SCHOOL OF FINE ART AND MUSIC
Winter Semester 2015
MUSC*2100-01
CREATING MUSIC ON THE COMPUTER

INSTRUCTOR:	James Harley
TIME:	Tuesday & Thursday; 1:00 – 2:20pm
LOCATION:	Alexander Hall, Rm. 071
OFFICE:	Alexander Hall, Rm. 187
PHONE:	Extension 52989
EMAIL:	jharley@uoguelph.ca
OFFICE HOURS:	Tuesday, 4:00 – 5:00pm
LAB HOURS:	To be scheduled in the first week of classes

CALENDAR DESCRIPTION:
An introduction to computer technologies as they apply to the creation and manipulation of music. Topics will be drawn from the areas of sound synthesis and processing, recording, encoding, and transcription. The course will include a classroom and an applied component.

Prerequisite(s): MUSC*1180 or MUSC*2180. Some computer experience is recommended.

COURSE DESCRIPTION:
To give students an overview of the scope of music technology through practical exposure to a variety of software and hardware components, along with their theoretical concepts, terminology, and relevant history, including important recordings.

LEARNING OUTCOMES:
- to develop an understanding of concepts of digital audio and music technology that are more universal than the particulars of the equipment and software used in the course
- to learn about and apply some of the processes involved in making music with computers
- to listen to innovative electroacoustic works of all styles and learn to identify production techniques through critical aural analysis.

BACKGROUND SKILLS:
Basic music theory and rudiments. Keyboard skills an asset. Performance skills on any instrument welcome. Rudimentary knowledge of computer operating systems.

REQUIRED TEXT:
Hosken, Dan; *Music Technology and the Project Studio*; Routledge.

LAB FEE:
A compulsory materials fee of $20.00 will be charged for materials and services provided in support of required course projects. The amount will be invoiced by the Office of the Bursar and paid directly with your tuition payment – no additional payment is necessary. **THE LAB FEE WILL NOT BE REFUNDED AFTER THE THIRD WEEK OF CLASSES.**

Items Provided by Lab Fee:
USB Memory Stick
CDRs
Printer materials

PLEASE NOTE: Under <u>no circumstances</u> should a student be required to pay any additional monies for supplies needed to complete course assignments – excluding items listed under "Items Provided by the Student". All supplies are to be paid for using Lab Fee monies. If you are being charged additional monies, please report to Robin McGinnis (rmcginni@uoguelph.ca) in the main office (Zavitz Hall, Rm. 201) <u>immediately.</u>

METHOD OF EVALUATION:
Three Quizzes/Assignments (through Courselink), based on readings from the textbook and lectures:
1)   due January 29, 2015 ....6%
2)   due March 5, 2015 ....6%
3)   due April 2, 2015 ....6%

Two Listening Assignments (based on Reserve recordings):
1)   due: February 12, 2015 ....6%
2)   due: March 19, 2015 ....6%

Ten lab Assignments Projects, due weekly (highest 9 count): 45%

Two Creative Music Projects
1)   due: February 24, 2015 ....10%
2)   due: Final Exam Period (April 14, 2015; 11:30-1:30; Location TBA)..............15%
                    Presentation of Creative Project Two

SOFTWARE/HARDWARE:
We will be working with a range audio software: Logic, GarageBand, Reason, Sibelius, Peak. We will also work with keyboard controllers, microphones, recorders, and mixers. It is expected that you will complete your work in the Lab.

DIGITAL MUSIC LAB:
1. Use of the lab is a privilege, not a right. Students are required to follow all lab protocols to ensure the safety and security of the equipment, and provide consistent working conditions for other users. Students who abuse the lab will not be allowed to continue using it.
2. The lab will be open according to the posted schedule. Only those students registered in approved courses will have access to the lab.

ALEXANDER HALL ACCESS:
To access the lab after hours, students will need to get their student cards activated as swipe cards (see Robin in Zavitz 204 **after the first week of classes**). You will require your student ID card, your course code and section number. **NOTE**: it will take ***at least 24 hours*** for your card to become active.