

## Liverpool John Moores University

Title: Music Production 1  
Status: Definitive  
Code: **4563MUS** (124106)  
Version Start Date: 01-08-2021

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

Team	Leader
Charlie Dickinson	

**Academic Level:** FHEQ4  
**Credit Value:** 20  
**Total Delivered Hours:** 69.5  
**Total Learning Hours:** 200  
**Private Study:** 130.5

### Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	28
Seminar	40.5

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	Portfolio	Production Portfolio	80	
Exam	Exam	Theory Test	20	1

### Aims

*Music Production 1 serves as a practical and theoretical introduction to music production and recording practice through desktop recording. The module will cover a range of industry-standard recording equipment, software, effects, processors, basic recording 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:

- 1 Identify fundamental concepts and principles to produce, mix and master demo quality multi-track recordings using industry standard desktop recording software
- 2 Demonstrate operational fluency with the core functions and features of desktop recording software
- 3 Identify effective strategies to optimise musical performances and other non-technical influences on the recording process
- 4 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:

Production Portfolio	1	2	3
Theory Test	3	4	

## Outline Syllabus

*\* Developing an operational knowledge of software-based audio workstations including MIDI programming, audio editing, signal processing and mixing.*

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

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

*\* Understanding the specific roles within the production process*

*Lectures will introduce and focus on broader production techniques, theoretical concepts and analysis of classic and current recordings. The workshop seminars will introduce and develop practical skills and production techniques related to the lecture topics and provide opportunities for peer and tutor feedback on work prepared in private study time.*

## Learning Activities

Weekly 1 hour lectures

## Notes

Steve Parker is the Module Leader.