# **Module Specification**

**Module Title:** Audio & MIDI Sequencing 2

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| **Module code:** | TBC | **NQF level:** | Level 5 |
| **Credit value:** | 20 credits | **Semester of study:** | 1 and 2 |
| **Module type:** | Compulsory | **Pre-requisites:** | None |
| **Available to:** | FdA Music Production |

**Module overview**

This module will consolidate and further develop students’ knowledge of computer music production The module will include the manipulation of a variety of MIDI and audio material and will further explore dynamic and effects processing. Students will apply these techniques to a number of provided projects as well as their original work. In this module there will be more emphasis on the finer detail and micro processes of music production e.g. effects automation passes and finalising a mix. Students will be introduced to mastering techniques as well as the principles of additive, subtractive and granular synthesis. The topics explored in this module will directly support and relate to the content delivered in the Recording Studio Techniques 2 module.

Areas of study include more complex techniques for the manipulation of audio, MIDI, dynamic & effects processing, mixing and mastering and introduces Additive, Subtractive and Granular synthesis and processes for automation.

**Aims**

This module is designed to further develop and expand on the techniques and skills acquired through Audio and MIDI Sequencing 1. Students will learn to evaluate and apply these techniques across a broad range of sources and be equipped with a comprehensive knowledge, understanding and command of appropriate software. The module will address more advanced mastering, mixing and editing techniques and students will be introduced to the concepts and methodologies of synthesis and automation processes.

The module aims to

1. Introduce students to the principles of synthesis;
2. Further explore computer music software and associated techniques;
3. Evaluate computer music software and associated techniques in a compositional context.

**Learning outcomes**

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

1. Apply a sophisticated practical and theoretical understanding of music production practices by exercising significant judgement, analysis and evaluation within computer music and related software.
2. Show significant judgement in managing and manipulating data, a range of parameters and processing applications using MIDI and/or audio editing and production software (e.g. mastering & synthesis).
3. Take responsibility and apply appropriate skills in order to develop materials for a professional show-reel.
4. Project manage and realise an approved project to a given time schedule.

**Learning and teaching methods**

The sessions in this module will be delivered as tutor led workshops and will include technical demonstrations and in-class practical exercises. There will be lecture elements to the module as a way of providing context to topics. Students will be assigned tasks that will be supported by digital worksheets and they will be expected to engage in-group discussions. 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)**

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| --- | --- |
| **Delivery type** | **Student hours** |
| Indicative hours for learning and teaching activities | 40 hours |
| Indicative hours of directed study | 160 hours |
| Total hours (100hrs per 10 credits) | 200 hours |

**Opportunities for formative feedback**

Regular formative assessment through workshops, in class tasks and digital worksheets.

**Assessment Method**

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| --- | --- | --- | --- |
| **Description of assessment** | **Length/Duration** | **Weighting** | **Module LOs addressed** |
| Portfolio (Synthesis) | 3 minutes | 30% | 2, 3 |
| Portfolio (Mastering)  | 6 minutes | 30% | 2, 3 |
| Portfolio (Composition and Evaluative Vlog) | 6 minutes (including Evaluative Vlog) | 40% | 1, 2, 3, 4 |

**Re-Assessment Method**

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| --- | --- | --- | --- |
| **Description of assessment** | **Length/Duration** | **Weighting** | **Module LOs addressed** |
| Portfolio (Synthesis) | 3 minutes | 30% | 2, 3 |
| Portfolio (Mastering)  | 6 minutes | 30% | 2, 3 |
| Portfolio (Composition and Evaluative Vlog) | 6 minutes (including Evaluative Vlog) | 40% | 1, 2, 3, 4 |

**Indicative Reading List**

Essential:

* Stavrou, M. (2003), Mixing With Your Mind. Flux research.
* Dvorin, D. (2015) Logic Pro X Advanced Audio Production, Composing and Producing Professional Audio. Peachpit Press.
* Katz, B. (2014) Mastering Audio – The Art and Science. Focal Press.
* Savage, S. (2014) Mixing and Mastering In the Box: The Guide to Making Great. Mixes and Final Masters on Your Computer. Oxford University Press.

Recommended:

* Pejrolo, A. (2011) Creative Sequencing Techniques for Music Production: A Practical Guide to Pro-Tools, Logic, Digital Performer and Cubase. Focal Press.
* Collins, D. (2004) Pro-Tools for Music Production: Recording, Editing and Mixing (Second Edition). Focal Press.

Background:

*e-resources*

* <https://www.lynda.com>

Tutorial Website for Sound and Multimedia

* <https://www.macprovideo.com>

Tutorial Website for Sound and Multimedia

* <http://www.soundonsound.com>

Pro audio, recording & production

* <http://www.musicradar.com/futuremusic>

Electronic Music Magazine Website