

MUSI20008 Music Technology

Credit Points:	6.25
Level:	2 (Undergraduate)
Dates & Locations:	2016, Parkville This subject commences in the following study period/s: Semester 1, Parkville - Taught on campus.
Time Commitment:	Contact Hours: 1 one-hour seminar per week Total Time Commitment: 60 hours
Prerequisites:	None
Corequisites:	N/A
Recommended Background Knowledge:	740-102 Computing for Musicians, or equivalent prior experience is recommended but not compulsory.
Non Allowed Subjects:	N/A
Core Participation Requirements:	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.
Coordinator:	Dr Elliott Gyger
Contact:	Coordinator: djcoll@unimelb.edu.au (mailto:djcoll@unimelb.edu.au) Contact Centre T: 13 MELB (6352) E: 13melb@unimelb.edu.au Melbourne Conservatorium of Music VCA and MCM Student Centre E: mcm-ugrad@unimelb.edu.au (mailto:mcm-ugrad@unimelb.edu.au) W: www.conservatorium.unimelb.edu.au (http://www.conservatorium.unimelb.edu.au)
Subject Overview:	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.
Learning Outcomes:	On completion of this subject, students should be able to: <ul style="list-style-type: none"> # understand key concepts and terminology from several areas of contemporary music technology, such as MIDI, analogue and digital audio, sampling and synthesis # 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) # 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.
Assessment:	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%).
Prescribed Texts:	None
Breadth Options:	This subject is not available as a breadth subject.

Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	On completion of this subject students should be able to: <ul style="list-style-type: none"># self-direct their learning of complex software packages through the use of computer-based and online resources# negotiate around the common design constraints of music software, in order to advance the musical aims of the project at hand# approach the learning of new technologies with a positive, explorative attitude.
Related Majors/Minors/ Specialisations:	Graduate Diploma and Certificate Elective subjects Performance/ Composition/ Musicology/ Ethnomusicology Specialisation (B-MUS Version 5 only)