MUS 078A: ELECTRONIC MUSIC PRODUCTION

Originator

creba

Justification / Rationale

Add 100% online and hybrid modalities to thiscourse.In preparation for potential online and hybrid course requirements in the future we would like to add these modalities to this coursenow.It is currently being taught 100% online and is workingwell.

Effective Term

Spring 2022

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
100% Online
Hybrid

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

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 and practicums using MIDI, hardware and software synthesizers, and Digital Audio Workstations (DAW's)
Objective 5	Compose original compositions using MIDI, hardware and software synthesizers, and Digital Audio Workstations (DAW's)
Objective 6	Classify the various elements of standard Digital Audio Workstations (DAW's) as they relate to making Electronic Music (i.e., sequencers, mixers, inserts (plugins), software instruments, MIDI editors, drum machines, audio editors, etc...)

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. Lab time may be constituted as a physical lab facility on campus or online where a faculty or staff member may be available for assistance.
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, or via directed submissions in an online environment.	In and Out of Class

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

Distance Education Checklist

Include the percentage of online and on-campus instruction you anticipate.

Online %
66%
On-campus %
33%

What will you be doing in the face-to-face sections of your course that necessitates a hybrid delivery vs a fully online delivery?
Face-to-Face classes will allow for better student project oversight, specific skills training that is more efficient in an in-person environment, and will facilitate real-time interaction between students and allow for some group projects.

Lab Courses

How will the lab component of your course be differentiated from the lecture component of the course?
The lab component will specifically focus on skills practicum and project completion.

From the COR list, what activities are specified as lab, and how will those be monitored by the instructor?
Those specific activities are skills practicums and projects. They will either be monitored in-class for hybrid models, or will be monitored via zoom meetings and messages in a 100% online modality.

How will you assess the online delivery of lab activities?
Students turn projects in online in Canvas, which are then evaluated by the instructor. Also, students will share their work/progress online with the instructor via scheduled zoom meetings.

Instructional Materials and Resources

Effective Student/Faculty Contact

Which of the following methods of regular, timely, and effective student/faculty contact will be used in this course?

Within Course Management System:
Discussion forums with substantive instructor participation
Online quizzes and examinations
Private messages
Regular virtual office hours
Timely feedback and return of student work as specified in the syllabus
Weekly announcements

External to Course Management System:
Direct e-mail

For hybrid courses:
Scheduled Face-to-Face group or individual meetings

Other Information

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
09/16/2021

Academic Senate Approval Date
09/23/2021

Board of Trustees Approval Date
10/21/2021

Chancellor's Office Approval Date

1/05/2020

Course Control Number

CCC000611424

Programs referencing this course

Digital Design Production AS Degree (http://catalog.collegeofthedesert.eduundefined/?key=126)
Digital Design Production Certificate of Achievement (http://catalog.collegeofthedesert.eduundefined/?key=127)
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)