MTEC 277 • Introduction to Music Technology Course Syllabus • Fall 2015

Location: MUS204 • Tuesday/Thursday 4:00-5:50 • Charles Gutierrez Instructor Office: TBD • Phone: TBD • Email: <u>chgutier@usc.edu</u> Office Hours: TBD and by appointment

Course Description: This course is a survey of the technology used to create, prepare, perform and distribute music and audio. Topics include audio theory (analog/digital), recording systems, MIDI and sound synthesis, live performance systems, methods of music production and mastering, and digital distribution of music through internet downloading and streaming technologies.

Course Goal: It is the goal of Introduction to Music Technology that each student—upon successful completion—gains a working knowledge of the technological terminology and concepts necessary to function effectively in the music production industry incorporating an artistic consideration of content creation and management.

 Recommended Only Text: Modern Recording Techniques, 8th Edition by David Miles Huber and Robert E. Runstein.

 Other resources:
 http://www.soundonsound.com/

 http://mixonline.com/
 http://www.recordingmag.com/

 Other sources to be cited via course Blackboard postings.

Online Materials: Grades, class materials, in-class handouts, audio examples, and other supplemental materials and readings may be accessed in Blackboard. I will only use your USC email to contact you and send any class notifications. Please check that account regularly, or have it forwarded to your regular email account.

Quizzes, Exams, Attendance, and Grading Information: In addition to the mid term exam and final exam described below, there will be periodic module quizzes over the presented lectures. There will also be research/writing assignments from presented materials. Use of music technology via assignments will also be required.

The comprehensive mid-term exam will cover all module topics discussed prior to that particular exam only. However, the final exam will be cumulative (everything!). Exams must be taken during the scheduled times and cannot be made up at a later date without prior consent.

Online methods of assessments of module content will be used with college Blackboard course access. Assessments will be scheduled and announced. Time periods will be given for the completion of the assessment. Assessments will only be allowed for that module during that time period. No exceptions to this policy. Student may retake two missed or low scoring module quizzes during the course semester and these will be proctored during the final exam week time period only. Quizzes that are technically not completed for "internet reasons" will also be available but will count as one of the two available per student retakes. Student must notify instructor during week 15 of their intent to retake which assessments and for what reasons.

Attendance for all class sessions will be recorded. A sign-in sheet will be circulated during each class, and it is your responsibility to sign in. If you do not sign in, you will be counted absent for that class. Each student will be allowed two (2) unexcused absences without any direct effect on his/her grade. After the 2nd unexcused absence, the student's grade will be lowered 2% from the participation area for each additional unexcused absence. If you cannot attend a class, it is your responsibility to get notes from Blackboard and/or a classmate. No need to email me regarding a miss classed.

Grading:

Module Quizzes	30%
Midterm Exam	20%
Final Exam	30%
Class Participation and Assignments	20%

Academic Dishonesty will not be tolerated in any part of this course including exams, quizzes and attendance sign-in. If you are not sure what violates the University code, please read the pertinent sections of *SCampus* or see me. Ignorance of the rules will not be an excuse.

Classroom Behavior: Talking, sleeping, eating, drinking, texting, cell phone usage, or any other disruptive behavior will not be tolerated in class. Computers may be used, but only for the purpose of taking notes— not browsing the Internet, emailing, Facebooking, Twittering, etc. If you feel the need to do any of the above, please step outside until you are finished. If you are asked to leave class for any reason—including those just listed above—you must make an appointment with me to discuss the matter before you will be readmitted to class. If you are asked to leave a second time, you will be dropped from the class.

Disabilities Policy: Any student requesting academic accommodations based on a disability is required to register with Disability Services and Programs (DSP) each semester. A letter of verification for approved accommodations can be obtained from DSP. Please be sure the letter is delivered to me as early in the semester as possible. DSP (213-740-0776) is located in STU 301 and is open 8:30 am-5:00 pm, Monday through Friday.

Class Sch	equie. (Topics and schedule may change as neede
Week	Module Topic
1	Introduction
	Physics of Sound
2	Physics of Sound
3	Hearing and Perception
4	Cables, Electrical Basics and Audio Levels
5	Spectral Processors
6	Dynamic Processors
7	Teachers Choice
8	Delay and Reverb
9	1 st Midterm Exam
10	Monitoring and Speakers
11	Microphones and Techniques
12	Mixing Consoles
13	Digital Audio Basics and Recording
	Computers in Music Production and
11	Digital Media
12	Synthesis and Sampling
13	MIDI and Sequencing
14	Live Sound, Film Sound and Game Audio Sound
15	Teachers Choice
16	Discussion and Review
TBA	Final Exam

Class Schedule: (Topics and schedule may change as needed)

*Reading assignments are from *Modern Recording Techniques*, 8th Edition and are to be completed before coming to class that day. Periodic quizzes may be given without warning to verify compliance with reading assignments. The above schedule lists the *required* readings. You may, of course, be welcome to read the other sections of the book as well.

Please note the date of the published Final Exam. Flights home and vacation plans are **not considered valid reasons for scheduling a final early. Take care when making your plans.