COURSE.SYLLABUS

MUS 120	Introduction to Music Technology
section 3066	Spring 2024
T Th 3–5:30p	B209

instructor Taylor Smith, PhD	**office** B315
email taylor.smith@gcccd.edu	**office phone** 619-660-4627

office hours M 4:00p–5:30p | Tu 1:30p–3p | W 9a–10a **online** | Th 1:30p–3p
additional hours by appointment

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GENERAL.INFORMATION

COURSE.DESCRIPTION

This course is an introduction to the basic concepts and processes for editing digital audio and using the digital synthesizer and personal computer to perform, notate and record music. Students should have basic computer skills, basic piano or keyboard skills, and be able to read music.

STUDENT.LEARNING.OUTCOMES

In completing this course students will be able to:

1. Identify and explain the function of a digital audio workstation
2. Use a digital audio workstation to create, notate, and record musical ideas

PREREQUISITES

Grade of 'C' or better in MUS 001 (or equivalent). Basic music notation skills, basic keyboard skills.

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MATERIALS

TEXTS

Required Texts

Nahmani, David. *Apple Pro Training Series: Logic Pro: Professional Audio Production*. Berkeley: Peachpit Press, 2022. (ISBN: 9780137904105)

Recommended Texts

Owsinski, Bobby. *The Recording Engineer's Handbook*, 3rd ed. Boston: Thomson Course Technology, 2017. (ISBN: 9780998503301)

Other materials will be distributed online, via Canvas: gcccd.instructure.com

> **default username** firstname.lastname (ie. david.bowie)
>
> **default password** birthdate as eight numbers (ie. 01081947 [mmddyyyy])

SUPPLIES

Required USB storage device with at least 16GB of space.

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POLICIES

GRADING.COMPONENTS

Grades will be determined as follows:

Preparation/Attendance	**12%**
Research Project	**12%**
Portfolios (3)	**36%**
Quizzes (4)	**40%**
Total	**100%**

GRADING.SCALE

The following scale will be used to assign a letter grade at the end of the semester:

A+ 100–98%	**B+** 89–87%	**C+** 79–77%		
A 97–93%	**B** 86–83%	**C** 76–70%	**D** 69–60%	**F** 59–0%
A– 92–90%	**B–** 82–80%			

ATTENDANCE

Come to class. Given the nature of the course material, even occasional absences will make a passing grade unlikely. As such, **I will take attendance at 12 random times throughout the semester**. Your attendance (or lack thereof) at these classes will determine your attendance grade for the semester. Additionally, **arriving to class after I have taken attendance will result in a recorded absence**. If you miss class, you will still be held responsible for that class session's material.

LEARNING.ENVIRONMENT

You are expected to act in a manner that is respectful to the instructor, fellow students, and the learning environment. All students in the class deserve an environment where they can experience the class activities and concepts without distraction. **Talking on cellular telephones, text messaging, browsing the internet, listening to headphones, and other similar activities are inappropriate during class**. You will be asked to leave if you refuse to show this respect to the other students and the learning environment.

INTELLECTUAL.PROPERTY, PLAGIARISM, and ACADEMIC.INTEGRITY

All work submitted should be that of the student. Plagiarism is a very serious crime and will not be tolerated. Similarly, cheating (in any form) will not be tolerated.

STUDENTS with DISABILITIES and SPECIAL.NEEDS

Academic accommodations are available for students with disabilities. Please identify yourself to your instructor and/or to the staff at Disabled Students Programs and Services so that appropriate accommodations can be ensured. If you suspect that you have a learning disability, or require services for any other type of disability, go to the Disabled Students Programs and Services office in the Student Services Center, or call 619-660-4239.

ASSIGNMENTS

Unless noted otherwise, all assignments are due on the date listed in the schedule. Late assignments will be accepted, but with the condition that the assignment's overall grade will be lowered by 25% for each day (**not class session**) late.

EXTRA-CREDIT.ASSIGNMENTS

There are a few opportunities to earn extra-credit throughout the semester. This can be done by simply attending on-campus musical events. You can raise your overall grade by 0.5% for each on-campus musical event you attend during the semester. To receive this credit, simply turn in a copy of the program and/or ticket stub. This means that you could

raise your overall grade by as much as 6%. In other words, **there is not enough extra-credit to save a "bad" grade**, but the amounts available might be enough to bring a B– up to a B or B+. **Don't plan on using extra-credit to save your grade!**

QUIZZES

There will be four quizzes in this course. These are scheduled for the following dates: **2|22**, **3|14**, **4|11**, and **5|21**. Please mark your calendars now! **There will be no "make-up" quizzes** (extreme extenuating circumstances excepted).

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CLASS.ACTIVITIES

LEARNING.ACTIVITIES

In addition to traditional classroom lectures students will also be expected to participate in the following activities:

- Create "arrangements" of pre-existent musical works
- Complete one research project
- Compose original pieces of music

PROPOSED.SCHEDULE

Date	Lesson Title/Topic, In-Class Activities	Homework, Out-of Class Activities
1|30	Intro and Course Overview • Syllabus Review • Success Strategies • Intro to MIDI Lab Setup and Procedures	
Computers & Audio Equipment		
2|1	Intro to macOS • Hardware and OS Settings • Analog vs. Digital Audio • Audio File Types & Sample Rates • Audio Equipment	
2|6	Audio Equipment, cont'd	
2|8	Setting Up and Running a Sound Check	
2|13	**Labor Day • No Class**	
2|15	Sound Checks, cont'd	
2|20	Electric Instruments	
2|22	**Quiz 1**	
Music Notation		
2|27	Music Notation Review • Intro to MuseScore	**Research Project**

2|29	MuseScore	
3|5	MuseScore, cont'd	
3|7	MuseScore, cont'd	
3|12	Other notation programs • Open work time	
3|14	**Quiz 2** • Open Work Time	
Music Tech in Performance & GarageBand		
3|19	Understanding MIDI vs Audio • Intro to Synthesizers	**Notation Portfolio**
3|21	Synths, cont'd • Intro to Sampling	
3|26	**Spring Break • No Class**	
3|28	**Spring Break • No Class**	
4|2	Intro to GarageBand	
4|4	GarageBand, cont'd	
4|9	Other apps for performance • Open work time	
4|11	**Quiz 3** • Open work time	
GarageBand & Logic Pro		
4|16	Intro to Logic Pro	**GarageBand Portfolio** *APTS* pp. 3–79
4|18	Creating a Drum Track	*APTS* pp. 81–127
4|23	Recording Audio and MIDI	*APTS* pp. 171–233
4|25	Creating Content	*APTS* pp. 331–375
4|30	Sampling Audio	*APTS* pp. 235–291
5|2	Effects and Plug-Ins	*APTS* pp. 129–169
5|7	Editing Pitch and Time	*APTS* pp. 389–425
5|9	Mixing	*APTS* pp. 427–483
5|14	Open work time	
5|16	Open work time	
5|21	**Quiz 4**	
5|23	Open work time	**Logic Portfolio**

I reserve the right to modify this syllabus as I see fit through the execution of the course events. Should the schedule have any substantial or otherwise significant changes, I will provide a revised schedule/syllabus.