

Module Specification

Module Title: DJ Project for Producers

Module code:	TBC	NQF level:	Level 5
Credit value:	10 credits	Semester of study:	2
Applicable pathways:	Foundation Degree – Music Production	Pre-requisites:	None

Module overview

The module is practical in nature and will include a variety of DJ production techniques. Topics covered include, Setting up equipment, digital DJ techniques, working with CD and Vinyl, beat Matching, looping, cues, mixing techniques, effects, samples and acapellas and producing mixes. The module will allow students to explore a range of industry standard DJ software and hardware and to prepare them for performing a basic mix in a live performance setting.

Areas of study include:

- Equipment setup and maintenance;
- Digital DJ Techniques;
- CDs and Vinyl;
- FX Processing;
- Sampling and Acapellas;
- Mixing Techniques

Aims

This 10-credit module can be chosen by production students to enhance their production skills by immersing themselves in a module that compliments skills gained in their core studio recording and MIDI/audio editing modules. It allows production students to acquire an understanding of the similarities and differences of DJ approaches to music production by allowing them to consider and use their transferable skills to engage with a DJ technology project using specific soft/hardware in order to create a mix for live performance. The module will equip students with a range of DJ production techniques using industry standard equipment. (e.g. CD and Turntables).

The module aims to:

1. Explore industry standard DJ technology to produce a mix suitable for live performance.
2. Examine a range of DJ techniques and apply transferable production skills.
3. Combine DJ technology and production techniques in a live performance context.

Learning outcomes

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

1. Utilise Industry standard DJ equipment.
2. Apply creative DJ music production techniques and transferable production techniques.
3. Apply and combine industry standard DJ software and hardware in a performance setting.
4. Create authentic works in a performance setting.

Learning and teaching methods

The sessions in this module will be delivered as tutor led workshops and will include technical demonstrations and in-class practical exercises. Students will be assigned tasks that will be carried out during scheduled sessions and they will be expected to engage in-group discussions pertaining to subject topics.

Contact hours and directed study (over semester 2)

Delivery type	Student hours
Indicative hours for learning and teaching activities	15 hours
Indicative hours of directed study	85 hours
Total hours (100hrs per 10 credits)	100 hours

Opportunities for formative feedback

Students will receive regular formative feedback as they work through the workshop series.

Assessment method

Description of assessment	Length/Duration	Weighting	Module LOs addressed
Portfolio (Mix)	10 minutes	100%	1, 2, 3, 4

Re-Assessment method

Description of assessment	Length/Duration	Weighting	Module LOs addressed
Portfolio (Mix)	10 minutes	100%	1, 2, 3, 4

Indicative Reading List

- Alexander, B. (2013) DJ Culture in the Mix: Power, Technology, and Social Change in Electronic Dance Music Bloomsbury Academic.
- Farrugia, R. (2013) Beyond the Dance Floor: Female DJs, Technology and Electronic Dance Music Culture Paperback. University of Chicago Press.
- Kirn, P. (2011) Keyboard Presents the Evolution of Electronic Dance Music Paperback Backbeat Books
- Hellaman, Z. (2014) The DJ Aesthetic: A Look into the Philosophy and Technology That Enable the Disc Jockey Kindle Edition. Dissertation.Com (15 April 2014)
- Katz, M. (2012) Groove Music: The Art and Culture of the Hip-Hop D.J. Oxford University Press.

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- <https://djmag.com>
- <http://mixmag.net>
- <http://www.emusician.com>
- <http://electronicsound.co.uk>
- <http://djtimes.com>
- <https://www.djsuperstore.com>