Module Specification

Module Title: Contextual Studies 3: Computer-based Composition

Module code:	HBASHR016	NQF level:	Level 6
Credit value:	20 credits	Semester of study:	1 and 2
Module type:	Optional	Pre-requisites:	None
Available to:	BA (Hons) Music (Business) (Classical) (Film Music) (Folk) (Jazz) (Popular) (Production) (Songwriting)		

Module overview

Students will explore the history of computer based music and club culture with particular focus on hubs such as Detroit, New York, London and Ibiza. This investigation will lead to the production of genre specific compositions that adhere to identifiable compositional and sonic characteristics. Topics will include the study of genre: (House [in all its variant forms], Trance, Drum and Bass, Dub-Step, Garage, Ambient, and Chill Out), and advanced sequencing, sampling, and audio manipulation techniques.

Aims

Modern dance music is a highly lucrative and popular art form. This module therefore explores popular dance music through historical and stylistic analysis so that students can create music that is authentic to the idiom.

The module aims to:
1. Develop the student's compositional and production skills, within the modern popular dance idiom, through historical investigation.
2. Explore and analyse the wide range of contemporary dance music and computer based musical styles and apply these findings to their original compositions.
3. Engage students in the process and critical issues of remixing.

Learning outcomes

On successful completion of this module, students will be able to:
1. Identify and analyse differing computer based music genres and characteristics.
2. Analyse structures and techniques employed in varied forms of contemporary computer based music and apply compositional and production techniques to their creation.
3. Utilise advanced DAW functionality in the composition and realisation of stylistically assured computer based productions.
4. Demonstrate a practical understanding of computer-based technologies.

Learning and teaching methods

Concepts, principles and theories will be explored in formal **lectures** and demonstrated and practised in **workshops**. Cognitive skills will be developed through decision making during the composition process.

Lectures. The lecture series will cover a range of topics that are pertinent for the computer-based composition e.g. the analysis of seminal work, their arrangements, sonic characteristics, form and instrumentation.

Workshops. Students will develop their practical composition skills in relationship to topics delivered in the lecture series. Students will be encouraged to both emulate and explore their own compositional voice.

Contact hours and directed study (over semesters 1 and 2)

Delivery type	Student hours
Indicative hours for learning and teaching activities	30 hours
Indicative hours of directed study	170 hours
Total hours (100hrs per 10 credits)	200 hours

Opportunities for formative feedback

On-going formative feedback with reference to coursework will be given in workshops

Assessment Method

Description of assessment	Length/Duration	Weighting	Module LOs addressed
Coursework	5 minutes	50%	3, 4
Coursework	5 minutes and 500 word synopsis	50%	1, 2, 3, 4

Re-Assessment Method

Description of assessment	Length/Duration	Weighting	Module LOs addressed
Coursework	5 minutes	50%	3, 4
Coursework	5 minutes and 500 word synopsis	50%	1, 2, 3, 4

Indicative Reading List

Essential:
- Hewitt, M. (2009) Composition for Computer Musicians. Delmar.
- Miranda, E. (1998) Computer Sound Synthesis for the Electronic Musician. Focal Press.
- Russ, M. (2004) Sampling & Synthesis. Focal Press.
- Snoman, R. (2004) Dance Music Manual. Focal Press.

Recommended:
- Brewster. (2000) Last Night a DJ Saved My Life. Headline.
- Shapiro, P. (2000) Modulations. Caipirinha.