

## MUSI20008 Music Technology

<b>Credit Points:</b>	6.25
<b>Level:</b>	2 (Undergraduate)
<b>Dates &amp; Locations:</b>	This subject is not offered in 2011.
<b>Time Commitment:</b>	Contact Hours: 1 one-hour seminar per week Total Time Commitment: 60 hours
<b>Prerequisites:</b>	None
<b>Corequisites:</b>	N/A
<b>Recommended Background Knowledge:</b>	740-102 Computing for Musicians, or equivalent prior experience is recommended but not compulsory.
<b>Non Allowed Subjects:</b>	N/A
<b>Core Participation Requirements:</b>	It is University policy to take all reasonable steps to minimise the impact of disability upon academic study, and reasonable adjustments will be made to enhance a student's participation in the University's programs. Students who feel their disability will impact on meeting the requirements of this subject are encouraged to discuss this matter with a Faculty Student Adviser and the Disability Liaison Unit.
<b>Contact:</b>	Faculty of the VCA and Music Student Centre Email: <a href="mailto:vcam-info@unimelb.edu.au">vcam-info@unimelb.edu.au</a> Tel: +61 3 9685 9419 Fax: +61 3 9685 9358 Web: <a href="http://www.vcam.unimelb.edu.au/">http://www.vcam.unimelb.edu.au/</a>
<b>Subject Overview:</b>	Students will develop skills in the applications of computers for composition and music production, using technologies such as MIDI, sampling (digital audio), software synthesis and QuickTime. The subject includes a broad study of historical developments in the technology and practice of electronic music.
<b>Objectives:</b>	On completion of this subject, students should be able to: <ul style="list-style-type: none"> <li># understand key concepts and terminology from several areas of contemporary music technology, such as MIDI, analogue and digital audio, sampling and synthesis</li> <li># demonstrate practical skills in applying music production tools to their chosen projects, whether these use MIDI, digital audio or synthesis software (or a combination of these)</li> <li># demonstrate understanding of the important developments in music technology over the last 100 years, and be familiar with a number of composers and performers who have used technology in significant ways.</li> </ul>
<b>Assessment:</b>	A major creative project due at the end of semester (50%); a written report of 750 words due mid-semester (25%); a one-hour short answer test during the examination period (25%)
<b>Prescribed Texts:</b>	None
<b>Breadth Options:</b>	This subject is not available as a breadth subject.
<b>Fees Information:</b>	Subject EFTSL, Level, Discipline & Census Date, <a href="http://enrolment.unimelb.edu.au/fees">http://enrolment.unimelb.edu.au/fees</a>
<b>Generic Skills:</b>	On completion of this subject students should be able to: <ul style="list-style-type: none"> <li># self-direct their learning of complex software packages through the use of computer-based and online resources</li> <li># negotiate around the common design constraints of music software, in order to advance the musical aims of the project at hand</li> <li># approach the learning of new technologies with a positive, explorative attitude.</li> </ul>
<b>Related Course(s):</b>	Bachelor of Music

Diploma in Music (Practical)