

Department	International College of Liberal Arts		
Semester	Fall 2023	Year Offered (Odd/Even/Every Year)	Every Year
Course Number	MUSC251		
Course Title	Music Technology		
Prerequisites	None		
Course Instructor	BLOW Michael	Year Available (Grade Level)	2
Subject Area	Interdisciplinary Arts: Music	Number of Credits	3
Class Style	Lecture	Class Methods	Face to face

(NOTE 1) Class Methods are subject to change

(NOTE 2) Depending on the class size and the capacity of the facility, we may not be able to accommodate all students who wish to register for the course"

Course Description	<p>Cap (registrant capacity): 25 students</p> <p>This course covers the development of instruments and music technology. We explore acoustic and electric instruments, pickups and amplification, and electronic music technology such as synthesizers, drum machines and samplers. Through lectures, musical examples and practical projects we will take a deep dive into different synthesis techniques and learn the basics of digital audio workstation software.</p> <p>The course is delivered through lectures, demonstrations, and practicals.</p> <p>DP1: To Value Knowledge Having high oral and written communication skills to be able to both comprehend and transfer knowledge</p> <p>DP2: To Be Able to Adapt to a Changing World Having critical, creative, problem-solving, intercultural skills, global and independent mindset to adopt to a changing world</p> <p>DP3: To Believe in Collaboration Having a disposition to work effectively and inclusively in teams</p>
Class plan based on course evaluation from previous academic year	No changes planned
Course related to the instructor's practical experience (Summary of experience)	Mike Blow has been studying, using and modifying electric instruments, synthesizers, drum machines and music software since he was studying electronic engineering at university.

Learning Goals	At the end of this course students should be able to: (i) Appreciate the historical development and impact of technology in music production and recording; (ii) apply a practical working knowledge of music technology in their own productions; (iii) theoretically understand the way sound is generated in a variety of acoustic and electric instruments and synthesis techniques; (iv) Create their own performative or recorded music technology project (v) develop and express ideas effectively (vi) become more reflective, curious, and open-minded.
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iCLA Diploma Policy	DP1/DP2/DP3
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iCLA Diploma Policy

(DP1) To Value Knowledge – Having high oral and written communication skills to be able to both comprehend and transfer knowledge

(DP2) To Be Able to Adapt to a Changing World – Having critical, creative, problem-solving, intercultural skills, global and independent mindset to adopt to a changing world

(DP3) To Believe in Collaboration – Having a disposition to work effectively and inclusively in teams

(DP4) To Act from a Sense of Personal and Social Responsibility – Having good ethical and moral values to make positive impacts in the world

Active Learning Methods	Practical sessions and presentations
Use of ICT in Class	Audio software, synths, recording equipment
Use of ICT outside Class	Audio software, recorders
Expected study hours outside class	All students in this course should preview and review the materials thoroughly and spend about 4 hours to do so. In addition students are encouraged to practically explore the techniques and subjects covered in this course in between classes, and will need to spend time outside of class working on practical projects. The music studio is available for students on campus.
Feedback Methods	Project and workbooks: verbal feedback from instructor during development and written feedback on completion

Grading Criteria		
Grading Methods	Grading Weights	Grading Content
Project 1: Inside the box	30%	
Project 1 workbook	20%	
Project 2: Outside the box	30%	
Project 2 workbook	20%	

Required Textbook(s)	None
Other Reading Materials/URL	<p>A laptop is required to run software used for this course. The software itself is free.</p> <p>Recommended reading: Cook: Music, Cognition and Computerized Sound (in YGU library): a detailed but accessible introduction to psychoacoustics and synthesis Roads: The Computer Music Tutorial (in YGU library) Collins: Handmade Electronic Music (in YGU library): DIY music maing using simple electronics, highly recommended Huber: Modern Recording Techniques (in YGU library) Resources in LAC: Guitar Rigs, Guitar Effects Pedals, Guitar Amps (all by Hunter)</p>
Plagiarism Policy	<p>Plagiarism is the dishonest presentation of the work of others as if it were one' s own. This includes material copied or paraphrased from online sources, or generated by AI. Duplicate submission is also treated as plagiarism. Depending on the nature of the plagiarism you may fail the assignment or the course. Repeated act of plagiarism will be reported to the University which may apply additional penalties.</p>
Other Additional Notes	<p>This syllabus is indicative only and may change due to external events or for pedagogical reasons.</p>

(NOTE 3) Class schedule is subject to change

Class Schedule	
Class Number	Content
Class 1	Lecture: Course Introduction
Class 2	Lecture: Course Introduction
Class 3	Lecture: Acoustic Instruments

Class 4	Lecture: Electric Instruments
Class 5	Lecture: History of Music Technology
Class 6	Lecture: Effects
Class 7	Lecture: Recording Technology and Practice
Class 8	Lecture: Introduction to DAWs, looping
Class 9	Project Brief 1, tutorial
Class 10	Practical: DAWs 2: Effects, automation, submixing
Class 11	Lecture: Samplers
Class 12	Practical: Sample Slicing
Class 13	Project Tutorials
Class 14	Project Tutorials
Class 15	Project Tutorials / Presentations
Class 16	Project Tutorials / Presentations
Class 17	Lecture: East Coast and Subtractive Synthesis
Class 18	Practical: Subtractive Modular Synthesis
Class 19	Practical: Subtractive Modular Synthesis
Class 20	Lecture: West Coast and Additive Synthesis
Class 21	Practical: Additive Modular Synthesis
Class 22	Practical: Additive Modular Synthesis
Class 23	Lecture: Software Synthesis
Class 24	Practical: Ableton Live synths
Class 25	Lecture: MIDI, Drum Machines and Sequencers
Class 26	Practical: Junk drum kit
Class 27	Project Tutorials
Class 28	Project Tutorials
Class 29	Project Tutorials
Class 30	Project Tutorials