General Syllabus
MUSI 1322 Music Technology

Credit Hours: 2   Lecture Hours: 2

Prerequisite: Music major or consent of instructor
Corequisite: MUSI 1223 Music Theory I

Effective Catalog: 2019-2020

I. Course Information

A. Catalog Description

Designed for music majors as an introductory study of computer technology and music technology. Instruction in use of software designed for musical notation, word processing, sound editing, and other standard software for manipulating digital media. Also provides fundamental instruction in web development, sound reinforcement and recording practices.

B. Additional Information

This course is a requirement for all BME and BA music majors.

II. Student Learning Outcomes

A. Subject Matter

Upon successful completion of this course, the student will be able to:

1. Create a full orchestral arrangement using the notation software Sibelius or Finale
2. Create CD's and DVD's of live musical performances.
3. Utilze proper terminology used in acoustics/audiology and the basic properties of digital sound.
4. Edit sound in a digital environment, and created quality digital recordings.

B. University Learning Outcomes

MUSI 1322 Music Technology enhances student abilities in the following areas:

Analytical Skills
Critical Thinking
Students will draw conclusions and/or solve problems using proper musical terminology; personal expression within the context of musical performance.

Communication Skills (written and oral)
Students will communicate proficiently using proper musical terminology; personal expression within the context of a musical performance.

Ethical Decision Making
Students will model ethical decision-making processes whether in musical research, presentation, or performance.

Global and Cultural Perspectives
Students will appreciate and reflect upon cultural differences and their implications for interacting with people from cultures other than their own.

III. **Major Course Topics**

A. Course topics include:
B. Entering and editing music using notation software
C. Creating a CD/DVD or streaming audio package of a recording(s)
D. Editing digital audio
E. Acoustics and audiology
F. Setting up a computer music workstation and the ability to problem solve common technical issues
G. Basic workings of computer hardware Macintosh operating system
H. Basic physical properties of digital sound
I. Editing sound in a digital environment
J. Quality digital recordings
K. Microphone polar patters and set-up
L. Developing a web presence