

## Liverpool John Moores University

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Title: Music Technology  
Status: Definitive  
Code: **4503IABSIN** (124321)  
Version Start Date: 01-08-2021

Owning School/Faculty: Liverpool Screen School  
Teaching School/Faculty: Institute of the Arts Barcelona

Team	Leader
Andrew Sherlock	

**Academic Level:** FHEQ4  
**Credit Value:** 20  
**Total Delivered Hours:** 123  
**Total Learning Hours:** 200  
**Private Study:** 77

### Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	20
Seminar	20
Tutorial	5
Workshop	78

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Practice	Project 1	Practical Project - Digital Music and Recording Project	50	
Practice	Project 2	Practical Project - Live Sound Project (external to IAB)	50	

### Aims

*The aim of this module is to provide the student with competence in the safe, efficient and effective operation of music recording, creation and presentation*

technology.

## Learning Outcomes

After completing the module the student should be able to:

- 1 Demonstrate the ability to effectively, efficiently and creatively utilize digital music software (e.g. Logic and Protools, etc)
- 2 Demonstrate the ability to record vocals and instruments using standard professional practice
- 3 Demonstrate the ability to effectively select, set-up and utilize live sound reinforcement equipment (back-line, PA, Microphones, Mixing, foldback etc)

## Learning Outcomes of Assessments

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

Practical Project - Digital	1	2	3
Practical Project - Live	3		

## Outline Syllabus

*The module explores a broad range of technology associated with*

- *Music Creation*
- *Music Recording*
- *Music Performance*

*More specifically the module syllabus will include the student developing skills in*

- *Digital audio/music creation software (Logic and Protools)*
- *Digital scoring software (Sibelius etc)*
- *Sound Recording (Vocals and Instrument) (approaches and technology)*
- *Sound Recording Post-production / Mixing*
- *Selection of technology for Live Music sound reinforcement*
- *Microphones (choice, set-up and use)*
- *Backline (choice, set-up and use)*
- *Monitoring (choice, set-up, mixing)*
- *PA (choice, set-up, mixing)*

*Health and safe practice (sound level risk, and other risks) will be explored so that the student can operate safely and effectively.*

*All activities undertaken in the module are designed as the underpinning for the students independent work in level 5 and 6*

## Learning Activities

This is a hands on practical module designed to provide tangible skills in the use of music technology.

The module will be delivered through

- Lectures (providing core technical information)
- Demonstrations / Workshops (providing core operation skills)
- Practical projects (providing the student with the opportunity to develop and apply skill)
- Wherever possible the work within this module will adopt professional work contexts and scenarios,

### **Notes**

The module introduces students to music creation, recording and performance. Assessment is via two practical projects.