Liverpool John Moores University

Title:	MUSIC PRODUCTION 2 ELECTIVE
Status:	Definitive
Code:	**5521OPT** (109352)
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:	FHEQ5	**Credit Value:**	12.00	**Total Delivered Hours:**	30.00
Total Learning Hours:	120	**Private Study:**	90		

Delivery Options
Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	10.000
Workshop	20.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Presentation	PRESENT	Coursework - practical presentation	100.0	

Aims

This module is designed to be a practical introduction to the use of a modern DAW (Digital Audio Workstation) and related software packages that allow the recording, mixing and manipulation of audio to production high quality music demos.

The emphasis of this module is on audio editing and manipulation rather than MIDI sequencing, although the integration of MIDI and audio data forms a key part of the module, as does a basic understanding of synthesis and sampling techniques.

Key to the focus of the module is the ability to use the technical tools in a manner that enables a more polished approach to producing music. As such, part of the module will explore a range of production values in recorded music and then make links to the technical and artistic processes used to emulate them.

Learning Outcomes

After completing the module the student should be able to:

LO1	Demonstrate competence in the use of a computer based DAW system to edit and mix audio.
LO2	Show a basic understanding of the use of software synthesisers and samplers to create or manipulate sound sources.
LO3	Identify production values in existing work.
LO4	Apply basic technical processes to emulate a range of production techniques and values.
LO5	Produce a high quality music mix to a good demo standard, using audio processing and FX as appropriate.

Learning Outcomes of Assessments

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

PRACTICAL	LO1	LO2	LO3	LO4	LO5
PRESENTATION					

Outline Syllabus

NON-LINEAR RECORDING AND EDITING
Fundamental principles of non-linear recording
Audio file formats
Operation and use of typice NLE
Editing conventions and techniques
DSP operations – plug-in types and architectures
Real and non-real time FX
Automation
Integrating audio and MIDI capabilities – audio instruments, audio driver types and implementation (ASIO, Direct I/O, DAE)
Audio file management and housekeeping
Backup and restore operations

SYNTHESIS AND SAMPLING
Operation of 'REASON'
Synthesis building block available
Sampling with 'Reason'
Integrating 'Recycle' and 'Reason'
Drum programming and replacement techniques
Using virtual instruments

REVERSE ENGINEERING – AN APPROACH TO CRITICAL ANALYSIS
Reverse engineering – from Silicon Valley to Tin Pan Alley
Song structure
Song energy levels
Dynamic shifts and control
Measuring production – avoiding subjectivity

Learning Activities

This module will be delivered in both lecture/demonstration, workshop and seminar formats. Generally speaking, lectures will be used to introduce fundamental principles or to demonstrate the use of a particular technical process or operation to a large group. Workshops will be tutor led and task based, and will allow students to put into practice topics covered in lectures on an individual workstation.

Seminars will be used as a strategy to start engaging with the links between production values and techniques, and the corresponding practical approaches to emulate these.

Your coursework is designed to assess both your practical ability and your understanding of certain concepts and techniques. In addition to handing in a finished project, you will be expected to demonstrate and talk about your work to your tutor during a scheduled assessment time.

Notes

Course Notes