

MUSI30236 The Music Producer: From Brass to Beats

Credit Points:	12.5
Level:	3 (Undergraduate)
Dates & Locations:	2016, Southbank This subject commences in the following study period/s: Semester 1, Southbank - Taught on campus.
Time Commitment:	Contact Hours: 24 hours (12 x 2 hour seminars) Total Time Commitment: 96 hours (24 hours contact plus 72 (6hrs x12) non-contact)
Prerequisites:	None
Corequisites:	None
Recommended Background Knowledge:	Understanding of music terms and concepts
Non Allowed Subjects:	None
Core Participation Requirements:	<p><p>For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Student Support and Engagement Policy, academic requirements for this subject are articulated in the Subject Overview, Learning Outcomes, Assessment and Generic Skills sections of this entry.</p> <p><p>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 may impact on meeting the requirements of this subject are encouraged to discuss this matter with a Faculty Student Adviser and Student Equity and Disability Support: http://services.unimelb.edu.au/disability</p></p> </p>
Coordinator:	Dr Anthony Lyons
Contact:	<p>Faculty of the VCA & MCM Student Centre Ground Floor, Elisabeth Murdoch Building (Bldg 860) Southbank Campus 234 St Kilda Road, Southbank, 3006 Enquiries Phone: 13 MELB (13 6352) Email: 13MELB@unimelb.edu.au</p>
Subject Overview:	<p>This subject examines music production and the role of the music producer. It surveys the development of music production from early multi-track techniques to contemporary use of beats, loops and samples. Aspects of the function and crafting of sound elements will be examined in the context of enhancing or changing the intent of an existing song or piece of music. The subject is delivered in large group seminar format and will illuminate the fundamental principles of music production. It also provides the opportunity for group discussion of issues related to music production.</p>
Learning Outcomes:	<p>On completing this subject students will:</p> <ul style="list-style-type: none"> # exhibit extensive theoretical and practical knowledge of contemporary music production; # acquire relevant knowledge, skills, discipline and ethics as they relate to the practising music producer; # have reached a high level of achievement in problem solving and communication in a studio music production environment; # be critical and creative thinkers, with an aptitude for continued self-directed learning; # have the capacity to participate fully in collaborative learning and to confront typical music production problems.
Assessment:	<p>Completion of a music production comparative analysis of two stylistic contrasting recordings, existing recordings or apply music production concepts presented through the semester to</p>

	<p>one of your own original recordings and discuss in detail processes used: equivalent to 2,000 words Due end of semester. 50% Completion of a music production critical evaluation of four stylistically contrasting commercial released recordings: equivalent to 1,000 words Due in week 6. 20% The Music Producer logbook: Completion of a Music Producer logbook that documents observation, practice and individual tasks completed throughout the semester. 1500 word equivalent. Due in semester 1 exam period, worth 50% Hurdle requirements Students must attend 80% of all scheduled classes and attempt all elements of assessment to be eligible for a pass in this subject. Late submission: - Unless an extension has been granted, for essays/ assignments submitted after the due date, the mark a student is awarded for their work will be reduced by 10% for each day the work is late. Using electronic submission means work may be submitted on any day. - Unless an extension has been granted, assignments submitted later than 5 working days (or 1 week if due on a weekend) after the due date will not be marked, and will receive no marks.</p>
Prescribed Texts:	None
Breadth Options:	<p>This subject potentially can be taken as a breadth subject component for the following courses:</p> <ul style="list-style-type: none"> # Bachelor of Arts (https://handbook.unimelb.edu.au/view/2016/B-ARTS) # Bachelor of Biomedicine (https://handbook.unimelb.edu.au/view/2016/B-BMED) # Bachelor of Environments (https://handbook.unimelb.edu.au/view/2016/B-ENVS) # Bachelor of Science (https://handbook.unimelb.edu.au/view/2016/B-SCI) <p>You should visit learn more about breadth subjects (http://breadth.unimelb.edu.au/breadth/info/index.html) and read the breadth requirements for your degree, and should discuss your choice with your student adviser, before deciding on your subjects.</p>
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	<p>On completing this subject students will:</p> <ul style="list-style-type: none"> # acquire the skills and knowledge required for the artistic and practical application of music production; # learn how to identify and/or apply music production values within an existing song or piece of music; # acquire knowledge of important music production approaches within the history of contemporary music; # Develop an appreciation and understanding of the nature of music production; # Be cognisant of the key craft elements of music production; # Develop a practical appreciation of the role of the music producer in the creation or adaption of music.
Links to further information:	http://www.vcam.unimelb.edu.au/
Related Course(s):	<p>Bachelor of Fine Arts (Animation) Bachelor of Fine Arts (Contemporary Music) Bachelor of Fine Arts (Dance) Bachelor of Fine Arts (Production) Bachelor of Fine Arts (Theatre Practice)</p>
Related Majors/Minors/Specialisations:	<p>Interactive Composition Specialisation (B-MUS Version 5 only) Jazz & Improvisation Specialisation (B-MUS Version 5 only)</p>