Fundamentals of Music Production

Instructor Info

Name: Kevin Rosenberger
Contact by email: kmrosenb@nmsu.edu or through Canvas Inbox.
Phone: 999-999-9999
Office Hours: Monday/Wednesday, 10am-11am through Zoom.
Zoom Link: https://us.zoom/j/9182718
Availability: I am generally available by email and will respond within 24 hours at most to your message.

About me: Hi everyone, I am your instructor for this course. I graduated from North Carolina State University with a degree in Physics. I am currently in the Educational Technology Master's Program at New Mexico State University. I work remotely in educational technology at University of New Mexico – Los Alamos. My hobbies include music production, mixing, and mastering. I have produced music for several Youtube Channels with ~100k subscribers and enjoy collaborating with other producers and artists.

I also enjoy outdoor extracurriculars, mostly hiking. I have hiked in New Mexico, Colorado, North Carolina, and Pennsylvania! If you have any questions, please refer to my contact information listed above. I am generally available during all hours of the days, and as noted above, will respond within 24 hours to your message.

Course Overview

Welcome to **Fundamentals of Music Production**! This course is offered as an introductory level course to digitally creating, producing, and mixing your own music with your computer. It is designed to introduce you to the essential fundamental features of music production and allow you to gain an understanding of how to complete musical projects: from recording your first note, to EQing your final instrument and exporting your song. This course emphasizes the **technical** aspects of music production rather than the content of the music itself.

Required Reading

There is one required textbook for this class:

Music Production For Beginners 2020 Edition: How to Produce Music, The Easy to Read Guide for Music Producers – Tommy Swindali ([Amazon](#))

Technology Requirements

There are no course prerequisites for this class other than the technical prerequisites of downloading necessary software for this class.

Ableton Live (10 or 11)
Ableton Live is the music production software you will be learning and using throughout the course. It is the software you will use to write and mix your musical projects.

- **Trial (90 days)**: https://www.ableton.com/en/trial/
- **Student Edition:** https://www.ableton.com/en/shop/education/
- **How to install Ableton Live:** https://help.ableton.com/hc/en-us/articles/209773565-Installing Live

Zoom
We will use Zoom frequently to meet, talk, chat, and collaborate.
Link to register and install Zoom on your desktop: https://zoom.us/

SoundCloud
Soundcloud is an easy-to-use music sharing platform where you will be able to post your works for your peers and instructor to listen to.
SoundCloud Registration and Sign In: https://soundcloud.com/

Learning Community Overview

One major goal of this course is to have you develop **collaboration skills** in conjunction with your music production skills. This will allow our course to develop a community of learners and listeners!

One way we will do this is through **listening and feedback sessions**, in which you will listen to music with assigned group members and give *constructive feedback* on how their works can be improved. This activity will help everyone in your group to develop a sense of pride and ownership in their assignments, as well as allow you all to develop rapport and connections among like-minded students!

Course Goals and Assignments

Course Objectives

Students will learn how to:

1. Produce and mix musical projects in Ableton Live, a music production software.
2. Use virtual instruments to program their own musical projects
3. Record their works with live instruments.
4. Effectively use audio effects to enhance their musical projects
5. Add automation techniques to their projects with effects such as reverb, delay, panning, and filtering.
6. Understand the basic mixing tools for musical projects: Equalization (EQ) and compression.
7. Use EQ to find proper frequencies to boost or cut for each element in their project as well as use compression and sidechain compression to properly control the audio levels of their musical projects.
8. Use the concepts of EQ and compression to balance the dynamics of their projects to coincide with acceptable music industry standards.

Unit Objectives

1. **After Unit 1**, students will be able to perform basic tasks in Ableton: adding midi clips and notes to their project, importing and exporting audio files, and selecting correct settings for specific audio setups.
2. **After Unit 2**, students will be able to use sounds, instruments, and plugins to create their own musical projects.
3. **After Unit 3**, students will be able to add audio effects such as reverb and delay, to their music projects to enhance them.
4. **After Unit 4**, students will understand the basics of automation. Students will be able to add automation techniques such as filtering or panning to evolve their music projects dynamically.
5. **After Unit 5**, students will be able to use mixing tools such as EQ and Compression to make their musical projects sound more professional by industry standards.

Schedule, Assignments and Assessment

Schedule

Unit	Assignments
Unit 1: Introduction/Basics of Ableton **(Week 1 and 2)** **Due: End of Week 2, 11:59 PM**	- Zoom Meeting/Introduction to the course - Discussion Post 1 - Personal Project 1 - Group Setup
Unit 2: Ableton Instruments, Plugins, Sounds **(Week 3 and 4)** **Due: End of Week 4, 11:59 PM**	- Discussion post 2 - Personal Project 2 - Group listening session 1 and 2
Unit 3: Audio Effects **(Week 5 and 6)** **Due: End of Week 6, 11:59 PM**	- Discussion post 3 - Personal Project 3 - Group listening session 3 and 4
Unit 4: Automation **(Week 7 and 8)** **Due: End of Week 8, 11:59 PM**	- Discussion post 4 - Personal Project 4 - Group listening sessions 5 and 6
Unit 5: EQ and Compression **(Week 9 and 10)** **Due: End of Week 10, 11:59 PM**	- Discussion post 5 - Personal Project 5 - Group listening sessions 7 and 8

The assignments in this course are as follows:

Assignments	Grade Distribution
Group Projects	20%
Discussion Posts	30%

Personal Projects	30%
Participation	20%

Group assignments/projects (20%):

     1. **Listening Parties**: Each week you will listen to music with your group and discuss/write/answer questions about certain aspects of what you are hearing.
     2. **Feedback Sessions**: Each week you will listen to your group members' creations and give feedback on their work.

Discussion posts (30%)
Each week you will post about the content you learned from that week's unit in response to the prompts listed.

Personal Projects (30%):
Each week, you will create a musical work in Ableton Live that demonstrates your understanding of the unit material. (For example, on the Unit in which you learned reverb/delay, you will add reverb/delay to your project).

Participation (20%):
This includes coming to Zoom meetings, going to your group's Zoom listening parties and/or feedback sessions and generally providing input during those meetings and participating in Zoom discussions.

Grading Scale:

Number Grade	Letter Grade
90-100	A
80-89	B
70-79	C
60-69	D
59 or lower	F

Netiquette & Discussion Expectations*

First, what you can expect from me:
     • I will take all your questions, comments, and concerns seriously.
     • I will respond promptly to requests for help

- if the need for help is immediate, call (or text me if you see me online)
- if the need is important, but you can wait for up to 24 hours, email me through the Canvas Inbox.
- I like to encourage interactions among everyone and do not wish to be a "sage on the stage" so I do not respond to every post of every required discussion. In other words, I do not wish to be the center of every conversation. :)
- I will communicate with you about your assignments within 10 days of you turning them in. If I am unable to do so, I will let you know when you can expect to receive feedback.

Next, what I expect from all of us:

First, a definition (from Wikipedia):

"Netiquette (neologism, a morphological blend formed from "Internet etiquette") is a catch-all term for the conventions of politeness and respect recognized on Usenet, in mailing lists, in live chat systems, and on other electronic forums such as Internet message boards. ***These conventions address the relationship between personal behavior and group phenomena,*** (emphasis added) and outline a dynamic set of guidelines for conduct that is conducive to pleasant, efficient and agreeable interaction."

To that end, please follow these netiquette guidelines:

Politeness

- Don't flame (personally attack) someone. It is possible to disagree with an idea without flaming the person espousing the idea.
- Use emoticons and acronyms (Links to an external site.) to convey your emotional intent in order to avoid misunderstandings. For example:
    - to indicate that you're smiling, use :)
    - to indicate you're winking / or making a joke or kidding, use ;) or JK (Just Kidding)
    - to signify you found something funny/amusing, use LOL (Laughing Out Loud)
        - to signify that you're gently expressing an opinion, use IMHO (In My Humble Opinion)

- Remember that "politeness" and "appropriateness" are culturally-defined concepts. What is considered polite or appropriate communication in one culture (educational environments are a culture as well and, as such, are also included in this statement) may be impolite or inappropriate in another. When in doubt, err on the side of uber caution when you are composing a message. And, when reading someone else's message, try to remember that written communication is easily misconstrued: so, if you find yourself responding poorly to someone's message, request clarification of

their meaning before you get upset and respond with a flaming message. :)

Communication Style

- • [Listen actively](#)
- • [Think critically](#). Critical thinking, grounded in intellectual integrity, is expected. In other words, seek clarity of meaning and understanding. For example:
    - o Question ideas, not people.
    - o Attempt to see things from other perspectives
    - o Use supporting relevant information
    - o Attempt to recognize and assess implications of your ideas
- • [Think creatively](#). Creative thinking is encouraged.
    - o Brainstorm possibilities
    - o Consider how to make the impossible possible (dream)
    - o Be supportive of ideas you don't get (don't understand) and try to understand them.
- • [Communicate assertively - assertiveness](#). A person communicates assertively by not being afraid to speak his or her mind or trying to influence others, but doing so in a way that respects the personal boundaries of others (from Wikipedia entry on).

Late Assignment Policy*

I recognize that sometimes things happen which make it difficult to complete assignments on time. So, you can turn in your assignments late - but only **up to a week late and no later**. Ten percent is automatically deducted for late assignments.

Exceptions to this policy are at the discretion of the instructor and may be made for certain circumstances, **but you must contact me to make arrangements before the assignment is late**. I will make exceptions to the prior arrangements requirement in the event of tragic events such as car accidents, a major family emergency, etc. Again, this is at the instructor's discretion.

Plagiarism**

Plagiarism, the passing off of others' words or ideas as your own, is unacceptable in this course and at this university. While it may be naive, I tend to think that most people end up plagiarizing because they are unfamiliar with APA or other formatting guidelines for citations and references. This course emphasizes using citations and references in the APA format to avoid plagiarism. Visit NMSU's [Plagiarism](#) and [Best Practices to Avoid Plagiarism](#) sites for some excellent resources on avoiding plagiarism. Here is the Curriculum and Instruction Statement on Plagiarism.

"Plagiarism is using another person's work without acknowledgment, making it appear to be one's own. Any ideas, words, pictures or other intellectual content, taken from another source

must be acknowledged in a citation that gives credit to the source. This is true no matter where the material comes from, including the internet, other students' work, unpublished materials, or oral sources. Intentional and unintentional instances of plagiarism are considered instances of academic misconduct. It is the responsibility of the student submitting the work in question to know, understand and comply with this policy."

From: NMSU Library Guide: Plagiarism

It is the policy of the Department of Curriculum & Instruction that students found to have committed an act of plagiarism, one or more of the following consequences will occur; and, a written statement outlining the offense and consequences will be placed in the student's permanent file by the Department Head/Hearing Officer.

1. Failure of the course assignment;
2. Failure of the course;
3. Academic suspension for one or two semesters;
4. Dismissal or expulsion from the program.

There is no statute of limitations for an act of plagiarism. Once committed, a student can be held accountable at any time even after the semester has ended.

All students and instructors are obliged to follow the procedure for documenting the offense as described in the Student Handbook

ADA, Students with Disabilities, and NMSU Academic Support Resources**

Section 504 of the Rehabilitation Act of 1973 and the Americans with Disabilities Act Amendments Act (ADAAA) covers issues relating to disability and accommodations. If a student has questions or needs an accommodation in the classroom (all medical information is treated confidentially), contact:

Trudy Luken, Director
Student Accessibility Services (SAS) - Corbett Center Student Union, Rm. 208 Phone: (575) 646-6840 E-mail: sas@nmsu.edu
Website: http://sas.nmsu.edu/

NMSU policy prohibits discrimination on the basis of age, ancestry, color, disability, gender identity, genetic information, national origin, race, religion, retaliation, serious medical condition, sex, sexual orientation, spousal affiliation and protected veterans status. Furthermore, Title IX prohibits sex discrimination to include sexual misconduct: sexual violence (sexual assault, rape), sexual harassment and retaliation.

For more information on discrimination issues, Title IX, Campus SaVE Act, NMSU Policy Chapter 3.25, NMSU's complaint process, or to file a complaint contact:

Lauri Millot, Director and Title IX Coordinator

Agustin Diaz, Associate Director, Title IX Deputy Coordinator
Office of Institutional Equity (OIE) - O'Laughlin House, 1130 University Avenue Phone: (575) 646-3635 E-mail: equity@nmsu.edu
Website: http://eeo.nmsu.edu/

Other NMSU Resources:
NMSU Police Department: NMSU Police Victim Services: NMSU Counseling Center: NMSU Dean of Students:
For Any On-campus Emergencies:

(575) 646-3311; (575) 646-3424; (575) 646-2731; (575) 646-1722; **911**

Website: www.nmsupolice.com

Accessibility of eLearning Tools

Section 508 of the Rehabilitation Act

In 1998, Congress amended the Rehabilitation Act of 1973 to require Federal agencies to make their electronic and information technology (EIT) accessible to people with disabilities. Inaccessible technology interferes with an ability to obtain and use information quickly and easily. Section 508 was enacted to eliminate barriers in information technology, open new opportunities for people with disabilities, and encourage development of technologies that will help achieve these goals. The law applies to all Federal agencies when they develop, procure, maintain, or use electronic and information technology. Under Section 508 (29 U.S.C. '794 d), agencies must give disabled employees and members of the public access to information that is comparable to access available to others.

~Retrieved from Section 508 of the Rehabilitation Act

A Voluntary Product Accessibility Template, or VPAT, is a standardized form developed by the Information Technology Industry Council to show how a software product meets key regulations of Section 508 of the Rehabilitation Act. These are the VPATS for the primary eLearning tools in this course.

- Canvas Accessibility Standards and Help resources
- Canvas-compatible Screen Readers: VoiceOver (Mac), JAWS (PC)
- Adobe Products: Section 508 VPATs for (Adobe Connect 9, Adobe Acrobat, and more)
- Apple Products: Section 508 VPATs for (Safari Web Browser, Mac OS X, and more) • Microsoft Products: Section 508 VPATs for (Internet Explorer, Office, Zoom, and more)
- Google Products: Section 508 VPATs for (Google Earth, Chrome Web Browser, Google Docs, and more)
- Firefox Web Browser: Section 508 VPAT (version 3.5 and up)
- YouTube Accessibility Help

Learning Management System (CANVAS) Accessibility Statement

Canvas provides a user experience that is easy, simple, and intuitive. Special attention has been paid to making Canvas screen-readable. The Rich Content Editor encourages users to create universally accessible content. Canvas is designed to allow limited customization of colors and schemes to be accessible for all users. The National Federation of the Blind granted Canvas the [Gold Level Web Certification](#) in 2010.

Find more information from the [Canvas Instructure website](#). here:

Emerging Technologies

In addition to the primary eLearning tools discussed previously, this course demonstrates and provides support for the use of a variety of emerging technologies. Here is the accessibility information for three of the primary additional tools:

- **Twitter** does not have accessibility information available. Of interest is the development of an app called [Easy Chirp](#). This app is designed to make Twitter a more accessible tool. In April 2013, the creator conducted a Kickstarter campaign to develop Easy Chirp 2 and was successfully in achieving the funding goal.

We take protecting and honoring your privacy very seriously at NMSU. Please note that several software and technology materials are used in the course. Their privacy policies are noted below.

- [Canvas Privacy Policies](#)
- [SoftChalk Privacy Policies](#)
- [YouTube Privacy Guidelines](#)
- [Adobe Reader DC Voluntary Product Accessibility Template](#)
- [FireFox Browser Statement](#)
- [Chrome and other Google Products](#)
- [Microsoft Products](#)
- [Safari Browser and other Apple Products](#)

NMSU Technology Support for Learners

The ICT Customer Service Center is equipped to deal with all of your information technology (IT) and telecommunications needs at NMSU. The ICT Customer Service Center hours of operation are from 8:00 am until 5:00 pm Monday through Friday Mountain Time. Please feel free to contact them at 646-1840 or via e-mail at helpdesk@nmsu.edu.

You can also go to the [Student Technology Help](#) web page and [Student Resources](#) located at the [Canvas](#) web page for additional information on Canvas.

Please note that support for Canvas learning management system is provided at http://learn.nmsu.edu and more resources are available on the course Homepage.

Further, if you are having any issues with Canvas or Adobe Connect, see that Question Mark in a circle in the Canvas menu on the far left maroon bar? That provides you a quick way to submit a

Canvas issue to the people who need to receive it.

NMSU Student Success Center

If you are a New Mexico State University student who wants to maximize your learning potential and earn better grades, the Student Success Center can help you develop the skills needed to excel and be successful in college. Through a collaborative approach, we can help you be your best you.

NMSU's Student Success Center provides holistic academic support programs within a diverse and inclusive environment that empowers students to realize their full potential as independent learners and professionals.

The Student Success Center is committed to providing a broad array of services that:

- Directly assist students
- Collaborate with faculty and staff
- Properly train faculty, staff and students on the best practices to enhance student academic achievement

Contact:

Website: https://ssc.nmsu.edu/

Phone: (575) 646-3136

Walk-in: Hardman and Jacobs Undergraduate Learning Center, Room 128 ***Netiquette section and Late Assignment Policy section credited to Dr. Carolyn Raynor, Ph.D **Applies to general NMSU standards**