**Modules Catalogue: DL838 – BA (Hons) in Creative Music Production**

Erasmus students can study year 2 for one semester or the full academic year.

The programme offers two pathways: Production **OR** Practice (and some core modules for all students).

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| **YEAR** | **MODULE TITLE** | **ECTS** | **SEMESTER** | **MODULE AIMS / LEARNING OUTCOMES** |
| 2 | **Client-Based Composition**  (core module) | 15 | 1 | This module aims to consolidate previous learning in the areas of music theory and audio production, while introducing advanced techniques and tools. The objective of the module is to develop these skills in the context of client-focused professional practice. Practical skills typically utilised by the Creative Sound Practitioner are further focused upon. The module provides support and context to other creative elements of the course. It should be noted that the client is more often than not notional/simulated; client briefs and meetings are however based firmly on industry practice.  On successful completion of this module, the learner will be able to:  1. Describe various musical genres in the context of compositional devices and music theory  2. Utilise practical orchestration in the context of music production  3. Apply musical language, techniques and devices, as well as orchestration skills to creative musical arrangement and scoring/accompaniment exercises  4. Compose a piece of creative music to a client brief  5. Demonstrate aural skills relevant to music theory in context  6. Complete audio projects to varying client requirements/briefs/criteria  7. Apply advanced audio production techniques. |
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| 2 | **Creative Audio Programming**  (Production Pathway) | 10 | 1 | This module aims to offer an understanding of the creative use of high-level audio programming languages. The module complements the engineering and production modules, as the language is taught from a signal flow point of view, thus consolidating knowledge. It also aims to illustrate the vast opportunities for creative use afforded to students. Immediate application as opposed to programming syntax is focused on. The objective of the module is to build competence in programming fundamentals and apply it to creative audio tasks.  On successful completion of this module, the learner will be able to:  1. Describe and utilise the chosen audio programming language  2. Describe audio synthesis and signal processing methods  3. Create musical computer instruments  4. Create signal processing instruments  5. Creatively utilise audio programming. |
| 2 | **Creative Studio Engineering**  (Production Pathway) | 5 | 1 | This module develops studio work from year 1, aiming to consolidate while introducing advanced professional studio techniques and practices.  Practical learning in a professional environment is prioritised. Soft skills are again emphasised. Creative use of equipment will be encouraged and enabled.  On successful completion of this module, the learner will be able to:  1. Utilise pre-production techniques and best practice  2. Control the signal flow of a professional mixing console and advanced outboard effects units in some detail  3. Apply advanced studio techniques  4. Apply studio best practice. |
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| 2 | **Genre + Ensemble**  (Practice Pathway) | 10 | 1 | This module aims to develop students' ability as performers in collaborative scenarios. The module is the first in a learning strand designed to inspire musical creativity, inclusion, empathy and synthesis of ideas.  The objective of the module is to enable learners as competent performers in a group scenario. The module sits holistically within the programme; group work skills are a key soft skill that is prioritised throughout; this module encapsulates this aspect of the programme ethos in a tangible and creative manner. Both lecturer/tutor and student should remain cognisant of the ethos of the programme in the context of technology-enabled performance. Relevant aspects of the programme as a whole should thus provide insight and be complimentary. The module (and indeed the Practice pathway) embraces new performance paradigms in considering electronic performance solutions.  On successful completion of this module, the learner will be able to:  1. Collaborate with peers in an appropriate ensemble  2. Apply performance skills within an ensemble setting  3. Demonstrate fundamental listening skills appropriate to ensemble playing. Accompany others in various musical scenarios  4. Use technology creatively to enhance performance. |
| 2 | **Creative Performance I**  (Practice Pathway) | 5 | 1 | This module aims to develop and consolidate students' ability as performers on a primary instrument. The module is part of a learning strand aiming to culminate in professional performance as an informed, capable and flexible musician.  The objective of the module is to enable learners as competent performers. The module sits holistically within the programme; industry and technological context, non-genre specific skills and professional standards are thus afforded parity with performance virtuosity. Both lecturer/tutor and student should remain cognisant of the ethos of the programme in the context of technology-enabled performance. Relevant aspects of the programme as a whole should thus provide insight and be complimentary. The module (and indeed the Practice pathway) embraces new performance paradigms in considering electronic performance solutions.  On successful completion of this module, the learner will be able to:  1. Demonstrate fundamental technical instrumental skills  2. Apply acquired technical and interpretive skills to play a short unprepared piece at sight  3. Perform in a recognised professional scenario. |
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| 2 | **Client-Based Production**  (core module) | 5 | 2 | This module aims to further consolidate and advance previous learning in the area. The objective of the module is to again focus on client-based professional practice; audio production is addressed as a collaborative area offering career opportunities. Practical learning in a professional environment is prioritised, leading to an intended high standard of student work. Soft skills are again emphasised and considered in all aspects of the module.  On successful completion of this module, the learner will be able to:  1. Create and implement a feasible production plan based on client meetings and resources / requirements / limitations  2. Practically utilise pre-production techniques in the context of client briefs  3. Utilise basic mastering techniques  4. Critically assess an audio mix/edit. |
| 2 | **Musicology + Contextual Studies**  (core module) | 10 | 2 | This module aims to:   * Provide an understanding of the effects of music on popular culture and political climate * Introduce the student to the narrative possibilities of music * Provide awareness and understanding of the significance, range, contribution and international context of Irish Music, as well as its common idioms and references * Provide the student with a thorough understanding of the history and evolution of music * Deepen the knowledge of genres of popular music forms * Create an understanding of the power of the human voice to shorten and lengthen social distance with microtonal changes * Provide an awareness of the psychological impact of music in terms of mood and physical response.   On successful completion of this module, the learner will be able to:   1. Discuss different musical genres, and their provenance and interrelationships 2. Assess contemporary music in the relation to political and social placement 3. Discuss the relationship between sound and image 4. Assess the use of music in relation to narrative structure and conveyance 5. Evaluate the importance of pacing, tempo and cadence in film sound 6. Create a short video research project. |
| 2 | **Elective**  (core module) | 5 | 2 | The aim of this module is to:   * Provide the learner with an opportunity to study outside of their normal discipline and to encounter a range of practices, themes, ideas, creative and critical approaches which are new to them * Allow learners to work with students and staff from across the Faculty, to collaborate and encounter new areas of study * Provide professional development, networking and learning opportunities with peers and lecturing staff from across the Faculty * Gain a basic level of proficiency in a specified practical skill through workshops OR develop their critical understanding of disciplines in the Faculty and the associated research skills through lectures and seminars.   On successful completion of this module, the learner will be able to:  1. Identify key concepts and approaches to work in a discipline  2. Research the historical and cultural context for their project  3. Develop a project that demonstrates proficiency in a specified skill OR a critical understanding of a new discipline  4. Maintain a reflective journal of work undertaken and knowledge / insight gained  5. Present final project work. |
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| 2 | **Audio Mixing**  (Production Pathway) | 5 | 2 | Following on from the Creative Studio Engineering module, the focus here is on mixing an audio project. The subtle skills and critical listening necessary are delivered through practical work and formative feedback.  On successful completion of this module, the learner will be able to:  1. Enhance an audio project using advanced effects and processes  2. Create and evaluate a professional multitrack recording and mix  3. Illustrate critical listening skills in the context of audio mixing. |
| 2 | **Audio Electronics**  (Production Pathway) | 5 | 2 | The aim of this module is to introduce students to audio electronic technology in a practical context. The module objective is to build the skillset required to complete an audio electronics project in a lab environment.  On successful completion of this module, the learner will be able to:  1. Competently use a multimeter, power supply unit and other electronic test and signal generation equipment  2. Perform simple measurement of signals  3. Describe basic electronic components  4. Build simple circuits  5. Identify faults in simple circuits. |
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| 2 | **Creative Performance II**  (Practice Pathway) | 5 | 2 | This module aims to further develop and consolidate students' ability as performers on a primary instrument. The module is part of a learning strand aiming to culminate in professional performance as an informed, capable and flexible musician.  The objective of the module is to enable learners as competent performers. The module sits holistically within the programme; industry and technological context, non-genre specific skills and professional standards are thus afforded parity with performance virtuosity. Both lecturer/tutor and student should remain cognisant of the ethos of the programme in the context of technology-enabled performance. Relevant aspects of the programme as a whole should thus provide insight and be complimentary. It is also worth noting that the module (and indeed the Practice pathway) embraces new performance paradigms in considering electronic performance solutions.  On successful completion of this module, the learner will be able to:  1. Demonstrate instrumental skills in a performance context  2. Perform a short solo primary instrument recital to a semi-professional standard  3. Demonstrate technical knowledge of primary instrument and instrument set. |
| 2 | **Artist Development**  (Practice Pathway) | 5 | 2 | This module aims to explore crucial secondary aspects of creative music practice, such as audience engagement, image control, PR, psychological considerations, aspects of pre-production and professionalism.  Its objective is to contextualise more practical modules as well as introduce and explore crucial elements of professional performance.  On successful completion of this module, the learner will be able to:  1. Analyse audience engagement techniques  2. Evaluate contemporary and established issues in branding and media in music practice  3. Discuss the psychology of individual/group performance. |