

## MUS 212 – COMPUTER MUSIC APPLICATION (Credit Units: 2)

Department of Music

Faculty of Arts

University of Delta, Agbor, Nigeria

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**Office Hours:** Wednesday, Thursday and Friday 2:00 pm - 6:00 pm

There are many ways to reach me. There is no substitute for face-to-face communication which often leads to more refined and focused questions resulting in your improved understanding. I strongly encourage you to take advantage of my office hours. Questions during class or immediately after class are always welcomed. Email is an easy way to ask questions outside of class but is not productive as face-to-face communication.

**Meeting Time and Place:** Music Ensemble Room

**Attendance:** You are expected to attend every class. If you must miss a class, it is your responsibility to make up for the work that you missed. If you are going to be absent from any class, you must please notify the instructor in advance.

### **Methods of Instruction**

This syllabus contains an overview of what will be covered in class; for specific information, students are referred to the class web page maintained on the University website. Assignments will be posted on University of Delta LMS or given in the class and should be submitted through University of Delta LMS. Class attendance, doing all your practical and homework will help the borderline cases.

## **Overview**

Humanity today relies on the rapid technological advancements and widespread usage of the computer as has been witnessed across several aspects of life, therefore the use of computers in music is of no less importance. This course seeks to educate the music student on the use and application of computers and music software in the various aspects of music delivery.

As a branch of physics concerned with the study of sound, acoustics of music is projected to defined, familiarize, as well as explain succinctly the science that deals with the production, control, transmission, reception, and effects of sound. Emphasis is on sound transmission and organization for indoor/outdoor studio performances/concert, its manipulation (music production) in course of a production/event.

## **OBJECTIVES**

The objectives of this course are to:

- i. Document music with the computer
- ii. Discuss computer software.
- iii. Describe the easiest conventional method of sound recording.
- iv. Identify musical samples/styles using the necessary computer software/applications.
- v. Demonstrate the effects of acoustics.

## **LEARNING OUTCOME**

At the end of the course the student will be able to: (i.) Discuss the basic concepts of computer music applications. (ii.) Illustrate the principal function of a musical software. (iii.) Illustrate the capabilities and limitations of musical software. (iv.) List the basic features of a computer. (v.) Describe spaces suitable for various genres and describe a recording chain.

## **COURSE CONTENTS**

Introduction to the use of the computer in music. Computer music software. Finale. Sibelius. Fruity Loops. Sonar. Cubase. Wave Lab. Sound Forge. Various plug-ins such as Antares Auto-Tune. Compressors and equalizers. Music theory and application of new and existing computer software technologies. Basic aspects of music such as sound synthesis. Digital Signal Processing. Sound Design. Sonic diffusion. Acoustics. Electrical Engineering, and psychoacoustics. A study of the physical properties. The musical characteristics of sound. The physical nature of acoustic. Musical instruments. An introduction to room and architectural acoustics. Construction designs. Digital and analogue audio recording studio. Noise inhibitors. Padding.

Audio formats. Modern technologies to record music. Analyse the playing of a musical instrument.

<b>WEEK</b>	<b>CONTENT</b>
<b>1</b>	Introduction to the use of the computer in music.
<b>2</b>	Computer music software
<b>3</b>	Introduction to Finale.
<b>4</b>	Finale continued
<b>5</b>	Introduction to Sibelius.
<b>6</b>	Sibelius continued
<b>7</b>	First Test and Mid semester break
<b>8</b>	Introduction to music recording software
<b>9</b>	Fruity loops studio
<b>10</b>	Fruity loops studio continued
<b>11</b>	Production of a short music track
<b>12</b>	Second test
<b>13</b>	Documentation of selected music scores
<b>14</b>	Revision
<b>15</b>	Second semester Exam

### **Examination Schedule –**

Attendance - Test – Music Production - Examination at the end of the semester.

**Practical Exercise** - Listening to and performing selected popular music compositions.

**Grading** - Attendance: 5% grade.

Test: 5% grade

Music Production- 20%

Final exam for the semester: 70% of grade –

## **Text and References –**

Mahendra Pratap; Basic Concepts of Computer

<https://www.facebook.com/sharer/sharer.php?u=www.musicgateway.com/blog/music-production/music-production>

## **Student Conduct**

All students enrolled at the University shall follow the tenets of common decency and acceptable behaviour conducive to a positive learning environment. The code of student conduct is described in detail in the student handbook or University website.

## **Academic Honesty**

All students enrolled at the University shall follow the tenets of common decency and acceptable behaviour conducive to a positive learning environment." It is the policy of the University, that no form of plagiarism or cheating will be tolerated. Plagiarism is defined as the deliberate use of another's work and claiming it as one's own. This means ideas as well as text or code, whether paraphrased or presented verbatim (word-for-word). Cheating is defined as obtaining unauthorised assistance on any assignment. Proper citation of sources must always be utilised thoroughly and accurately. If you are caught sharing or using other people's work in this class, you will receive a 0 grade and a warning on the first instance. A subsequent instance will result in receiving an F grade for the course, and possible disciplinary proceedings. If you are unclear about what constitutes academic dishonesty, ask.