Department	International College of Liberal Arts		
Semester	Spring 2023	Year Offered (Odd/Even/Every Year)	Odd Years
Course Number	MUSC330		
Course Title	Music Studio		
Prerequisites	At least 3 music courses OR workshops from the following lists: - ARTS/MUSC110 Interdisciplinary Arts		
Course Instructor	BLOW Michael	Year Available (Grade Level)	3
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	Cap (registrant capacity): 20 students This course gives students the opportunity to explore and expand their music practice in a major, semester-long project. The intention is to push forward a student's personal area of interest, and ideally to allow them to create a valuable portfolio piece. The project includes a formal proposal, time to undertake the work proposed, and a final presentation and analysis. Along the way, regular graded updates/crits and discussions help projects to progress and tutorial assistance and feedback on work is available. Grading is on the scope of the proposal and the amount/quality of work completed, with an emphasis on exploration, whether technical, academic or aesthetic. It should be noted that although largely practice and analysis based, this is not an easy course. Your work will be graded as three month's work at 300 level. Students will need to work consistently and allocate extra time outside of class to achieve higher grades. Example projects are shown below, but these are not exclusive. Students are encouraged to develop their own ideas. - Write and roughly demo 10 new songs - Score a 30 minute film - Write and arrange a 10 minute classical piece for a group of players - Record and mix an EP (3 or 4 tracks) - either yours or for someone else - A virtual collaboration project (plan / record / mix / make video / upload / analyse) - Record and mix a live concert to release standard (or as near as you can get) - Design and build / code a piece of electronic music equipment (mic preamp, compressor, guitar effects pedal, synth, plugin etc) - Create a sound artwork installation - Create a multichannel dispersion piece - Design, build and perform/record your own original instrument - Write a series of pieces that explore algorithmic and AI tools - Develop and record an online video course in teaching an instrument The course is delivered using lectures, tutorials and crits with feedback. 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
Class plan based on course evaluation from previous academic year	N/A
Course related to the instructor's practical experience (Summary of experience)	Mike Blow has experience of many types of music and sonic art, including instrument playing and recording, songwriting, sound art composition, sound installations.

Learning Goals	Upon completing this course students should be able to: 1) complete a professional-level project proposal form, such as one used for art-organization funding applications 2) be able to reflect on, analyse and discuss their work and objective assess their own progress, including problem solving 3) have an awareness of their role and the role of others in fulfilling their projects 4) gain practical skills and theoretical knowledge in their area of interest 5) become more reflective, curious, and open-minded 6) share ideas and construct meanings together with others

iCLA Diploma Policy	DP2／DP3

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 work, group presentations and discussions
Use of ICT in Class	Dependent on project
Use of ICT outside Class	Dependent on project
Expected study hours outside class	It is expected that students will spend at least 4 hours a week in personal study / practical work.
Feedback Methods	Verbal feedback during crits by instructor and peers. Verbal feedback on progress by instructor in tutorials. Written feedback by instructor on final products.

Grading Criteria		
Grading Methods	Grading Weights	Grading Content
Project proposal and presentation (week 5, 20%)	20%	Proposal
Interim project update presentation (week 8, 20%)	20%	Progress

Interim project update presentation (week 11, 20%)	20%	Progress
Final product, presentation and documentation (weeks 15 and 16, 30%)	30%	Quality and quantity of work, measured against proposal
Above and Beyond	10%	Exploring new ideas

Required Textbook(s)	None.
Other Reading Materials/URL	Recommended reading will be allocated depending on projects, but the following are useful texts in their respective fields: The Science and Psychology of Music Performance, Parncutt and McPherson, OUP, 2002 Chion: Audio Vision, Columbia University Press 1994 Collins: Handmade Electronic Music, Routledge 2020 Bailey: Improvisation: its Nature and Practice in Music, Da Capo 1992 Owsinski: The Mixing Engineer's Handbook, Owsinski media group, 2022
Plagiarism Policy	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.
Other Additional Notes	This syllabus is indicative only, and may change due to external circumstances or pedagogical decisions by the instructor

(NOTE 3) Class schedule is subject to change

Class Schedule	
Class Number	Content
Class 1	Lecture: Course Introduction and explanation of brief
Class 2	Lecture: Course Introduction and explanation of brief
Class 3	Lecture / workshop: project idea generation, scoping and proposal writing
Class 4	Lecture / workshop: project idea generation, scoping and proposal writing

Class 5	Practical: proposal research and development
Class 6	Practical: proposal research and development
Class 7	Practical: proposal research and development
Class 8	Practical: proposal research and development
Class 9	Graded crit 1: Proposal (dragon's den)
Class 10	Graded crit 1: Proposal (dragon's den)
Class 11	Project work / Tutorial
Class 12	Project work / Tutorial
Class 13	Project work / Tutorial
Class 14	Project work / Tutorial
Class 15	Graded crit 2: Progress
Class 16	Graded crit 2: Progress
Class 17	Project work / Tutorial
Class 18	Project work / Tutorial
Class 19	Project work / Tutorial
Class 20	Project work / Tutorial
Class 21	Graded crit 3: Progress
Class 22	Graded crit 3: Progress
Class 23	Project work / Tutorial

Class 24	Project work / Tutorial
Class 25	Project work / Tutorial
Class 26	Project work / Tutorial
Class 27	Project work / Tutorial
Class 28	Project work / Tutorial
Class 29	Final project performances / presentations
Class 30	Final project performances / presentations