

MODULE SPECIFICATION PROFORMA

Module Title:	Music Production	Level:	5	Credit Value:	20
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Module code:	CMT204	Is this a new module?	No	Code of module being replaced:	
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Cost Centre:	GACT	JACS3 code:	W374
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Trimester(s) in which to be offered:	1	With effect from:	September 16
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School:	Creative Arts	Module Leader:	Graeme Park
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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) Music Technology	✓	<input type="checkbox"/>
BSc (Hons) Sound Technology	✓	<input type="checkbox"/>
BA (Hons) Radio Production	✓	<input type="checkbox"/>

Pre-requisites
None

Office use only

Initial approval August 16

APSC approval of modification September 18

Have any derogations received SQC approval?

Version 2

Yes No ✓

Module Aims

To determine the factors that define high quality in modern music production and to critically analyse the technical and creative aspects of music production. To define and exhibit knowledge of the many discrete roles involved in music production and to show management ability to work in a team. To be aware of the strengths and limitations of technology in the context of music production and to appreciate the factors that limit the effectiveness of technology. Students to be aware of the historical frameworks of music production and the influence of technologies and to reflect and evaluate their own practice.

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

At the end of this module, students will be able to		Key Skills	
1	Contextualise and disseminate the factors that limit the effectiveness of available & current technology	KS4	KS6
		KS8	KS9
2	Display clear and concise technical ability demonstrated through evaluation of the production process.	KS4	KS9
3	Act as a team member in the production environment and understand the integration of roles with associated team members.	KS2	KS7
4	Evaluate the procedures and techniques of popular music production to a professional technical and creative standard.	KS4	KS9
		KS7	

Transferable/key skills and other attributes

Group presentation skills, IT production knowledge, critical listening.

Derogations

None

Assessment:

Assessment 1: to undertake a study of a successful musical product and apply reverse engineering to deconstruct the track into its component parts, produce an energy chart of a the track, compare the outcome with other successful product(s) from the same or similar producers and to collate the information and present it to a group of peers.

Assessment 2: to remix a given multitrack recording session to a negotiated format (e.g. radio mix, club mix etc.). Final mix to be submitted as a stereo master of between 3 and 5 minutes.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)	Duration (if exam)	Word count (or equivalent if appropriate)
1	1,3	Presentation	50%		10-minute presentation with notes
2	2,4	Coursework	50%		Audio files, mastered product & accompanying documentation

Learning and Teaching Strategies:

A series of lectures looking at the history of popular recorded music and production techniques with practical sessions and seminars. Group collaboration will be encouraged to emphasise the importance of teamwork within the music industry. External industry professionals will deliver guest lectures.

Syllabus outline:

The introduction to the professional music production environment and the factors that define production quality. This will include the use of DAWs to complement skills already gained. Additional skills will be acquired in reverse engineering and market appreciation. The module will emphasise the importance of teamwork in the sound and music production environment.

Bibliography:

Essential reading

Gibson, D. (2005) The Art of Mixing: A Visual Guide to Recording, Engineering and Production. aristopro.com LLC
 Katz, B.(2007) Mastering Audio: The Art and the Science. Focal Press.
 Sound on Sound Monthly
 Massey, H. (2009) Behind the Glass: v. 2: Top Record Producers Tell How They Craft the Hits. Back beat Books

Other indicative reading

Periodical Suggested Listening.
 Fleetwood Mac - Rumours (Classic album)Eagle Rock entertainment2004
 Metallica - Metallica (Classic album) Eagle Rock entertainment 2001
 Nirvana - Nevermind (Classic album)Eagle Rock entertainment 2006
 Paul Simon - Graceland (Classic album)Eagle Rock entertainment 2003
 Pink Floyd - Dark Side of the moon (Classic album) Eagle Rock entertainment 2005
 Jay Z - Reasonable Doubt (Classic album) Eagle Rock entertainment 2007
 Steely Dan - Aja (Classic album)Eagle Rock entertainment2005Stevie Wonder - Songs in the key of life (Classic album) Eagle Rock entertainment 2001
 The Who - Who's Next (Classic album)Eagle Rock entertainment2005
 U2 - The Joshua Tree (Classic album)Eagle Rock entertainment2001