

Dance and Music Courses

Course Descriptions: The hours identified with each course description represent the amount of time spent in the classroom, laboratory and clinical area per week during a semester.

Prerequisite: A prerequisite indicates a course which must be successfully completed before enrolling in other courses as indicated.

Corequisite: This indicates a course which must be taken no later than the same semester as the course described.

Recommended Background: Indicates level of course background or other criteria a student needs to be successful in a course.

DANC 135

JAZZ STYLES

3 Hrs

This course provides students with the study of jazz dance technique and history for the beginner to intermediate dancer. Classes will incorporate movement experiences, discussion, improvisation, composition, and dance viewing to acquaint students with a range of jazz dance styles within a cultural and historical context. Musicality, movement dynamics, personal and period style, as well as the scientific and anatomical principles of dance technique will be discussed and emphasized. The student will be asked to investigate and explore their own mental, physical (behaviors, attitudes and principles that impact health and wellness), and emotional nature in relation to dance and their dancing, so as to inform and expand their capabilities as a dancer and artist. Emphasis will be placed on the student expressing themselves fully through movement. Various exercises and techniques in support of this process will require the student's active participation. These exercises will require students to participate in activities that demonstrate the importance of integrating physical activity into one's lifestyle.

Fall

DANC 136

BEGINNING BALLET

3 Hrs

This course provides a study of classical ballet for the beginner dancer. Classes are participatory, focusing on the development of proficiency in the execution of classical ballet movement vocabulary. The anatomical and scientific principles of dance techniques along with musicality, phrasing and movement dynamics will also be emphasized throughout the course. Students will be involved in barre and center work along with in-class discussions, readings,

video viewing, and dance compositions to form a deeper understanding and appreciation of the art of dance.

Fall, Spring

DANC 235

INTERMEDIATE JAZZ STYLES

3 Hrs

This course provides a study of classical ballet for the beginner dancer. Classes are participatory focusing on the development of proficiency in the execution of classical ballet movement vocabulary. The anatomical and scientific principles of dance techniques along with musicality, phrasing and movement dynamics will also be emphasized throughout the course. Students will be involved in barre and center work along with in class discussions, readings video viewing and dance compositions to form a deeper understanding and appreciation of the art of dance. Students will be asked to discuss and recognize human behaviors, attitudes and current principles that impact health and wellness. Student exercises will require students to participate in activities that demonstrate the importance of integrating physical activity into one's lifestyle.

Spring

Prerequisite: DANC 135

MUSC 100

UNIVERSITY SINGERS

1-3 Hrs

An opportunity to sing and perform a variety of musical selections for personal enjoyment and for public performance as representatives of the University of Saint Francis.

Fall, Spring

MUSC 131

MUSIC APPRECIATION

2-3 Hrs

The meaning of music materials, representative music literature. Listening to and becoming acquainted with masterpieces and their composers.

Fall, Spring

MUSC 135

HISTORY & INTRODUCTION TO MUSIC TECHNOLOGY

3 Hrs

The history and development of the technology and the technology business as it relates to making, recording and performing music. Timeline of the technology of the entertainment industry, film, major record labels and the evolution from Edison to the iPod. The class will explore the basic physics of sound and audio, outlining the difference between analog and digital audio, digital audio discussions of sample rate, bit and word resolution, and relating

digital audio and MIDI to music's current trends and implications for the future.

MUSC 136

MUSIC THEORY/MUSIC TECHNOLOGY IN EDUCATION 3 Hrs

A study of the rudiments of music, their notation and the tools with which to learn theory. The aural recognition of intervals, scales, triads and simple harmonic progressions will be aided by MT (Music Technology). Emphasizing clef readings, modulation and rhythmic devices, harmonic patterns, chromatic materials and more. Using current music technology to learn theory, the student also learns how to setup Music Theory lab.

MUSC 145

BEGINNING PIANO 3 Hrs

Students will learn the fundamentals of reading music and beginning chord theory in a piano lab. Drills will include practicing basic rhythmic structures, note-reading and sight-reading five-finger melodies. Piano skills will include playing chord patterns and intervals and developing basic hand technique. Students will become familiar with the piano teaching software, hardware and lab setup of a basic piano lab.

MUSC 151

APPLIED MUSIC PERFORMANCE 1-3 Hrs

An opportunity to play and perform a variety of musical selections in support of the University of Saint Francis athletic teams and public performance as representatives of the University of Saint Francis

MUSC 153

GUITAR I-BEGINNING 1 Hrs

This course is intended for students who have no experience playing the guitar. The focus is on fundamental skills, including reading traditional sheet music, tablature and chord charts. Students will learn to play finger-style and with a pick, identify and play chords and scales, strum basic patterns, and tune the guitar. Emphasis on formal technique through contemporary and folk repertoire. Students provide their own acoustic guitar in good playing condition.

Fall, Spring

MUSC 154

GUITAR II-INTERMEDIATE 1 Hrs

A continuation of MUSC 153, this course concentrates on classical and contemporary music with emphasis on complete fingerboard mastery through

formal technique and repertoire. Students will learn elementary music theory to play complex chords, play chords and scales in all positions of the guitar, and improve all aspects of reading skills associated with guitar. Students must purchase a capo and a footstool.

Fall, Spring

Recommended Background: Permission of the Instructor

Prerequisite: MUSC 153

MUSC 220

MIDI TECHNOLOGY

3 Hrs

In this basic lecture course students will become familiar with MIDI (Musical Instrument Digital Interface) history and concepts: MIDI connections, MIDI sequencing, Quantization, numerical MIDI values and MIDI controllers, MAC vs. PC MIDI vs. standalone MIDI, using MIDI for automation, MIDI loops, Sampling, MIDI editing and MIDI filtering and MIDI interfaces. Advanced topics include Programming for MIDI devices using MAX/MSP, C, etc. Study of software sequencers, interfaces, virtual instruments, drivers, and hardware support will be included.

MUSC 230

AUDIO TECHNOLOGY AND DAW SYSTEMS

3 Hrs

An explanation of DAW Systems will cover Sampling Theory / Digital Basics, Analog-to-Digital Conversion, Digital Audio Storage Media, Various Software / DAW Hardware solutions, Music Editing, Digital-to-Analogue Conversion, etc. Students will learn how to design, implement and operate a DAW system. An introduction to maintenance and trouble-shooting concepts will also be taught in the recording studio. Procedures discussed are those necessary in utilizing audio equipment and understanding essential aspects of studio design focusing on digital equipment. Students will develop practical skills building wiring diagrams and studio layouts, using test equipment, and procedures as required daily in the studio environment (backup archiving, etc.).

MUSC 240

ACOUSTICS AND AURAL THEORY

3 Hrs

In this course students will acquire a fundamental understanding of acoustics, psychoacoustics and the science of sound wave mechanics. Students will learn to calculate acoustic reverberation and solve problems of absorption, reflection, and diffusion in common structures and materials. Students will learn problem-solving techniques they can use to solve real-world acoustic problems in the various environments of today's studios. Also covered is the nature of listening and aural theory as it relates to live sound re-enforcement.

MUSC 271**HISTORY OF ROCK AND ROLL MUSIC**

3 Hrs

The various styles of rock and roll from 1950 through 1975 along with the cultural situation and themes that affected the music and the ways the music has influenced culture.

Fall, Spring

MUSC 272**JAZZ APPRECIATION**

3 Hrs

A survey of the periods, significant performers and stylistic idioms related to the history of Jazz music.

Fall, Spring

MUSC 300**SYNTHESIS**

3 Hrs

An exploration of the potentials of computer and electronic music synthesis. Basic concepts in the synthesis of music including generation of sound, voltage control and treatment of sound are covered. Students complete laboratory tasks on computer-based and standalone analog synthesizers and create a project that demonstrates the application of basic concepts. Also covered are types of synthesis in sound and music and their applications, such as Virtual Instruments, Samplers, and Soft Synths.

MUSC 305**TRACKING**

3 Hrs

The application and further development of the student's understanding of the aesthetic and technical considerations associated with tracking phase of the recording arts. To provide the student with intensive, direct experience with the process of tracking a professional-quality, multi-track recording using current analog and digital technology. Also covered are microphones and techniques of application.

Prerequisite: MUSC 230

MUSC 310**MIXING AND MIXDOWN**

3 Hrs

The course will cover signal flow of the mixing console as it applies to both recording and sound reinforcement; use of sonic effects; recording device limitations; mixdown formats; etc. The student will also be expected to exhibit understanding of terminology, creative use of effects, mixdown procedures and digital editing techniques to produce a pro-quality final mix project.

Prerequisite: MUSC 230

MUSC 315**ADVANCED MICROPHONE TECHNIQUES** 3 Hrs

This course covers more high-end microphones and advanced techniques as related to live recording, live sound and when used in a studio recording process. Also covered are in-depth analysis of microphone design elements/philosophy and how to predict a microphone's characteristics accordingly. Students will be expected to know the different types and brands and models of mics and what to specify in various situations.

MUSC 320**MUSIC TECHNOLOGY SALES** 3 Hrs

Students will learn how to qualify a customer and his needs. How to create an exchange of information with customers that will keep them coming back to your store and asking for you. Sales experts will teach you the most effective way of conducting a customer interview, and the right way to demonstrate music products. Other topics covered are long-term customer/salespeople relationships, growing customers is growing the business, online sales, and proper customer communications.

Prerequisite: MUSC 220, MUSC 230

MUSC 330**AUDIO POST FOR FILM & VIDEO** 3 Hrs

Advanced class picks up where *Surround Sound, Audio for Film & Video, Advanced Music Theory, Film Score – Emotion via Orchestration & Arrangement* leaves off. Sweetening, Sound FX, ADR (Automatic Dialog Replacement), advanced automation techniques in the filmscore studio, advanced concepts of audio sweetening and mixdown. Learning how to build effective post scores/mixes through critical listening and practical exercises. Advanced outboard processing for filmscore. Basic DVD authoring techniques will also be covered.

Prerequisite: MUSC 230

MUSC 370**INTRODUCTION TO RECORDING & PRACTICUM** 3 Hrs

Students will use basic recording, editing, mixdown, mastering and duplication techniques. Various recording methods will be explored both in concept and in practice. Also covered are compositional techniques relating to the recording process. Practicum will require a successful production project.

Prerequisite: MUSC 230

MUSC 380**LIVE AUDIO PRACTICUM** 3 Hrs

Students will learn operation of small, medium and large and portable sound systems, utilizing live sound mixing boards, microphones, compressors, EQ, RTAs, and delays. Study of integration and playback of prerecorded material such as tape, CD and digital. Also involves proper monitoring levels and solving common feedback problems. General 'Soundman' philosophies and problem solving also covered.

Prerequisite: MUSC 230

MUSC 385

RECORDING ENGINEERING PRACTICUM

Students participate in the pre-production and production phases of multi-track recording projects. Recording techniques discussed and explored in the context of both music production and sound design applications, with opportunities to record a wide representation of musical instruments, vocals, and sound effects. Tracking, overdubs, mixdown, ADR, post, sweetening, mastering and duplication processes will be required to complete practicum.

Prerequisite: MUSC 370

MUSC 400

STUDIO BUSINESS

3 Hrs

Basic lecture class introducing students to the business of starting, maintaining and profitably running a recording studio. Topics include record companies, management, promotion, publicity, radio, TV, film and online business. Also discussed will be employment opportunities, legalities, bookkeeping and computers for business.

Prerequisite: BUS 281

MUSC 405

AUDIO FOR FILM, VIDEO & ANIMATION

3 Hrs

This course examines the relationship of music to image. The roles of music supervisor, music editor, orchestrator, arranger, and composer are covered. Students spot and cut music to moving images and are introduced to the vocabulary needed to work with music editors, composers and the related business and legal aspects of the industry are examined. Also covered are stylistic arranging, instrumentation and orchestration to achieve specific emotion in the viewer/listener. Covers the concepts and applications of audio production for film and video. Students will explore the history of sound for film, filmmaking practices, THX and theatre sound formats, television audio production and synchronization with SMPTE. Industry techniques such as Foley and audio post-production will be examined. Also covered is audio production in the radio on and off-air studios.

Prerequisite: MUSC 230

MUSC 410**SURROUND SOUND 3 Hrs**

This introductory class teaches students about planning and mixing audio for the 5.1 surround sound format. Students will explore the potential of multi-channel sound and create surround sound projects with and without images. An intro to DVE authoring provides an output format for student projects and a historic perspective on multi-channel sound in media is presented. Other topics include DVD-A, SACD, mixing a single project for stereo and surround, 7.1 surround, mixing for the commercial theater, THX, Dolby, Sony DTS, car audio, and home theater audio.

Prerequisite: MUSC 230, MUSC 370

MUSC 415**MASTERING 3 Hrs**

This course will cover the what, where, when, how and why of mastering an audio project. Also covered are mastering of audio-for-video, surround mastering, CD vs. online music mastering, and mastering for alternative delivery formats.

Prerequisite: MUSC 230, MUSC 370

MUSC 420**ADVANCED MUSIC THEORY 3 Hrs**

A continuation of Music Theory and the analysis of harmony and form from the phrase to large instrumental forms. Instrumentation, arranging and compositional styles are studied also. There is a continuation of theory of aural and visual correlations and composing. Students will really realize the theory lessons via recording and performance.

Prerequisite: MUSC 385

MUSC 425**FILM SCORE / EMOTION VIA ORCHESTRATION &
ARRANGEMENT 3 Hrs**

This course entails analyzing the different audio components of a film score (music, dialog, sound effects, sound design). Students will be required to note the film theme, how it was developed, where it enters and exits the film and how it supports the dramatic intentions of the filmmaker. Students will produce scores for animation, TV shows and film shorts in this class.

Prerequisite: MUSC 385

MUSC 480**MUSIC PRODUCTION SENIOR SEMINAR 3 Hrs**

Advanced issues of music production are discussed and practiced. These include musicality, client relations, engineering, budgets, etc. An individual emphasis is provided to help the student focus on these technical, artistic, organizational and personal aspects. The course centers on completion of a major project. The students' professional goals are solidified through examination of professional career opportunities. Students develop résumés and portfolio material that help them realize their career goals. Capstone class. Recommended Background: The student must be in his/her senior year and have completed all relevant course requirements

MUSC 496

INTERNSHIP

3 Hrs

Study in the field; area of special interest – Music Technology

Sales/Marketing/Management; Recording, Engineering and Production; Audio for the Creative Arts

Recommended Background: Approval of Music Technology faculty