

San José State University
School of Music and Dance
MUSC 13, Music Technology, Spring 2018

Instructor:	Dr. Mauricio Rodriguez
Office Location:	Music 158
Email:	mauricio.rodriguez@sjsu.edu
Office Hours:	MoWe, 8:15 – 9:15, and by appointment
Class Days/Time:	TuTh, 9:30 – 10:20
Classroom:	Music 213
Prerequisites:	1. There are no prerequisites for this class. 2. This class is only open to music students. First priority for enrollment is given to music majors, followed by music minors.

Course Fees: Music majors and minors must pay a music equipment use fee of \$30 each semester. The fee must be paid directly to the Cashier's Office, and you must bring the receipt to the Music Office before completing registration. Applied music instruction will not be authorized until this fee is paid. Music 10B students, or students enrolled in any sound recording course, must pay a fee of \$22 each semester that they are enrolled in one or more of these classes. The fees are included in the student's bill, with other registration fees.

Final Exam: Friday, May 18, 2018, 9:45 am – 12:00 noon.

Course Description

Hands-on skills development in music hardware and software, including music integration in word processing and graphics, music notation and Internet/WWW-based music tools.

Course Goals and Student Learning Objectives

Provided students apply themselves to this course, including attending class, doing assigned readings, completing assignments on time, asking questions when the material is not yet understood, and studying regularly outside of class time, upon successful completion of this course students will be able to:

Course Content Learning Outcomes

1. Demonstrate fundamental skill with computer software, hardware and peripheral devices as they relate to music.
2. Use a variety of computer assisted tools for musical instruction, music composition, and music analysis.
3. Demonstrate basic skills in digital music notation and digital audio software.

Required Texts/Readings & Materials

Textbook

An Introduction to Music Technology, 2nd ed, Dan Hosken, Routledge.

Other Readings

Additional material will be distributed in class or online.

Other Required Materials

1. Storage Media: 1 USB flash drive (4Gb minimum) for turning in project/assignments. Put your name on the drive.
2. Set of headphones with 1/8" (3.5mm) TRS plug (iPod headphones will work).

Classroom Protocol

Complete assigned readings and homework on time. NOTE: No late homework will be accepted, and no make-up exams will be permitted unless cleared with the instructor. Possible reasons for late work include verifiable emergency illness and hospitalization, and family emergencies. Late / missed work will receive a grade of 'F' unless otherwise determined by the instructor.

All cell phones must be turned off while in class; plan personal communications for before or after class. Since most cell phones have photo, video, and text messaging capabilities, any student seen with a cell phone during class will be considered cheating and will automatically fail the course. Course lectures may not be recorded (audio or video) without Instructor's permission. Tablet and laptop computers may be used when specific music software is being referenced.

Course Requirements and Assignments

Coursework will be evaluated by completing hands-on project/assignments using the hardware, software, and other resources discussed in class (see *Project Schedule* below). Additionally, a final project/presentation will be required as a more in-depth application of the tools presented in class. Final projects will be presented to the entire class. A one-page “Final Project Proposal” and its approval are required before starting to work on the final project (see *Project Schedule* below).

All assigned work will have clear due dates, and due dates mean the beginning of the class period. No late homework will be accepted (students arriving even a few minutes late are considered late and any homework due will not be accepted for grading), and no make-up exams will be permitted unless cleared with the instructor. Possible reasons for late work include verifiable emergency illness and hospitalization, and family emergencies. Late / missed work will receive a grade of ‘F’ unless otherwise determined by the instructor.

Course documents and project/assignments will be posted to the course website. Students are responsible to regularly check the site for document updates, and all items posted on the site are considered regular course materials.

Active class discussion is expected on all topics presented in class.

Assignments and Grading Policy

Assigned projects, quizzes, and final project will be graded. Assignments not submitted on time, unless excused in advance by the Instructor, will receive a grade of “F”. Absence does not grant special dispensations regarding written assignments and material covered in class. Students are responsible for all material discussed in class, whether present or not.

Course work grading:

Project/Assignments	60%
Quizzes	10%
Final Project	30%

Letter grades are assigned on a 10-point scale, with “+” and “-” used as appropriate. All assignments, quizzes, and exams are graded on a normalized 100-point basis, so that letter grades correspond to the following GPA and percentage points:

Letter Grade	GPA	%
A+	4.0	99 - 100
A	4.0	93 - 98
A-	3.7	90 - 92
B+	3.3	88 - 89
B	3.0	84 - 87
B-	2.7	80 - 83

C+	2.3	78 - 79
C	2.0	74 - 77
C-	1.7	70 - 73
D+	1.3	69 - 69
D	1.0	64 - 67
D-	0.7	60 - 63
F	0.0	0 - 59

NOTE: Effective Fall 2017, all MUSC courses carry a final course grade requirement of C or better (not C-) to be considered a passing grade within the School of Music and Dance.

University Policies

“University Policies: The Office of Graduate and Undergraduate Programs maintains university-wide policy information relevant to all courses, such as academic integrity, accommodations, etc.” You may find all syllabus related University Policies and resources information listed on GUP’s Syllabus Information web page at <http://www.sjsu.edu/gup/syllabusinfo/>

Course Topics

Introduction: Overview of music technology tools.

Fundamentals of Computer Generated Sound

Digital Audio Software & Digital Audio Workstation (DAW)

Audio Hardware: Microphones, Mixers & Monitors (Speakers)

Overview of sound synthesis techniques

MIDI Protocol and Software Instruments

MIDI Sequencers

Sampling Techniques

MIDI Hardware and the Disklavier

Computer Notation and Computer Assisted Instruction

Software covered:

Amadeus, Audacity, GarageBand, Finale, Aurelia, PWGL, Spear & Max/MSP

Project Schedule

Week	Date	Project Description	Due Date
1	01/22	Introduction	
2	01/29	I: Digital Audio Editing	
3	02/05	I: Digital Audio Editing	02/13
4	02/12	II: DAW: Recording and Audio Processing Voice & Instruments	
5	02/19	II: DAW: Recording and Audio Processing Voice & Instruments	02/27
6	02/26	III: MIDI Controllers and Sequencing	
7	03/05	III: MIDI Controllers and Sequencing	03/13
8	03/12	IV: Disklavier Interaction	
9	03/19	IV: Disklavier Interaction & Midterm	03/22
10	03/26	Spring Recess	
11	04/02	V: Music Notation Software & Final Project Proposal	
12	04/09	V: Music Notation Software	05/17
13	04/16	VI: Computer Assisted Instruction (CAI)	
14	04/23	VI: Computer Assisted Instruction (CAI)	05/01
15	04/30	Work on Final Project	
16	05/07	Work on Final Project	
Final	05/18	Final Project Presentation	