

MUSIC TECHNOLOGY AND NEW MEDIA

Subject (module) title		Subject code	Study Programme (-s)
Music Technology and New Media		M175418	<i>Music Performance (ECMAster and other specialisations), Composition, Art Theory (Musicology, Ethnomusicology)</i>
Lecturer (-s)			Department where the subject is delivered
Mantautas Krukauskas			Department of Composition
Study cycle			Type of the subject (module)
Second (Master)			Optional
Mode of delivery	Semester or period when the subject is delivered		Language (-s) of instruction
Lectures, seminars, creative practical work, distance learning <i>(minimum number of the students in the course: 3)</i>	Semesters 1-3 / <i>Music Performance (ECMAster)</i> Semesters 1- 4 / <i>Other programmes</i>		English / Lithuanian
Prerequisites and co-requisites			
Prerequisites: Bachelor Degree in Music			Co-requisites (if any): none
Number of ECTS Credits	Total student workload (in hours)	Contact hours	Self-study hours
5	133	34	99
Aims of the subject (module)			
To provide students with a core understanding of music technology and new media as well as related techniques and tools for production, recording, performance and promotion of music in diverse media contexts.			
Abstract of the subject (module) (up to 500 characters)			
This subject will provide a state-of-the-art overview of music technology and new media. Students will be introduced to the key principles of acoustics and perception, main ways and techniques of working with technology and media in contemporary contexts. The course combines theory, audiovisual and interactive examples, and individual creative work. This course will enable students to understand the major principles of music technology and new media, provide essential skills in employing music technology and new media in a creative way; and will develop critical listening skills and assessment of contemporary cultural contexts, and contribute towards development of creativity.			

Competences to be developed (learning outcome No. in the programme)	Learning outcomes of the subject (module)	Teaching and learning methods	Assessment methods
Graduates will acquire good knowledge of musical language, historical development and performance practice of the repertoire in the selected specialisation (individual periods, styles, genres etc.), be able to build interpretational decisions on this knowledge and/or art research in all stages of the development of musical programmes (2.1).	Broadening knowledge of contemporary music using music technology and new media	Analysis of texts and artistic work, practical tasks using technologies and tools, creative work	<i>Accumulative assessment:</i> active participation during the course and preparation/presentation of the creative project
Graduates will understand the links between traditions of interpretation in the selected specialisation, international performance standards and different contexts of artistic and cultural activity; will be able to develop a consistent musical and/or interdisciplinary art programme for a particular cultural and/or social context (2.2).	Acquiring core skills for music performance using technology		
Using their intellect and erudition, graduates will be able to analyse and critically assess creative processes and their significance in the changing contemporary cultural context; anticipate potential trends in the development of performance art and possibilities for influencing them with their artistic ideas; demonstrate these abilities in research thesis (4.1).	Critically analysing and assessing the relevance of technologies and tools as well as aesthetical and conceptual aspects of music performed with technology and new media		
Graduates will be able to analyse and critically assess the process and results of their own	Applying acquired knowledge of music and		

creative activity and that of other artists; provide suggestions for improvement; adapt to changing conditions of the creative context and present their insights in practical training, seminars and/or classes of excellence, preparation of the master's art project/projects and art research related to creative activity (4.2).	new media through development of creative performance project with technology as well as analysing outcomes their own and other students' work	
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Topics	Contact and self-study hours and assignments									Assignments
	Lectures in large groups	Individual classes	Seminars	Practical training in small groups	Practical training in large groups	Preparation for the exam / Rehearsals / Consultations	Exam / Pass/Fail	Total contact hours	Self-study hours	
1. An overview of music technology and new media in 21 st century: key techniques and strands	2							2	1	Reading and analysing of texts and literature; watching, listening to and analysing artistic work; practical work with chosen music technology and media tools; development of a creative project in music technology
2. Understanding technology and new media: core principles of acoustics, perception, and cultural context	4		2					6	8	
3. Major principles of digital technology in the context of music and new media: history, techniques and tools	4		2					6	10	
4. Main processes of music recording and production	2				2			4	15	
5. Performing with technology (live electronics and media art): main techniques and tools	2				4			6	20	
6. Music in the context of Internet and related media	2		1					3	5	
7. Playing with technology: analysis of examples of existing artistic work in the context of music and media and development of individual artistic projects			2		5			7	20	
8. Examination							2		20	
Total:	16		7		8		2	34	99	

Assessment strategy	Weight in per cent	Deadline for completing the assignments	Assessment criteria
Active participation during the lectures and seminars	50	During the semester	Active participation in lectures, seminars, and practical training; completion of the provided practical, reading, artwork analysis and presentation tasks
Exam: preparing and presenting a creative project in music technology	50	During the examination period	Final assessment covers the presentation of the creative (composition or performance) project using music technology and new media (which may be also completed collaboratively with other students following the same course) by choosing the right tools and medium for the creative concept. The relevance of the chosen medium as well as the aspects of complexity and creativity will be the main criteria for the evaluation.

Author	Year of publication	Title	No. of periodical or volume of publication	Publisher (place, publishing office) or Internet link
Compulsory materials				
Cook, Perry R. (ed.)	2001	<i>Music, Cognition and Computerized Sound: an Introduction to Psychoacoustics</i>		Cambridge: MIT Press
Hosken, Dan	2014	<i>An Introduction to Music Technology</i>		Routledge
Huber, David M.	2013	<i>Modern Recording Techniques</i>		Focal Press
Holmes, Thom	2015	<i>Electronic and Experimental Music: Technology, Music and Culture</i>		Routledge
Additional materials				
Manning, Peter	2013	<i>Electronic and Computer Music</i>		Oxford: Oxford University Press
Styhre, Alexander	2008	<i>Perception and Organization: Art, Music, Media</i>		Palgrave Macmillan

Approved by <i>ECMA</i> ster work group	2018-06-05	No. 2018-01
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