
SECTION HEADING

MUSC 1102: Introduction to Music Technology

Description

Introduction to Music Technology explores various music technology applications through hands-on study and creative projects. This course is an introduction to the origins, terminology, and fundamental concepts of music technology.

Credits

3

Prerequisite

Basic computer skills

Corequisite

None

Topics to be Covered

1. MIDI
2. Sequencing
3. Computer-based, web-based software
4. Recording, mixing, mastering
5. EQ, FX, plug-ins
6. Studio gear, live gear
7. Current innovations

Learning Outcomes

1. Define and explain common terms and concepts used in music and music technology.
2. Create quality recordings/files that, at minimum, showcase the basic skills covered by the course.
3. Identify and describe the major music technologies and understand their significance.
4. Recognize the artistic contributions of major artists that utilize the technologies covered by the course.
5. Recognize professionals in the field of music technology from diverse cultures.
6. Recognize music technology's ability and potential as an artistic and/or political voice within cultural groups.

Credit Details

Lecture: 2

Lab: 1

OJT: 0

MnTC Goal Area(s): Goal Area 06 - The Humanities and Fine Arts

Minnesota Transfer Curriculum Goal Area(s) and Competencies

Goal Area 06: The Humanities and Fine Arts

1. Demonstrate awareness of the scope and variety of works in the arts and humanities.
2. Understand those works as expressions of individual and human values within a historical and social context.
3. Respond critically to works in the arts and humanities.
4. Engage in the creative process or interpretive performance.
5. Articulate an informed personal reaction to works in the arts and humanities.