GAVILAN COLLEGE
5055 Santa Teresa Blvd
Gilroy, CA 95023

Course Outline

COURSE: MUS 21 DIVISION: 10 ALSO LISTED AS:

TERM EFFECTIVE: Spring 2018 CURRICULUM APPROVAL DATE: 03/27/2017

SHORT TITLE: ELECTRONIC MUSIC

LONG TITLE: Electronic Music, Sound Design

Units	Number of Weeks	Type	Contact Hours/Week	Total Contact Hours
3	18	Lecture:	2	36
		Lab:	3	54
		Other:	0	0
		Total:	5	90

COURSE DESCRIPTION:

Fundamentals of electronic music synthesis using computers. Midi sequencing, digital sound processing, sampling, digital multi-track recording utilizing the college's state of the art midi studio. ADVISORY: Eligible for English 250, 260 and Mathematics 205.

PREREQUISITES:

COREQUISITES:

CREDIT STATUS: D - Credit - Degree Applicable

GRADING MODES
L - Standard Letter Grade

REPEATABILITY: N - Course may not be repeated

SCHEDULE TYPES:
02 - Lecture and/or discussion
03 - Lecture/Laboratory
04 - Laboratory/Studio/Activity
05 - Hybrid
72 - Dist. Ed Internet Delayed
73 - Dist. Ed Internet Delayed LAB

STUDENT LEARNING OUTCOMES:

1. Use basic terminology appropriately, use digital music hardware and software to create and record music to CD or DVD
Measure of assessment: midterm/final exam/
2. Create assigned soundforms using digital adsr envelope generators
Measure of assessment: demonstration
3. Work together to create background music for video/film and live theater
Measure of assessment: project

CONTENT, STUDENT PERFORMANCE OBJECTIVES, OUT-OF-CLASS ASSIGNMENTS

Curriculum Approval Date: 03/27/2017
WEEK 1 3 HOURS
Introduction. Computer and software tutorial. 6 hours assigned reading, self-paced lab.
Student performance objectives: students will use tutorials
WEEK 2 3 HOURS
Survey of equipment; basic signal routing; recording to CD/DVD. 6 hours assigned reading, self-paced lab.
Student performance objectives: students will use signal routing procedures
WEEK 3 3 HOURS
Sound envelopes. Adsr. Attack, decay, sustain and release aspects of envelopes. Create assigned sounds. 6 hours assigned reading, self-paced lab.
Student performance objectives: students will identify and create different waveforms
WEEK 4 3 HOURS
Online resources. Help. Downloading samples. 6 hours assigned reading, self-paced lab.
Student performance objectives: students will download and use samples
WEEK 5 3 HOURS
Sequencing. Real time digital input. Step recording. 6 hours assigned reading, self-paced lab.
Student performance objectives: students will use real time and step input techniques
WEEK 6 3 HOURS
Individual project: 3 minute digital soundscape utilizing software and hardware synthesizers. 6 hours assigned reading, self-paced lab.
Student performance objectives: students will create original electronic music
WEEK 7 3 HOURS
Demonstrations. Individual presentations during 7th and 8th week. 6 hours assigned reading, self-paced lab.
Student performance objectives: students will create original electronic music
WEEK 8 3 HOURS
Demonstrations continue. 6 hours assigned reading, self-paced lab.
Student performance objectives: students will create original electronic music

WEEK 9 3 HOURS
Review and midterm exam. 6 hours assigned reading, self-paced lab.
Student performance objectives: students will create original electronic music
WEEK 10 3 HOURS
Group project: creating and synchronizing music with assigned video clip. 6 hours assigned reading, self-paced lab.
Student performance objectives: students will create original electronic music
WEEK 11 3 HOURS
Demonstration of group project in 11th and 12th week. 6 hours assigned reading, self-paced lab.
Student performance objectives: students will create original electronic music
WEEK 12 3 HOURS
Group demonstration continues. 6 hours assigned reading, self-paced lab.
Student performance objectives: students will create original electronic music
WEEK 13 3 HOURS
Notation and text. Compile printed score from digital 1 minute sequence 6 hours assigned reading, self-paced lab.
Student performance objectives: students will create original electronic music
WEEK 14 3 HOURS
Sound design for theater production. Overview and examples. 6 hours assigned reading, self-paced lab.
Student performance objectives: students will create original electronic music
WEEK 15 3 HOURS
Group/individual project. Work from script to create and digitally record theater soundtrack. 6 hours assigned reading, self-paced lab.
Student performance objectives: students will create original electronic music
WEEK 16 3 HOURS
Individual/group assistance on projects. 6 hours assigned reading, self-paced lab.
Student performance objectives: students will create original electronic music
WEEK 17 3 HOURS
Presentation of projects. 6 hours assigned reading, self-paced lab.
WEEK 18
2 HOURS
Final exam
1. Listen to and if possible, tape effects from TV, radio, videos (movies). Analyze sound and suggest ways to duplicate in studio.
2. Observe equipment used in TV or live performance. Explain

effects they create.
3. Read trade and professional publications, especially magazines.
4. Construct on paper theoretical sound scenes and suggest how these could be realized in studio.
5. Attend seminars on new equipment (Guitar Showcase has free ones on Monday nights).
6. Attend live theater productions and note existing effects, or those you would add.
7. Read technical manuals (check-out) for existing equipment.
8. Work with others in course to design sounds.
9. Work in Midi Studio (schedule with tutors).
10. Explore effects of common sounds used uncommonly (backwards, in extreme registers, etc.)
11. Use analog sounds in unusual ways to create new possibilities (i.e., record whistle and play back at extremely slow speed).

METHODS OF INSTRUCTION:
Lectures, class discussions, individualized instruction.

METHODS OF EVALUATION:
Writing assignments
Percent of total grade: 40.00 %
40% - 45% Audio projects
Problem-solving assignments
Percent of total grade: 20.00 %
20% - 25% Presentations
Skill demonstrations
Percent of total grade: 10.00 %
10% - 15% Class performance
Objective examinations
Percent of total grade: 25.00 %
25% - 35% Multiple choice; True/false; Matching items; Completion

OUT OF CLASS ASSIGNMENTS:
Required Outside Hours:
Assignment Description:
SAMPLE OF ASSIGNMENT AND OUTSIDE HOURS- SEE COURSE CONTENT FOR ALL OUTSIDE HOURS
MUSIC 21 Week 3 Assignment
Read chapter 3 of MIDI Manual pp. 47-71 Read the associated web pages for reference:
https://en.wikipedia.org/wiki/Sine_wave
https://en.wikipedia.org/wiki/Sawtooth_wave
https://en.wikipedia.org/wiki/Square_wave
https://en.wikipedia.org/wiki/Triangle_wave
https://en.wikipedia.org/wiki/Synthesizer#ADSR_envelope
VIDEO Attack/Sustain/Decay/Release:

https://www.youtube.com/watch?v=A6pp6OMU5r8
QUIZ- Short answer essay:
What are the two types of MIDI cable?
Label the pins for a Standard MIDI cable.
Label the pins for a Phantom Power MIDI cable.
How many MIDI Jacks (Ports) are there?
Define MIDI in:
Define MIDI out:
Define MIDI through:
What are two other MIDI connections used today?
What is a MIDI Interface?
What are Keyboard Controllers?
What are Foot Controllers?
What does ADSR stand for?
What is the definition of each component of the ADSR envelope?

REPRESENTATIVE TEXTBOOKS:
Required Representative Textbooks
Sam McGuire. Modern Midi . Focal Press,2014.
Additional resources will be online links and webpages

ARTICULATION and CERTIFICATE INFORMATION

Associate Degree:
GAV C1, effective 200570
CSU GE:
IGETC:
CSU TRANSFER:
Transferable CSU, effective 200570
UC TRANSFER:
Not Transferable

SUPPLEMENTAL DATA:
Basic Skills: N
Classification: Y
Noncredit Category: Y
Cooperative Education:
Program Status: 1 Program Applicable
Special Class Status: N
CAN:
CAN Sequence:
CSU Crosswalk Course Department: MUS
CSU Crosswalk Course Number: 21
Prior to College Level: Y
Non Credit Enhanced Funding: N
Funding Agency Code: Y
In-Service: N
Occupational Course: E

Maximum Hours:
Minimum Hours:
Course Control Number: CCC000220828
Sports/Physical Education Course: N
Taxonomy of Program: 100400