

## Module Specification

**Module Title:** Computer Music 2

<b>Module code:</b>	TBC	<b>NQF level:</b>	Level 5
<b>Credit value:</b>	20 credits	<b>Semester of study:</b>	1 and 2
<b>Applicable pathways:</b>	Foundation Degree – Electronic Music Production	<b>Pre-requisites:</b>	None

### Module overview

The module will consolidate and further develop the student's knowledge of computer music production and associated techniques. The module will introduce students to principles and methodologies of sampling and synthesis, controllers and their application in Electronic Music Production. There will be more emphasis on the finer detail and micro processes of music production e.g. effects automation with the MIDI controller and finalising a mix. Students will work to a brief and produce materials that may be used in a professional show reel. The topics explored in this module will directly support and relate to the content delivered in the Electronic Music 2 module.

Areas of study include more complex techniques for the manipulation of audio, MIDI, dynamic & effects processing, mixing and mastering and introduces Sampling, Additive, Subtractive and Granular synthesis and processes for automation.

### Aims

The module is designed to further develop and expand on the techniques and skills acquired through the Computer Music 1 module in order to support the student's development as composers. Students will learn to evaluate and apply these techniques across a broad range of sources and be equipped with a comprehensive knowledge, understanding and command of composition and performance software (e.g. Ableton Live & Logic). Students will be introduced to the concepts of sampling and synthesis, including additive, subtractive and granular synthesis in the digital domain. Students will also explore the MIDI controller keyboard and its application in Electronic Music Production.

The module aims to:

1. Explore the MIDI Controller keyboard and its application in electronic music production;
2. Introduce students to the principles of Sampling and Synthesis;
3. Explore computer music software and creative techniques for the propose of composition;
4. Evaluate computer music software and associated techniques in a compositional context.

The module is designed to give opportunities for students to further expand their knowledge with MIDI and digital audio through industry standard music production software in a compositional context. The module will also examine the principles of sampling and synthesis as well as the MIDI controller keyboard and its application in Electronic Music Production. Students will evaluate their work and topics covered in the module as part of their coursework. The knowledge attained in this module will build upon work undertaken in the Computer Music 1 module.

### Learning outcomes

On successful completion of this module, students will be able to:

1. Apply a sophisticated practical and theoretical understanding of music production practices by exercising significant judgement, analysis and evaluation within computer music and related software.
2. Show significant judgement in managing and manipulating data, a range of parameters and processing applications using MIDI and/or audio editing and production software (e.g. mastering & synthesis).
3. Take responsibility and apply appropriate skills in order to develop a professional product.
4. Project manage and realise an approved project to a given time schedule.

### Learning and teaching methods

The sessions in this module will be delivered as tutor led workshops in a computer music suite that will include technical demonstrations and in-class practical exercises. There will be lecture elements to the module as a way of providing context. Students will be assigned tasks that will be supported by digital worksheets, but will be expected to engage in-group discussions. Assignment design and assessment will take place in collaboration with industry partners. The work produced by students in this module will be used to develop the student's emerging professional profile (e.g. show-reel).

### Contact hours and directed study (over semesters 1 and 2)

Delivery type	Student hours
Indicative hours for learning and teaching activities	40 hours
Indicative hours of directed study	160 hours
Total hours (100hrs per 10 credits)	200 hours

### Opportunities for formative feedback

Regular formative assessment through workshops, in class tasks and electronic worksheets.

### Assessment method

Description of assessment	Length/Duration	Weighting	Module LOs addressed
Portfolio (Synthesis)	6 minutes	30%	2, 3
Portfolio (Controllers)	3 minutes	30%	2, 3
Portfolio (Composition and Evaluative Vlog)	6 minutes including Vlog	40%	1, 2, 3, 4

### Re-Assessment method

Description of assessment	Length/Duration	Weighting	Module LOs addressed
Portfolio (Synthesis)	6 minutes	30%	2, 3
Portfolio (Controllers)	3 minutes	30%	2, 3
Portfolio (Composition and Evaluative Vlog)	6 minutes including Vlog	40%	1, 2, 3, 4

### Indicative Reading List

- Manning, P. (2013) *Electronic and Computer Music*, fourth edition. Oxford University Press.
- Russ, M. (2012) *Sound Synthesis and Sampling*. Focal Press.
- Towers, M. (2013) *Max for Live Ultimate Zen Guide*. Julien Bayle edition 1.
- Dvorin, D. (2015) *Logic Pro X Advanced Audio Production, Composing and Producing Professional Audio*. Peachpit Press.
- Perrine, J. (2014) *Producing Music with Ableton (Live 9 Quick Pro Guides)* Hal Leonard Publishing Corporation.
- Stavrou, M. (2003), *Mixing With Your Mind*. Flux research
- Katz, B. (2014) *Mastering Audio – The Art and Science*. Focal Press.
- Savage, S. (2014) *Mixing and Mastering In the Box: The Guide to Making Great Mixes and Final Masters on Your Computer*. Oxford University Press.
- Pejrolo, A. (2011) *Creative Sequencing Techniques for Music Production: A Practical Guide to Pro-Tools, Logic, Digital Performer and Cubase*. Focal Press.
- Maguire, S. (2014) *Modern MIDI: Sequencing and Performing Using Traditional and Mobile Tools*. Focal Press.

### e-resources

- <http://www.emusician.com> – for electronic musicians
- <http://electronicsound.co.uk> – Contemporary electronic music and culture
- <http://www.musicradar.com/futuremusic> – Electronic Music Magazine Website

- <http://globetronica.org> – Electronic Music Magazine Website
- <http://igloomag.com> – Electronic Music Magazine Website
- <http://www.synthzone.com/mags.htm> – Magazines, Publications and Journals
- <http://www.soundonsound.com> – Pro audio, recording & production