MUSIC 258A: Sound and Music Computing with CNMAT Technologies

New course Review Date:

General Course Info

Course Number	MUSIC 258A
Department	Music
Course Title	Sound and Music Computing with CNMAT Technologies
Course Level	Graduate
Abbreviated Transcript Title	MUSIC AND COMPUTING
Instructor(s)	
Effective Start Term	Fall 2015

Academic Content

Description	Explores the intersection of music and computers using a combination of scientific, technological, and artistic methodologies. Musical concerns within a computational frame are addressed through the acquisition of basic programming skills for the creation and control of digital sound. Will learn core concepts and techniques of computer-based music composition using the Cycling75/MaxMSP programming environment in combination with associated software tools and programming approaches created by the Center for New Music and Audio Technologies. Included will be exposure to the essentials of digital audio signal processing, musical acoustics and psychoacoustics, sound analysis and synthesis. The course is hands-on & taught from the computer lab.
Course Objectives	
Student Learning Outcomes	

Credit

Unit(s)	**4.0** unit(s)
Credit	Letter Grade
Final Exam	Room not required during final exam period

Formats

Format	LECTURE
Term, Duration, & Hours	**#1: 15 wks, f** LEC: 3hrs WRK: 9hrs **TOTAL:** 12 hour(s) **(OK)** **#2: 6 wks, su** LEC: 7.5hrs WRK: 22.5hrs **TOTAL:** 30 hour(s) **(OK)**
formats, additional activities	
TIE Code	LECT

Prerequisites

Prerequisite Phrase	Limited to graduate students in Music
Prerequisites	

Restrictions

Credit Restrictions	
Deficient Grade Removal	
Repeat Rules	Not repeatable
Special Topics Course	No

Finishing Up

Files Attached	Music 258A Course Syllabus
Remarks	In an effort to meet the large and growing interest in music and technology courses, the Department of Music, Professor Edmund Campion, and the Center for New Music and Audio Technologies (CNMAT) have designed a more complete and integrated music technology curriculum. The goal is to phase in a series of new courses that will better serve both music majors and minors, as well as majors from diverse departments including TDPS and EECS. To support this initiative, Professor Campion has received a $50,000 grant from the UC Berkeley Mellon Digital Humanities Project.

Catalog Preview:

258A. Music - Sound and Music Computing with CNMAT Technologies. **(4.0)** Three hours of lecture per week. *Prerequisites: Limited to graduate students in Music*. Explores the intersection of music and computers using a combination of scientific, technological, and artistic methodologies. Musical concerns within a computational frame are addressed through the acquisition of basic programming skills for the creation and control of digital sound. Will learn core concepts and techniques of computer-based music composition using the Cycling75/MaxMSP programming environment in combination with associated software tools and programming approaches created by the Center for New Music and Audio Technologies. Included will be exposure to the essentials of digital audio signal processing, musical acoustics and psychoacoustics, sound analysis and synthesis. The course is hands-on & taught from the computer lab. .

Comments:

[03/11/2015 12:57PM] **Babs WINBIGLER**
Submitted this proposal

[03/10/2015 02:08PM] **Babs WINBIGLER**
Created this proposal