, songwriting skills, and rhythmic, melodic, and harmonic structure of contemporary commercial music. For those students interested in completing the music engineering and industry program, this course should be taken concurrently with Audio Engineering 1. This course is taught using Logic X software.

Expected Outcomes: Upon completion of this course, through lectures, demonstration, practical exercises, and exams, students will be able to:

1) Demonstrate an basic understanding of Macintosh computer platform
2) Demonstrate a proficient knowledge MIDI protocol, MIDI systems, and MIDI sequencing
3) Demonstrate a basic understanding of digital audio workstations, Logic X, and related music production computer hardware and software
4) Demonstrate a basic understanding of songwriting
5) Demonstrate a basic understanding of music rhythm, form, instrumentation, melody, and harmony
6) Demonstrate a basic understanding of music production mixing concepts and techniques
7) Demonstrate a basic understanding of digital signal processing and its use in current music production
8) Develop skills for critical listening and analysis of music production techniques
9) Effectively communicate their knowledge of the basic artistic and technical elements of music production
10) Begin to develop a portfolio of creative work

Methods of Instruction: This course includes a high degree practical hands-on demonstrations, exercises, and practical projects, supported by technical discussion of theoretical information. The following methods of instruction are to be used:

Reading assignments from text
Reading assignments and quizzes from handouts - distributed online through D2L
Online videos and articles pertaining to specific topics
Class lectures and theoretical and artistic discussion
Class demonstration and practical exercises
Written quizzes
Software-based assignments
Practical projects
Assessment (Including Critical Thinking measurements): Assessment of students’ understanding is varied across written quizzes and tests, practical in-class exercises, practical software assignments, and practical projects, as well as class participation and the ability to clearly articulate the technical and artistic elements of the course material.

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<tr>
<th>Component</th>
<th>Weight</th>
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<tr>
<td>Practical Assignments</td>
<td>20%</td>
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<tr>
<td>Reading Assignments</td>
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<tr>
<td>Quizzes</td>
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<td>Midterm</td>
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<tr>
<td>Final</td>
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<tr>
<td>Class Participation</td>
<td>10%</td>
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Students' work will receive a numerical grade in the form of points received out of total points possible.

Students' final grade will be calculated by converting the total points received into a percentage as follows:

A=100-90, B=89.9-80, C=79.9-70, D=69.9-60, F=59.9-0

Learning Objectives: The following section defines the major units of the course along with learning objectives for that section. Supplemental materials, including media files, reading assignments and quizzes, and tests can be found in the supplemental materials folder accompanying this course syllabus.

Unit I  Macintosh Computer Basic, MIDI Protocol, and MIDI Systems (Outcomes 1, 2, 3)

On written and practical assignments the student will be expected to demonstrate the following:

1) Basic navigation within the Macintosh computer platform
2) Basic understanding of the MIDI communication protocol and its current implementation
3) Basic understanding of current MIDI systems and digital audio workstations

Unit II  Basic MIDI Sequencing and editing in Logic X (Outcomes 1, 2, 3)

On practical assignments the student will be expected to demonstrate the following:

1) Basic navigation and functions in the Logic X software environment
2) Setting up sessions, project and file organization in Logic X
3) Basic MIDI sequencing and editing techniques in the Logic X software environment

Unit III  Structural Elements of Contemporary Commercial Music (Outcomes 4, 5)

On written and practical assignments the student will be expected to demonstrate the following:
1) Elements of music structure and song form
2) Song form analysis
3) Basic instrumentation, rhythmic, melodic, and harmonic elements of contemporary commercial music

Unit IV  Basic Mixing in the Digital Audio Workstation (Outcomes 1, 2, 3, 4, 5, 6, 7, 8, 9, 10)

On practical assignments the student will be expected to demonstrate the following:

1) The use of inserts and auxilliary tracks in Logic X
2) Basic digital signal processing
3) Key mixing elements: Panning, Amplitude, Timbre, and Balance
4) Automation techniques