

ACADEMIC PARTNERSHIPS

Module Outline

Part 1- as validated

1.	Title	Music Technology
2.	Level	4
3.	Credits	20
4.	Indicative Student Study Hours	36 hours group lectures and tutorials 164 hours independent study
5.	Core (must take and pass), Compulsory (must take) or Optional	Compulsory

5. Brief Description of Module (purpose, principal aims and objectives)

This module will develop production skills in a studio and mixing environment. Students will develop skills in recording, production, mixing and mastering through lectures, workshops and in-class tasks. A central part of the students experience is to explore traditional and modern recording/production techniques, and to develop an understanding of the requirements to complete a finished recording through appropriate terminology and practical application of theoretical principles.

6. Le	6. Learning Outcomes - On successful completion of this module a student will be able to:					
(Add	(Add more lines if required)					
1.	Demonstrate a working knowledge of audio recording theory through the effective use of appropriate software/hardware					
2.	Demonstrate a working knowledge of sequencing and sampling production processes through the effective use of a digital audio workstation					
3.	Apply mixing techniques effectively					
4.	Creatively apply digital post-production techniques in the production process					
5.	Apply practical skills in a variety of contexts					
6.	Demonstrate competency in the application of ICT skills					

7. Assessment								
Pass on aggregate or Pass all components (modules can only be pass all components if this is a PSRB requirement)					S Pass	Pass on aggregate		
Su	mmary of Assess	ment Plan	-					
	Туре	% Weighting	Yes / No	Anonymous	Word Count/ Exam Length	Learning Outcomes Coverage	Comments	
1.	Portfolio. 2 multitrack recordings (one with sequenced material, one with acoustic sources)	50% per multi-track recording	No		6-8 min each	1-6		
Further Details of Assessment Proposals Give brief explanation of each assessment activity listed								
The portfolio will consist of 2 original or creative covers, each between 6-8 minutes long. One will be created using mostly sequenced material with some acoustic sources the other will be predominantly made by recording acoustic sources.								

8. Summary of Pre and / or Co Requisite Requirements

N/A

9. For use on following programmes

BA (Hons) Music for Media

BA (Hons) Performance and Teaching

BA (hons) Popular Music

Module Specification

Part 2- to be reviewed annually

1. Module Leader Rhett Moir	
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2.	Indicative Content					
	The following topics are an indicative list of items covered in this module:					
	DAW overview					
	Drum Programming					
	Recording & Editing MIDI					
	Basic Music Theory					
	Recording Audio					
	Editing Audio					
	Flex Time & Flex Pitch					
	Sampling					
	The Mixer					
	Intro to FX Processors					
	Finishing Your Track					

3. D	3. Delivery Method (please tick appropriate box)						
Classroom Based		Supported Open Learning	Distance Learning	E	-Learning	Work Based Learning	Other (specify)
✓ If the Delivery Method is Classroom		om Based pleas	Based please complete the fo		ollowing table:		
	Activity (lecture, seminar, tutorial, workshop)		I, I, Hrs	Duration - Cor		nments	Learning Outcomes
1	Studio proce Basic microp	n to the module edure induction phone setup cording in Logic Pr	20 20 20 0 120				1-6

	Drum Recording 1		
	Basic Drum Recording	60	
2	Basic Drum Bussing	60	1-6
	Introduction to using EQ, FX and Compression on an instrument	60	
	Drum Recording 2		
	Modern Drum Recording (Close Miking, Stunt Mics and Room mics)	40	
3	Wurst Mic	20	1-6
	Advanced Drum Bussing	60	
	Using EQ, FX and Compression for a specific purpose and in Parallel	60	
	Drum Recording 3		
	Drum Triggering	40	
4	Multiband compression, Gating and Side-chaining	100	1-6
	Using Bus effects and Parallel techniques (1176 Crush Technique)	40	
	Guitar Recording		
5	Acoustic Guitar Recording (1 Mic, 2 Mic, 2 Mic and DI)	60	1-6
	Electric Guitar Recording (1 Mic, 2 Mic, 2 mic and DI)	60	
	Mixing Guitars	60	
	Bass Recording		
6	Electric Bass (1 Mic, 2 Mic, 2 Mic and DI)	90	1-6
	Electric Bass Mixing	90	
	Vocal Recording		
	Microphone choices and placement	60	
7	Layering	30	1-6
	Auto Tune	30	
	Mixing	30	
	Send Effects	30	

Whole Band Recording 1					
Drum Recording	120				
Guide Tracks	30		1-6		
Playing to a Click / Audio Quantizing	30				
Whole Band Basarding 2					
whole Bana Recording 2					
Recording Guitars	60		1-6		
•	60		1-0		
Layering	60				
Whole Band Recording 3					
	60				
	60		1-6		
Layering Vocals	60				
Creating a Sequenced track					
MIDI Drums	60				
Logic and AU Instruments	60		1-6		
Effects and Presets	60				
Whole Band Mixing and					
Mastering					
Balancing Levels	60				
Panning and Automation			1-6		
Incert Effects/Cand Effects	60		1-0		
Insent Ellecis/Send Ellecis					
Bus Compression and Limiting	60				
Total Hours	36				
		rer hours to support delive	ery Academic		
			tutorials: two		
			20-minute sessions per		
earning Resources					
include contextualised Reading L	ist.				
	Drum Recording Guide Tracks Playing to a Click / Audio Quantizing Whole Band Recording 2 Recording Guitars Recording Bass Layering Whole Band Recording 3 Recording Vocals Recording Backing Vocals Layering Vocals Creating a Sequenced track MIDI Drums Logic and AU Instruments Effects and Presets Whole Band Mixing and Mastering Balancing Levels Panning and Automation Insert Effects/Send Effects Bus Compression and Limiting Total Hours	Drum Recording120Guide Tracks30Playing to a Click / Audio Quantizing30Whole Band Recording 260Recording Guitars Recording Bass Layering60Mhole Band Recording 360Recording Vocals Recording Backing Vocals Casting Vocals60Creating a Sequenced track MIDI Drums60MiDi Drums60Logic and AU Instruments60Effects and Presets60Mhole Band Mixing and Mastering60Balancing Levels Panning and Automation60Insert Effects/Send Effects60Bus Compression and Limiting60Total Hours36	Drum Recording 120 Guide Tracks 30 Playing to a Click / Audio 30 Quantizing 60 Recording Guitars 60 Recording Bass 60 Layering 60 Whole Band Recording 3 60 Recording Mutars 60 Recording Bass 60 Layering 60 Whole Band Recording 3 60 Recording Mocals 60 Recording Backing Vocals 60 Layering Vocals 60 Balancing Levels 60 Panning and Automation 60 Insert Effects/Send Effects 60 Bus Compression and Limiting 60		

Highly Recommended

Thompson, D. (2005) Understanding Audio – Getting the Most Out of Your Project.
Boston: Berklee Press
Watson, S. (2011) Using technology to Unlock Musical Creativity. USA: OUP
White, P. (2002) Recording and Production Techniques. London: Sanctuary
White, P. (2003) Creative Recording, Part 2. London: Sanctuary

Recommended

Senior, M. (2011) *Mixing Secrets for the Small Studio*. NL: Focal Press
Gallagher, M. (2008) *The Music Tech Dictionary: A Glossary of Audio-Related Terms and Technology*. UK: Course technology PTR 1
Rumsey, F. and McCormick, T. (2004) *Sound and Recording: An introduction, 5th edn*.
Woburn: Focal Press

Background Reading

Bartlett, B. and Bartlett, J. (2002) Practical Recording Techniques:
The Step By Step Approach to Professional Audio Recording. United Kingdom: Focal Press
Massey, H. (2000) Behind the Glass. Milwaukee: Backbeat Books
White, P. (2000) Basic Mixing Techniques. London: SMT
Russ, M. and Rumsey, F. (2004) Sound Synthesis and Sampling, 2nd edn.
Oxford: Butterworth-Heinemann