

Course Outline

Textbooks, Software, and Hardware:

Korg X5D MIDI Synthesizer
Reason, Digital Studio Software (Propellerhead)
ProTools LE 8, Digital Sequencing Software (Digidesign) with MBox 2
Essentials of Music Theory, Music Fundamentals Software (Alfred)
Sibelius 5 Music Notation software (Alfred)
Band-in-a-Box 11, Automatic Accompaniment Software (PG Music)
MIBAC Fundamentals drill and practice software (Vol I)
Peak LE, digital audio software (Bias)

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Course Content and Standards: This course is designed to train students in the art of sequencing and composing music using multi-timbral General MIDI synthesizers and computer software supporting MIDI and digital audio. Students will learn how to create musical projects using MIDI and digital audio techniques through various sequencing, notation, auto accompaniment, and digital audio programs. Students will also learn music fundamentals and the musical language.

Class Formats: Students will work with MIDI keyboards and software, listen to CDs and other recorded media, listen to lecture/demonstrations about music and technology, complete class projects in sequencing, digital audio and notation, and discuss the elements and structure of a wide variety of musical examples. This class is project based and taught concurrently with Music Appreciation. Electronic Music students will participate in much of the listening work.

Course Materials: Each student will need to bring a three-ring notebook to store class handouts, assignments, lecture notes, and project materials every day. Each student should have a #2 pencil and eraser every class. Students should have a CDs or USB thumb drive to back up their work. Access to a music keyboard or other instruments outside of class is highly desirable.

Prerequisites: While there are no formal requirements, it is assumed that a student entering this course has a strong interest in learning about music, computers, and a wide variety of musical styles.

Major Units: This course will cover:

- I. Musical Notation and Language.**
 - A. How to read and interpret written music notation.
 - B. Terms pertaining to the structure and performance of music.
 - C. How to write and prepare musical scores and parts using Sibelius 4 notation software
 - D. Essentials of Music Theory Units
 - E. Music Fundamentals Software Drill and Practice

- II. The Korg X5D General MIDI Synthesizer.**
 - A. Structure and purpose of the General MIDI sound bank.

- B. Using and editing sounds.
- C. Creating drum and percussion tracks.
- D. Instrument utilities and settings.
- E. Multi-timbral playback of MIDI tracks.

III. Basic Composition and Organizational Techniques.

- A. Creating individual tracks for specific instruments.
- B. Creating original songs or arrangements with multiple tracks.
- C. Organizing a sequence for musical style and clarity.
- D. Study the work of professional music producers.

IV. Music Sequencing Software.

- A. Study and learn the interface for Pro Tools, and Reason
- B. Create a series of projects using these software tools.
- C. Work on film scoring projects where possible.
- D. Process and create final mixes of student projects
- E. Create CDs of student work.

V. Band-in-a-Box Automatic Accompaniment Software.

- A. Learn the Screen Interface and entry of data from leadsheets.
- B. Setting styles and entering chords.
- C. Adding improvised solos, melody harmonizations, and other features.
- D. Studying the rhythm section through Band-in-a-Box
- E. Using Standard MIDI Files to export Band-in-a-Box files to other software.
- F. Recording or importing melodies into Band-in-a-Box.

VI. Peak LE Digital Audio.

- A. Tutorial projects.
- B. Acquiring and editing sound effects.
- C. Synthesizer library of sounds.
- D. Editing digital sound tracks.
- E. Create original soundscapes.

VI. Music Notation Software.

- A. Tutorial projects and the software interface for Sibelius 5.
- B. Create projects in keyboard, vocal music, and larger ensembles.
- C. Original compositions and arrangements.
- D. Create and process scores and parts.
- E. Editing, proofing, and exporting work to digital audio.

Rules and Expectations: All students enrolled in this class are expected to know and abide by the Digital Media Lab rules as well as the Leland Student and Parent Handbook, and the San Jose Unified School District Student and Parent Information Handbook. A signed lab contract is necessary to use the lab and access the lab server.

Quizzes and Testing: Students will complete quizzes on each unit of the music fundamentals course. Much of the fundamentals and musical language instruction will be tested through lab software. There will be occasional quizzes or tests on the software used in class and there will be a written final exam.

Homework: Students are given written work sheets to complete with each chapter of the music fundamentals unit. These assignments are due on the next day of class. Other than the completion of these

worksheets, and studying for quizzes or test, most of the work in this class must be completed in the Digital Media Lab.

Research/Special Projects: Students will complete weekly projects in sequencing or notation software and are encouraged to complete at least one major music project each semester. Students will also have the opportunity to do live recording projects with Leland High School instrumental groups.

Class Schedule. Whenever possible course materials and the class calendar will be available on my teacher website — <http://halpeterson.com/digitalmedialab/electronicmusic/electronicmusic.html> — . Students who are absent are expected to keep informed as to homework assignments. Students who miss turning in an assignment due to excused absence have an extra day to submit the assignment.

Tardy, Participation Policies: These are defined and discussed in the lab contract.

Class Participation. Students are given participation points every semester. Points will be docked for violations of the lab contract.

Grading Basis: Individual grades are based on completion of class projects in notation or sequencing, participation points, worksheets or computer-graded units in the musical language, and tests and quizzes.

Lifelong Learning Standards stressed in this course are

Students Will Be Informed Thinkers who develop the skills to process and apply the techniques of digital audio to create electronic music sequences.

Students Will Be Collaborative Workers who assist each other and learn from each other's work.

Students Will Be Effective Communicators who can present information about music to others.

Student Contract for the Digital Media Lab (DML)

The **Leland High School Digital Media Lab** is a teaching lab with complicated audio, video, and Ethernet networking. Its primary purpose is to deliver technology instruction for the seven classes that are offered in the lab each semester. The hardware and software installation for each computer in the lab is designed to implement that instruction and is not to be altered by students. If there is a problem with any equipment, the student should report the problem to their instructor and let the computer lab staff fix the problem.

Food: No food, drinks, or gum chewing is permitted in the DML area. This includes bottles of water. This is a general rule at Leland, but is especially important in the lab. Liquids like water can destroy a computer keyboard which is why they are not permitted in the lab area. Food creates a mess and attracts rats and cockroaches. There is a designated area for any food item brought into the classroom — the shelves on at the front of the classroom by the door. If you need a drink of water during class, you can go up there to have it. A few students feel the need to eat food during class. Some have the nerve then to leave their litter hidden under the keyboards or the work stations. This behavior will result in a referral to the AP of Discipline.

Backpacks: Place all backpacks on the ledge under your workstation so that other students and staff can walk around without tripping. This also keeps your backpack safe and avoids a safety hazard.

Care of Your Desk Return: Only lean or write on the upper desk surface and not on the computer keyboard shelf. The shelf is not designed to hold your weight and will break if you are not careful with it. If you notice that the shelf is loose or wobbly report this to the instructor immediately so it can be fixed. Do not force the shelf open or closed.

Cleanup of Class and Personal Materials: Replace any manual you have used during class time to its proper location at the end of class. Be sure to take any personal papers, pencils, or media with you each day. Students should log off their accounts at the end of their session each day. You must quit any Internet browser prior to logging off.

This Is a Class Not a Play Room: Students are not permitted to listen to personal CDs, iPods or other mp3 players or play computer games during class time. Student Internet access is meant for research and creative assignments. It's not there so you can listen to non-class related music. Students need to give 100% of their attention to the class material. You can't do that while listening to outside music.

Cell Phones and Texting: This is not permitted in the classroom on a school-wide basis. There are designated times for that and it's not class time.

Software: All software permitted on the lab computers is for instructional purposes and is licensed for legal use by the school and school district. Students are not allowed to bring in or run any other software unless they have the express permission of the instructor. This includes any utility, game and Internet software. Students are to use class time to work on class projects and assignments. All of the software you need to complete the course requirements will be provided to you in the lab. Different classes have use of applications necessary for the class you are taking.

Computer Desktop and Peripheral Hardware: Each student is assigned an individual seat and computer. That is where that student is expected to sit and work on class assignments. Student desktops and software icons are set as part of our lab clone. Students are not permitted to change the desktop on their computer. These computers are part of a lab set, and need to remain consistent in appearance so that they are easy to maintain and troubleshoot problems. Likewise, students are not permitted to run the computers from other hard drives. Each station has several peripheral devices, a MIDI Interface, a MIDI keyboard, an M-Box2, and a USB Hub. Students are directed on the use of these devices depending on which digital media lab course they are taking. The USB hub is where students should plug in their thumb drives or portable hard disks. These will be installed during the school year at each station.

Lab Chairs: Each seat in a lab has a chair that goes with it. There is a number on the back of the chair that corresponds with the computer number. **Do Not** feel free to rearrange the furniture when you come into the lab. When you leave each day as part of your cleanup, the chairs should match the computer number. If there is a problem with a chair, talk to the instructor about it. Do not remedy the problem by taking someone else's chair.

Staff Areas in the Classroom: This includes the teacher work station, file server work station, and the instructor's desk in the front. Materials on these desks are not for students. Do not help yourself to things left on these desks. How would you like it if I went and helped myself to things in your backpack?

We Are Not a Stationery Store: If you need office supplies for your work in other classes, e.g. paper, pencils, pens, scotch tape, it is your responsibility to get those items on your own, not ask for them here. We do have a few limited items in the TA drawer. We do provide things needed for assignments in this class.

We Are Not A Homework Center: Class time in the DML is for work on our assignments, not your math or history homework, or your English term paper, or your stock market quotes. That also applies to our classroom printers and paper supply. Those are for our assignments, thank you. When you are given a long term assignment in here with several days of lab time to work on it, the expectation is that you are

working on it during our lab time. If you are given four hours of lab time to work on a creative assignment, that is what you would need to spend to get a good grade on the assignment.

Digital Lockers and File Backup: All students have a digital locker area on SJUSD servers. This is your backup location to store your class work, besides the hard drive of the computer. Usage is governed by San Jose Unified School District rules as described in the student handbook. Other campus file servers contain student assignments and drop boxes for completed work. Students are strongly encouraged to acquire and use USB backup devices like a USB stick or portable hard drive to save their individual work. This would be your most secure option for personal file storage.

MIDI Keyboards. MIDI keyboards are primarily for the use of the music classes and should be left covered when not in use. Please do not place heavy books or other materials on the lab keyboards. Treat the keyboards with care. Do not pound the keys or write on them. When in use, fold the keyboard cover into its attached pouch. At the end of the period, replacing the keyboard cover is part of your cleanup.

Coping of files and other peoples work. Students are to work only from copies of tutorial files provided by their instructor. Copying and submission of other people's work as your own is a cheating violation and will be dealt with under the appropriate school policies. When a student cheats on a tutorial or given class assignment, he or she is only cheating themselves, because to go to the second level of learning, creative processing, you must understand how things actually work from doing, not copying.

Lab Environment. The Digital Media Lab has assigned seating due to the complex nature of the classes, and proprietary requirements of some software. Each class will have their own log in account and desktop. Students are requested to maintain an appropriate work environment at all times. Talking loudly across the room would be an example of inappropriate behavior. Wandering around the classroom is not your job. If you have a question, raise you hand and ask the instructor.

Participation Points. As part of your grade in DML classes, all students will receive professional points, normally 100 per semester. Points are docked for not being on task, food or drink violations, wandering around the classroom, making noise that disrupts the class environment or class presentations, tardies, general rule violations, altering lab equipment, leaving a mess or not cleaning up their individual work stations at the end of class, or disruptive behavior that prevents others from learning. Student violations will result in five points docked from their professional points per violation. More serious violations will result in a referral and processing through the Leland AP of Discipline.

File Server. Much of the class work is available on our class file server called Big Mac. Students will learn to download files from the server for class assignments and projects. Students are reminded to only work on copies of these assignments. Students are not permitted to make changes on the server.

Grades. If you have a question about your grade on an assignment, you need to make an appointment with the instructor to discuss it. Grades will not be discussed openly in class or in front of other students. Students are reminded that all courses in the digital media lab receive double credit. That means units at Leland and also units at CCOC. Many assignments are graded on a rubric rather than the straight A-F basis you see on the grade book. Due to the double credit, there are several business components to the class assignments. As a result, this class has high standards for grading.

Campus Pass. No student is permitted to leave the classroom without the instructor's knowledge and permission. Students are allowed up to 5 bathroom passes per semester at a cost of 2 professional points per visit. Student bathrooms are twenty feet away. Students should use the bathrooms during their passing periods, not class time. Only one student is permitted out of class at a time, during lab time, and you must have the class pass. No passes are given during the presentation time at the beginning of each class. Don't

come in before the period begins and ask permission to go. You don't need a teacher's permission during the passing periods.

Cleanup. Lab cleanup starts 2 minutes prior to the class bell. Students are to remain in their seats until the bell rings. Students who do not complete clean up at their stations will lose participation points. Cleanup includes quitting all software, logging off, covering the equipment, replacing manuals, taking all personal papers and disks, and making sure your chair is replaced where it belongs.

Consequences. Most rule infractions involve docks of participation points. If a student is continually breaking a rule or class rules in general the next step is a student/teacher conference and then if the behavior continues, a student/parent/teacher meeting to discuss the problem. The next stage is referral to the AP of Discipline. An egregious offense, like fighting in the classroom, or defiance will result in immediate referral to the AP of Discipline.