ROSE STATE COLLEGE

Division Course Syllabus

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<th>Division</th>
<th>Humanities</th>
<th>Course Prefix and Number</th>
<th>MUS 2362</th>
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<tbody>
<tr>
<td>Course Title</td>
<td>Audio Engineering III</td>
<td>Credit Hours</td>
<td>2-1-2</td>
</tr>
<tr>
<td>Semester and Year Submitted</td>
<td>Spring 2016</td>
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<tr>
<td>Prepared by</td>
<td>Dr. David Gedosh</td>
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<td>Hours Per Week:</td>
<td>Class 2</td>
<td>Lab 1</td>
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Course Description (as it appears in Catalog)
This course is designed for students who desire and advanced understanding of the artistic and technical principles of music production using current music technology for today's music industry. This course offers students a focused study of advanced recording and mixing techniques. Topics include an introduction to acoustics, advanced microphone and recording techniques, advanced routing and mixing techniques, and advanced digital signal processing. This course is taught in the recording studio using Pro Tools HDX software. Prerequisite: MUS 2323 and MUS 2352

Prerequisites
MUS 2323 Audio Engineering 1, and MUS 2352 Audio Engineering 2

Text(s):
<table>
<thead>
<tr>
<th>Title</th>
<th>Modern Recording Techniques 8th edition</th>
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<tbody>
<tr>
<td>Author</td>
<td>David Miles Huber, Robert E. Runstein</td>
</tr>
<tr>
<td>Publisher</td>
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<td>Copyright Date</td>
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<td>ISBN #</td>
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Supplemental Materials:
Required: External HDD or Flash Drive (max GB), Headphones with 3.5mm connector and 1/4 inch adapter.
Outline for Remainder of Syllabus:

Rationale: This course is final course in the Audio Engineering course series, in the Music Engineering and Industry program. This course is not a required course for the program but may be counted as an elective. Although not a required course, this course will help ensure students' success as they transition from the program to the industry or to a four-year program. It is designed for students who desire a more indepth study of music production techniques. This course is taught in the recording studio using Pro Tools HDX software.

Expected Outcomes: Upon completion of this course students should be able to:

1) Demonstrate a basic knowledge of recording studio acoustics as it pertains to studio music production and recording
2) Demonstrate a industry-level knowledge of microphones and microphone techniques for use in professional live and studio music production environments
3) Demonstrate a industry-level knowledge of hardware and software dynamic processing
4) Demonstrate a industry-level knowledge of hardware and software digital signal processing
5) Demonstrate the ability to competently run a recording session at an industry level
6) Demonstrate a high level of proficiency using industry standard software and hardware to enhance recording and mixing projects
7) Demonstrate developed critical listening and analysis of music production techniques
8) Effectively communicate their knowledge of the artistic and technical elements of music production
9) Continue to develop a portfolio creative work

Methods of Instruction: This course is largely practical, with 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 discussion
Class demonstration and practical exercises
Written quizzes
Software-based practical assignments and 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.

Reading Assignment Quizzes 10
Students' work will receive a numerical grade in the form of points received out of total points possible. The 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 Introduction to Acoustics (Outcomes 1, 4, 7)

On written quizzes and exams the student will be expected to demonstrate the following:

1) Basic understanding of studio room acoustics
2) Basic understanding of delay-based effects to simulate room acoustics

Unit II Microphone and Routing Techniques (Outcomes 2, 3, 5, 7, 8)

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

1) Multi-microphone techniques
2) Stereo microphone techniques
3) Advanced signal routing
4) Multi-track session set up and organization

Unit III Advanced Mixing Techniques (Outcomes 3, 4, 6, 7, 8, 9)

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

1) Industry-level knowledge of the parameters of and practical use of delay-based effects; Delay, Chorus, Flanger, Phaser, Reverberation
2) Industry-level knowledge of the parameters of and practical use of dynamic processing; Compression, Limiting, Equalization, and Gating
3) Basic proficiency in the use of MIDI triggering software
4) Industry-level skills demonstrating proper use and care of recording studio equipment