#### University of South Carolina School of Music

# BAIN MUSC 336 Introduction to Computer Music

## **SYLLABUS**

#### Instructor

Dr. Reginald Bain, Professor Composition and Theory

## **Contact Information**

E-mail: rbain@mozart.sc.edu Voice mail: (803) 777-8183 Office: Music Building, R227

Office Hours: MWF 1:00-2:00 pm, and by appointment

## **Course Information**

Term: Fall 2021

Format: MW 12:00 - 12:50 pm; B3WEB¹ Location: Music Building, R006 Lab: Computer Music Studio B, R011 Blackboard Page: https://blackboard.sc.edu

Website: https://reginaldbain.com

#### **COURSE MODULES**

- 1. Course Introduction
- 2. Sound Editing & Transformation
- 3. Interactive Music Programming
- 4. Synthesis
- 5. Sequencing
- 6. Special Topics

## Description

An introduction to the theory and practice of computer music for digital musicians.

#### **Prerequisites**

General knowledge of personal computers (Mac OS or Windows) and an interest in electronic music.

#### Textbook (Open Access)

Burk, Phil, Larry Polansky, Douglas Repetto, Mary Roberts and Dan Rockmore. 2011.

Music and Computers: A Theoretical and Historical Approach, Archival Version.

Available online at: <a href="http://musicandcomputersbook.com">http://musicandcomputersbook.com</a>>.

## **Digital Course Materials**

All of the materials for this course are digital. Digital materials will be made available via the course Blackboard page and website.

# **Technical Requirements**

A computer, Web access, and a university-provided Blackboard account are required to access the digital course materials and submit work in Blackboard. The creative projects have been designed so they may be completed in a typical *home studio*. The following minimum equipment setup is required: (1) a desktop or laptop computer running a recent version of MacOS or Windows; (2) headphones or speakers. If you do not have an appropriate computer, the creative projects may be executed in Computer Music Studio B (Mac OS). If you run into any technical difficulties, please let me know as soon as possible via e-mail so that I may assist you.

## **Instructional Methods**

This course will be taught using multiple instructional methods including lecture, flipping, student-centered learning, group discussion, and guided discovery-learning activities with associated critical discussion.

<sup>&</sup>lt;sup>1</sup> Blended/Hybrid Up to 49% web. Course that is taught both face-to-face and online with 49% or less of the course offered online. Course meets in-person on Monday/Wednesday and activities/assignments are completed asynchronously online by students in lieu of a Friday meeting.

# BAIN MUSC 336 Introduction to Computer Music

I am always happy to help you. Please don't hesitate to ask for help. The earlier you ask for assistance the better.

# **Course Goals and Objectives**

Upon successful completion of this course, students will be able to:

- Edit and transform digital audio
- Program a computer to generate interactive music and sound
- Synthesize, sequence, and mix digital music
- Identify the acoustic and psychoacoustic principles involved in digital audio and sound synthesis
- Create original or derivative audio, programming, and sequencing projects
- Navigate the online literature for electronic music, computer music, and related disciplines
- Analyze electronic/computer music and place it within an appropriate historical context

## **Course Requirements**

Daily use of the course Blackboard page and website to access digital course materials. Weekly reading and *Listening Journal* activities. There will be three Blackboard exams and three creative projects (with associated supporting documentation and required file submissions). Each creative project is accompanied by a set of homework tutorials. Submission dates/times are available in the *Reading & Assessment Schedule* as well as in Blackboard.

#### **Electronic Submission of Work**

All work for the course will be submitted electronically (via Blackboard). Detailed submission guidelines and rubrics are provided for each creative project. Late work cannot be accepted – except in the case of a documented *excused absence*. Work that is not submitted is averaged into the student's homework grade using a score of zero.

## **University Policies and Student Services**

I will follow the university's **attendance policy**. Information about the university's **academic integrity** policy, **Student Disability Resource Center** (SDRC), and **other student services** is available on the course website (see *Links for Students*). If you are registered with the SDRC, please be sure I receive a copy of your *accommodation letter* during the first week of class so I may work with you (and with SDRC as necessary) to make sure your accommodations are met. The SDRC is located in Close-Hipp, Suite 102. You may reach the SDRC via e-mail <a href="mailbox.sc.edu">sadrc@mailbox.sc.edu</a>, or phone 777-6142.<sup>3</sup>

# **Classroom Policies**

I am committed to making each day we meet a safe, active, focused, positive, and distraction-free learning environment for everyone in the class. I expect all students to follow the university guidelines for classroom *safety* and *acceptable conduct*, as well as the *classroom etiquette* guidelines below:

- For current **classroom safety guidelines**, visit the: *COVID-19 Faculty Guidance for the Classroom Page*: <a href="https://sc.edu/about/offices">https://sc.edu/about/offices</a> and divisions/provost/academicpriorities/keepteaching/guidance/index.php>.
- For **current campus safety guidelines**, visit the *Novel Coronavirus (COVID-19) Landing Page*: <a href="https://sc.edu/safety/coronavirus/">https://sc.edu/safety/coronavirus/</a>.
- <u>Please do not enter the classroom while music is playing</u>. You may enter the classroom (as quietly as possible) when the when the music stops playing.
- <u>Cell phones</u> should be put in <u>silent mode</u> before the class begins.
- You are encouraged to bring your laptop to class. Please be sensitive to the fact that the use of electronic devices for non-class activities is a significant distraction to others.

## **Grading Scale & Distribution**

100-90 **A** 89-85 **B**+ 84-80 **B** 79-75 **C**+ 74-70 **C** 69-65 **D**+ 64-60 **D** 59-0 **F** 

10% – Homework (10%)

Technology Survey & Listening Journal (Midterm & final submissions: 5% ea.)

45% - Three Creative Projects (15% ea.)

45% - Three Exams (15% ea.)

<sup>&</sup>lt;sup>2</sup> Attendance policy: <a href="https://academicbulletins.sc.edu/undergraduate/policies-regulations/undergraduate-academic-regulations/">https://academicbulletins.sc.edu/undergraduate/policies-regulations/undergraduate-academic-regulations/</a>

<sup>&</sup>lt;sup>3</sup> SDRC website: <a href="https://sc.edu/about/offices">https://sc.edu/about/offices</a> and divisions/student disability resource center/index.php>.