

Liverpool John Moores University

Title: COMPUTER MUSIC PRODUCTION
Status: Definitive
Code: **4502TECLCC** (108456)
Version Start Date: 01-08-2016

Owning School/Faculty: Electronics and Electrical Engineering
Teaching School/Faculty: City of Liverpool College

Team	Leader
Paul Otterson	Y

Academic Level: FHEQ4
Credit Value: 12
Total Delivered Hours: 48
Total Learning Hours: 120
Private Study: 72

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Practical	30
Seminar	15
Tutorial	3

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	AS1	Assignment – report on current systems and protocols	30	
Essay	AS2	Assignment – create an original music production	70	

Aims

To analyse and apply techniques and procedures involved in the production of music involving computers and related technologies. To examine a range of hardware and software options with a view to integrating them within a music

production process.

Learning Outcomes

After completing the module the student should be able to:

- 1 Demonstrate an understanding of MIDI specifications, language and protocols
- 2 Evaluate techniques and procedures for composition and arranging offered by current computer-based music systems.
- 3 Demonstrate current computer-based production techniques using a range of software and hardware options.
- 4 Utilise software samplers, virtual instruments and other plugins to enhance the creative potential of music production.

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

CW	1	2
CW	3	4

Outline Syllabus

Developments in midi specifications and protocols. Developments in midi and digital audio software sequencers and systems.

File management issues for cross platform manipulation of digital audio and midi data.

Creative use of software samplers, virtual instruments and audio plug ins for music composition and production.

Computer music production techniques for a range of musical styles and genres.

Learning Activities

By a series of demonstrations and practical workshops. Student project work on computer workstations.

Notes

This module looks at the techniques and procedures involved in the production of music involving computers and related technologies, and examines a range of hardware and software options with a view to integrating them within a music production process.