

Module Specification

Module Title: Computer Music 1

Module code:	HFDEMP004	NQF level:	Level 4
Credit value:	30 credits	Semester of study:	1 and 2
Module type:	Compulsory	Pre-requisites:	None
Available to:	FdA Electronic Music Production		

Module overview

This module is designed to give opportunities for students to learn how to record and edit MIDI and digital audio through industry standard music production software (e.g. Logic and Ableton Live). The module will also examine the fundamental principles of mixing along dynamic and effects processing. Students will evaluate their work and topics covered in the module as part of their coursework. The knowledge attained in this module will relate and support work undertaken in the Electronic Music Composition 1 module.

Areas of study include:

- Digital Audio Recording and Editing;
- MIDI Recording and Editing;
- Dynamic Processing;
- Effects Processing;
- Fundamental Mix Principles.

Aims

This module is designed to explore industry standard computer music software suitable for electronic music production (e.g. Logic and Ableton Live).and therefore distinctly orientated towards the production and performance of electronic music. It will equip students with the computer music production skills needed to work within the creative industries as electronic music artists. Students will explore appropriate MIDI and digital audio recording and editing techniques and will contextualise these skills within a vocational setting.

The module aims to:

1. Explore industry standard computer music software suitable for composition and performance;
2. Explore a range of computer music techniques appropriate for electronic music production;
3. Evaluate computer music software and Associated Techniques in the context of their application to music composition.

Learning outcomes

On successful completion of this module, students will be able to:

1. Apply theoretical understanding of industry relevant computer music software for electronic music production.
2. Apply fundamental working practices of MIDI and audio recording editing and manipulation using production/performance software.
3. Apply practical skills and theoretical understanding of dynamic & effect processing and mixing.
4. Apply practical skills that evidence analysis and the evaluation of computer music production software and associated techniques for music composition.

Learning and teaching methods

The sessions in this module will be delivered as tutor led workshops in a computer music suite that will include technical demonstrations and in-class practical exercises. There will be lecture elements to the module as a way of providing context. Students will be assigned tasks and will be supported by digital worksheets and be expected to engage in-group discussions relating to subject topics. Assignment design and assessment will take place in collaboration with industry partners. The work produced by students in this module will be used to develop the student's emerging professional profile (e.g. show-reel).

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

Delivery type	Student hours
Indicative hours for learning and teaching activities	40 hours
Indicative hours of directed study	260 hours
Total hours (100hrs per 10 credits)	300 hours

Opportunities for formative feedback

Regular formative assessment through workshops. In class tasks supported by electronic worksheets.

Assessment Method

Description of assessment	Length/Duration	Weighting	Module LOs addressed
In Class Practical Assessment	60 minutes	50%	1, 2, 3
Production Portfolio	4 minutes (plus 4 minute vlog)	50%	2, 4

Re-Assessment Method

Description of assessment	Length/Duration	Weighting	Module LOs addressed
In Class Practical Assessment	60 minutes	50%	1, 2, 3
Production Portfolio	4 minutes (plus 4 minute vlog)	50%	2, 4

Reading List available online