

## Liverpool John Moores University

Title: MUSIC PRODUCTION 1  
Status: Definitive  
Code: **4530MUS** (118609)  
Version Start Date: 01-08-2014

Owning School/Faculty: Liverpool Screen School  
Teaching School/Faculty: Liverpool Institute for Performing Arts

Team	Leader
Ros Merkin	Y

**Academic Level:** FHEQ4  
**Credit Value:** 24.00  
**Total Delivered Hours:** 75.00  
**Total Learning Hours:** 240  
**Private Study:** 165

### Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	30.000
Seminar	45.000

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Presentation	GROUP PRES	Group Production Presentation	35.0	
Test	TEST	Theory Test	15.0	
Practice	INDIV PRES	Individual Production Presentation	50.0	

### Aims

*This module serves as a practical and theoretical introduction to music production and recording technology through desktop recording. The module will cover a range of industry-standard recording equipment, effects, processors, basic studio techniques and core sound recording theory. It aims to provide students with a broad skill and knowledge base that will provide a firm foundation for further development*

*and application.*

## **Learning Outcomes**

After completing the module the student should be able to:

- LO1 Produce, mix and master demo quality multi-track recordings using industry standard desktop recording software
- LO2 Demonstrate a thorough operational fluency with the core functions and features of desktop recording software, including: programming software instruments, synthesisers, multi-track recording, EQ, mixing, dynamics effects and processors
- LO3 Employ and explain strategies to optimise musical performance and other non-technical influences on the recording process
- LO4 Recall acoustic, sound recording, digital recording and signal processing theories

## **Learning Outcomes of Assessments**

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

GROUP PRODUCTION PRESENTATION	LO2		
THEORY TEST	LO3	LO4	
INDIVIDUAL PRODUCTION PRESENT	LO1	LO2	LO3

## **Outline Syllabus**

*Theoretical consideration of sound and acoustics and their effects on the recording and creation process.*

*Strategies for utilising various aspects of music technology including software instruments and processors and related hardware equivalents.*

*Approaches to creating work in a production-team environment, including "studio etiquette" and understanding of the various roles to be performed in the studio.*

*Techniques for creating good demo-standard material on desktop-based systems.*

*Specific skills associated with software-based audio workstations including MIDI programming, editing, remixing and processing.*

## **Learning Activities**

The module will combine lectures and workstation-based, small-group workshops and tutorial sessions. Lectures will often introduce broader production concepts whereas the workshops will aim to develop specific technical skills.

## **Notes**

Students will be expected to use private study time throughout the module in order to familiarise themselves with the techniques discussed and demonstrated in seminars. A number of techniques will be required to be demonstrated at regular intervals.