

NEW MUSIC COURSE PROPOSAL

1. Catalog description

- a) MUS 1070
- b) Introduction to Music Technology
- c) 2-0-2
- d) S
- e) Music Technology
- f) An overview of computers, peripherals, and software, and how they can be used effectively in a musical environment.
- g) MUS 1541
- h) Spring 2007

2. Student Learning Objectives and Evaluation

- a) Upon completion of the course, students will be able to:
 - (1) operate contemporary audio-visual equipment,
 - (2) apply technology to music pedagogy,
 - (3) apply technology to music performance and research, and;
 - (4) apply music technology to the World Wide Web.

- b) Sample Assessment of Achievement:

Projects (30%), Quizzes (20%), Writing assignments (20%), Final project (30%)

Undergraduate	Projects	Classroom quizzes (5)	Two Writing Assignments	Final Project and presentation
operate contemporary audio-visual equipment	X	X	X	X
apply technology to music pedagogy	X	X	X	X
apply technology to music performance and research	X	X	X	X
apply technology to the World Wide Web	X	X		X

- c) This is not a technology-delivered course.
- d) The course is not numbered 4750-4999.
- e) The course is not writing-active, writing-intensive, or writing-centered.

3. Sample Outline of the Course

- a) The course will meet for 15 weeks of thirty 50-minute classes
 - Week 1: Topics: Intro to Course and WebCT, Setting up student accounts
Students will learn to use the WebCT system.
 - Week 2: Topics: Operating Systems, Internet, Dreamweaver
Students will learn to use Mac OS X and its graphical user interface, learn about the World Wide Web and client/server relationships, and learn to construct a web page using Dreamweaver.

- Week 3: Digital Images, General MIDI, music sequencer
Students will learn general MIDI and Quicktime concepts and learn to use the Freestyle music sequencer and Digital Performer application.
- Week 4: Topics: MIDI, Synthesizers, Digital vs. Analog Data, Audio Sampling
Students will learn how to connect a synthesizer to a computer and how to create and play a multi-timbre sequencer patch. Students will learn the difference between digital and analog data and learn the concept of audio sampling. Students will continue to use the Digital Performer software program.
- Week 5: Topics: Notation, Finale
Students will learn to use the Finale notation application by creating music examples. Students will prepare the examples for display in any word processor, webpage, or other multimedia environment.
- Week 6: Topics: Computer-Assisted Instruction (CAI)
Students will learn about Computer-Assisted Instruction programs such as Mac Gamut and Auralia and evaluate them for content, ease of use, and intuitiveness.
- Week 7: Topics: Computer-Assisted Instruction (CAI), continued
- Week 8: Topics: Finale, Notation, Finale arrangement
Students will use Finale or other notation software to arrange a short work for a chamber ensemble.
- Week 9: Topics: Finale, continued
Students will continue to arrange a short work for a chamber ensemble. Students will write a brief prospectus outlining their final Multimedia Project for presentation during Week 15. The final project is due at the time of the presentation.
- Week 10: Topics: Digital Audio, MP3
Students will generate digital audio clips drawn from CD and live microphone, learn about digital audio file formats, learn the relationships between sampling rate, bit rate, sound quality, and file size, and convert a clip from one format to another. This will be rendered using Digital Performer, GarageBand, or Peak audio software programs.
- Week 11: Topics: Intellectual Property Rights
Students will learn the principles and basic history of intellectual property, and the current debates regarding property. A paper justifying their views will be assigned.
- Week 12: Topics: Digital Graphics, Scanning, Digital Camera, iPhoto
Students will create graphic images through programs and devices by: using a paint program, using a draw program, scanning, copying from Internet, and using a digital camera. Students will manipulate the graphic images by re-sizing, rotating, etc., with a graphics program, and learn how to convert graphic files from one format to another.
- Week 13: Topics: Digital Video, iMovie
Students will generate digital video clips from a pre-recorded tape, camcorder, or DVD. Students will learn the relationships between sampling rate, bit rate, video quality, and file size. Examples will be rendered using iMovie software program.

- Week 14: Topics: Digital Video, iMovie, continued
Goals: Students will demonstrate an understanding of the relationships between sampling rate, bit rate, video quality, and file size.
- Week 15: Topic: Final Presentations
Students will present their Multimedia Project.

4. Rationale:

a) Purpose and need:

The purpose of this course is to provide all music students with basic knowledge of and practical experience with music technology. Students have the option to use music technology in their required courses but lack the training to do so. Moreover, technology is an essential part of many field experiences and subsequent careers of our graduates. The ability to use music notation software and classroom teaching tools requires a grasp of these basic technologies. This course provides all music students with this foundation.

b) Justification of the level and prerequisites:

Since the content of the course is designed to provide knowledge to support further studies in music, it is appropriately placed at the lower level. Requiring successful completion of MUS 1541 ensures that students have the requisite skills for applying technology to music.

c) Similarity to existing courses:

The only other course in the department that bears any similarity to the proposed course is MUS 2070 (Electronic Music). The proposed course is a broad overview of technology tools, and MUS 2070 focuses on the direct application of skills to recording techniques and composition.

d) Impact on program:

This course will be a requirement for music majors and an elective for music minors.

5. Implementation

- a) The course may be assigned to Keith Wright, Jeremy Hansen, or Peter Hesterman.
- b) Students must purchase a Mini USB Flash Drive. Minimum requirements: 128MB (SanDisk Cruzer \$23).
- c) Text: David Williams and Peter Webster. *Experiencing Music Technology*, 3rd Edition, New York, Schirmer Books, 2003.

6. Community College Transfer

A community college course may be judged equivalent to this course

7. Date approved by the department or school _____March 21, 2006_____

8. Date approved by the college curriculum committee _____

9. Date approved by CAA _____