

Intro to Computer Music MUA 2105

Tuesday 2:00 p.m. – 3:50 p.m.

Thursday 2:00 p.m. – 2:50 p.m.

4 MC

Location: YSTCM Computer Music Studio

Instructor: Assoc. Prof. Steven M. Miller

Office: YSTCM Sound Design (2nd floor practice room wing)

Phone: 6516 1300

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www: <http://pubweb.csf.edu/~smill>

Course Abstract:

Computer based composition, sound design, and performance are well established in contemporary music and serve to expand the creative resources available to composers and musicians. This course module will help students develop a fundamental understanding of these resources from aesthetic and technical viewpoints.

Course Description:

From the official online description:

Explores the techniques, repertoire and aesthetics of computer music. Composition and research projects are completed using the resources of the Computer Music Studios. Participation in at least one public performance programme is required.

Required Texts:

Charles Dodge and Thomas A. Jerse, *Computer Music; Synthesis, Composition, and Performance*, 2nd Ed.. Schirmer Books, 1997

Richard Boulanger, ed., *The Csound Book*. MIT Press, 2000

Additional reading online, on reserve in library, or distributed in class as assigned.

Recommended Texts

The following texts should be consulted for technical, historical, aesthetic, and cultural background related to the development of computer music:

Curtis Roads, *The Computer Music Tutorial*, MIT Press 1996

Curtis Roads, ed., *The Music Machine*, MIT Press 1992

Curtis Roads and John Strawn, eds., *The Foundations of Computer Music*, MIT Press 1987

MUA3274 Sonic Environments
Assoc. Prof. Steven M. Miller

Joel Chadabe, *Electric Sound; The Past and Promise of Electronic Music*. Prentice Hall 1997

Peter Manning, *Electronic and Computer Music*, Revised and Expanded Ed., Oxford University Press 2004

Thom Holmes, *Electronic and Experimental Music; Technology, Music, Culture*, 3rd Ed., Routledge 2008

Expectations Concerning Student Work:

Students will attend all classes, and arrive prior to the class time in order to begin class on time. It is the student's responsibility to sign in on the roll sheet provided at each class meeting.

Students will be responsible for completing readings, assignments, and projects on time. While acknowledging and allowing for special circumstances, students are expected to complete all assignments in a timely manner. Assignments are due at the beginning of the class period on the due date. Late assignments will receive partial credit. Students are expected to keep current on all reading assignments in advance of associated in-class discussions, demos, etc. Students will be expected to arrive at each class on time, well-prepared and able to make important and productive contributions to the discussions.

There will be 1 (one) mid-term written exam. The general content will be covered in a study sheet to be distributed approximately 1 (one) week before the exam date. There will be a final paper and no final exam.

4 main creative projects will be assigned over the course of the semester.

Grading:

Weekly assignments	10%
Project 1	10%
Project 2 (Midterm)	10%
Midterm exam	20%
Project 3	10%
Project 4 (Final)	20%
Final paper	20%
Semester Grade	100%

Note:

All reasonable attempts will be made to adhere to the schedule & information in this document. However, the instructor reserves the right to make changes, accommodations, and adaptations based on a number of factors including class progress, special opportunities, etc., as well as occurrences outside the instructor's control.