Wrexham glyndŵr UNIVERSITY

MODULE SPECIFICATION PROFORMA

Module Title:	Desktop Audio Technology	**Level**:	4	**Credit Value**:	20

Module code:	CMT104	**Is this a new module?** No	**Code of module being replaced**:	

Cost Centre:	GACT	**JACS3 code**:	J930

Trimester(s) in which to be offered:	1	**With effect from:**	September 16

School:	Creative Arts	**Module Leader:**	Mike Wright

Scheduled learning and teaching hours	48 hrs
Guided independent study	152 hrs
Placement	0 hrs
Module duration (total hours)	200 hrs

Programme(s) in which to be offered	Core	Option
BSc (Hons) Sound Technology	✓	☐
BA (Hons) Radio Production	✓	☐
BSc (Hons) Music Technology	✓	☐

Pre-requisites
None

Office use only
Initial approval August 16
APSC approval of modification *Enter date of approval* Version 1
Have any derogations received SQC approval? Yes ☐ No ✓

Module Aims
The aim of the module is to develop the student skill set with audio based software applications. This covers basic software editing software up to the latest 'DSP' virtual studio technology. The advancement in this technology is changing the face of how the audio industry works, and due to the accelerated speed of development within the field, students are taught learning skills as opposed to instruction on a particular brand of software. This will ensure that they can develop their own skill set to keep up with the pace of change with new software. The rationale behind this statement is that whatever model of recording software they learn at the start will be superseded by time of graduation. Therefore, this will enable the student to adapt to the changing technological environment.

Intended Learning Outcomes

Key skills for employability

KS1	Written, oral and media communication skills
KS2	Leadership, team working and networking skills
KS3	Opportunity, creativity and problem solving skills
KS4	Information technology skills and digital literacy
KS5	Information management skills
KS6	Research skills
KS7	Intercultural and sustainability skills
KS8	Career management skills
KS9	Learning to learn (managing personal and professional development, self-management)
KS10	Numeracy

At the end of this module, students will be able to		Key Skills	
1	Compare and Understand different types of VST technologies and DAW environments.	KS4	KS5
		KS3	
2	Display ability to master new forms of software as they emerge into the media industry.	KS10	KS4
		KS6	
3	Apply knowledge to control standard studio equipment via MIDI and DSP systems.	KS10	KS4
		KS6	
4	Evaluate and Apply principles of new desktop audio technologies.	KS10	KS4
		KS6	

Transferable/key skills and other attributes
Critical understanding of high definition digital sound. Capability to use software based audio to optimum effect.

Derogations
None

Assessment:

The assignment is built by continual submission of work pieces. This will involve producing media across a range of software platforms and appraise the techniques and outcomes in order to demonstrate an awareness of the technologies available. As technology evolves the module will reflect current professional standards in audio software.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)	Duration (if exam)	Word count (or equivalent if appropriate)
1	1-4	Portfolio	100%		Media

Learning and Teaching Strategies:

The module is presented by lecture and workshop based instruction. The student will be encouraged to share good practice though the use of blogs and seminar presentations.

Syllabus outline:

DSP Technology:
An introduction to DSP and VST technology. The history of DSP based audio.
DAW technology:
How the evolution of computing hardware and software has changed the audio industry. The effect of Moore's law on the music industry. The concept of the 'soft studio' and working 'in the box'
Software Overview:
A guide on the strengths and limitations of current audio based software, as well as a continual review at the development of audio software.

Bibliography:

Essential reading

Huber, D. (2007) The MIDI Manual: A Practical Guide to MIDI in the Project Studio. Focal Press
McGuire, S. (2014) Modern MIDI: Sequencing and Performing Using Traditional and Mobile Tools. Focal Press.

Rumsey, F. (2003) Desktop Audio Technology. Focal Press.

Other indicative reading

Pejrolo, A. DeRosa, R. (2016) Acoustic and MIDI Orchestration for the Contemporary Composer; A Practical Guide to Writing and Sequencing for the Studio Orchestra. Focal Press

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