# SCHOOL OF FINE ART AND MUSIC
## Fall Semester 2015
## MUSC*3860-01
## TOPICS IN DIGITAL MUSIC
## TOPIC:  Interactive Computer Music

**COLLEGE OF ARTS**

| | |
|---|---|
| **INSTRUCTOR:** | James Harley |
| **TIME:** | Tuesday & Thursday, 4:00 – 5:20pm |
| **LOCATION:** | Alexander Hall, Rm. 071 |
| **OFFICE:** | Alexander Hall, Rm. 187 |
| **PHONE:** | Extension 52989 |
| **EMAIL:** | jharley@uoguelph.ca |
| **OFFICE HOURS:** | Thursday, 2:30 – 3:30pm, or by appointment |

## CALENDAR DESCRIPTION:
This is a course which focuses on a specific area of digital music production.  Topics may include advanced audio production, advanced MIDI sequencing, advanced music notation/instrumentation, synthesis and signal processing, music-oriented computer programming, or interactive computer music.  Normally, a major creative project will be completed and presented as an outcome of the course.  Offered in odd-numbered years.

*Prerequisite(s):*  9.00 credits including MUSC*2100, (MUSC*2010 or MUSC*2220)
*Restriction(s):*  Instructor consent required

## COURSE DESCRIPTION:
In F15, the topic is **Interactive Computer Music**.  Students will pursue research in the area of interactive music involving computers, and will develop skills using the Max programming language. A variety of interactive peripherals and controllers will be incorporated into creative projects. In addition to reading, listening, programming, and research presentations, students will complete and present two relevant creative projects. Note: this course is worth 1.0 credits; there will be a great deal of work required outside of class time, and various assignments will need to be completed weekly.

## LEARNING OUTCOMES:
- To understand aspects of the historical development of interactive computer music
- To understand the importance of interactive technology in musical performance.
- To gain technical programming ability for creating interactive music.
- To gain a sense of the breadth of applications in this field.
- To develop the critical capacity to judge quality in this field and to know how to create high-quality interactive work.
- To have had the opportunity to collaborate with others on group projects, reflecting the working reality of the profession.

**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

**Items Provided by the student:**
Max programming language (temporary student license).

**PLEASE NOTE: Under no circumstances 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) immediately.**

**METHOD OF EVALUATION:**
Reading Summaries ...................................................................................................... 15%
Class Presentations ...................................................................................................... 15%
Listening Assignments.................................................................................................. 15%
Programming Assignments ........................................................................................... 25%
Creative Project One .................................................................................................... 10%
Creative Project Two (to be presented during Final Exam time slot: TBA) ............... 20%