Digital Music Production
Course Code: 05124

Rationale Statement:
The Digital Music Production course provides students with the basic knowledge and technical skills needed to prepare them for post-secondary study or entry-level employment in the Digital Music Production industry. Students will develop knowledge of the business of music, music copyright, studio recording and the creation and use of electronic music in the Entertainment Business, Computer Gaming, Internet Technology and Music Production. They will also develop the technical skills to operate the equipment necessary to produce a finished audio production.

Suggested Grade Level: 9-12

Topics Covered:
- Audio Production for Music
- Digital Music Recording and Editing
- Music Copyright
- Audio Production for Computer Gaming Industry, Internet, Digital Video
- Music and Audio Careers

Core Technical Standards & Examples:

Indicator #1: Discuss careers in digital music and audio production	
Bloom's Taxonomy Level	**Standards and Examples**
Understanding	**DMP1.1 Identify opportunities and occupations in the field of digital music.** Examples: • Research audio and music production companies that supply music to the entertainment industry • Interview professional musicians who create music for broadcast • Explore the requirements, skills, wages, education, and geographic opportunities in audio and music technology • Evaluate the importance of music and audio in entertainment
Applying	**DMP1.2 Demonstrate personal musical knowledge and interests** Examples: • Assess computer games for effectiveness of music and sound effects • Rate movies, television and films according to audio production • Identify music technology in pre-recorded music beds and sound

	effects • Illustrate the affect of music production in movies • Write a music review for a popular music band
Analyzing	**DMP1.3 Examine music copyright** • Distinguish basic copyright laws as they relate to music technology applications. • Examine ethical and legal issues relating to digital music recordings • Compare copywriting procedures for original compositions or productions
Indicator #2:	**Analyze digital audio production equipment & software**
Analyzing	**DMP2.1 Examine the process of basic sound recording and capturing** Examples: • Identify the major types of recording media and the advantages and disadvantages of each • Record and listen to sounds using available recording devices i.e. cell phones, audio recorders, mp3 players, video camcorder • Write a reflection on historical development of sound recording devices, methods or usage • Draw examples of sound frequencies • Compare recording equipment for sound quality
Analyzing	**DMP2.2 Analyze recorded and live audio for technical and aesthetic quality** Examples: • Listen to and discuss “live” audio and compare it to studio recordings • Research digital studios based on acoustics, microphone placement and ceiling height. • Explore live concert venues and discuss speaker placement, microphone amounts, placement, and arena capacity
Analyzing	**DMP2.3 Examine music recorded by musicians and music created by computers** Examples: • Compare real guitar sound with a digitally created guitar piece • Differentiate analog and digital sound quality

	• Classify examples of analog and digital music use in entertainment venues
Indicator #3: Create digital music	
Bloom's Taxonomy Level	**Standards and Examples**
Creating	**DMP3.1 Select appropriate audio production equipment and techniques** Examples: • Use basic audio and editing industry terminology in context. • Transfer recorded sounds from recording device into appropriate audio production software (Free Shareware or Licensed Software) • Change volume levels for multiple audio tracks • Use meters to identify overloading or clipping in playback of recorded material. • Apply audio effects - panning, equalization, fill et al to audio samples using music production software
Creating	**DMP3.2 Generate audio and music separately for use in musical piece** Examples: • Produce drum beats using music production software • Create strings and horn tracks to design layered music bed • Compose guitar track to blend with digitally created musical instruments • Construct track by "cutting and pasting" sections of recorded material
Creating	**DMP3.3 Construct layered digital music for publication** Examples: • Create music soundtracks for visual arts media • Compose music influenced by the genre and time periods of other artistic mediums • Apply electronic equalization affects to enhance individual music layers