

MODULE DESCRIPTIONS

Pop Performance Studies 1A and 1B (Pop Performers) /

Performance 1A and 1B (Jazz/Classical Performers)

Performance studies modules represent the core learning experience for performers on the BMus degree. Students may choose between studying pop, jazz or classical music. Individual tuition is given on their principal instrument. Solo performance is assessed at the end of the module, with the emphasis in this module being on individual technical work, studies and orchestral extracts (where applicable). Ensemble experience is provided in pop performance workshops (Pop Performance Studies 1A/1B), or by a range of ensembles (Performance 1A/1B), and is assessed continuously by ensemble leaders.

Pop Performance Studies 2 / Performance 2

Students may choose between studying pop, jazz or classical music. This module will help students further develop their individual performance skills with a focus on dealing with live events and a range of relevant stage skills.

Sound Theory

This is largely a theoretically based module designed to give students a solid grounding in the theory and practice of appreciating and recording audio at a professional level. There will be an introduction to the physics and propagation of sound - designed to familiarise the student with the terminology used by professional audio engineers and record producers. In addition there will be a tour through the multi-track recording environment, covering all of the fundamental aspects of theory and technique. A programme of "ear training" will encourage a greater appreciation and understanding of audio production and recording.

Desktop Composition

This module looks at composing and creating music on computer-based systems. It examines theory and practice in the composition and production of popular electronic music through the analysis of historical examples, discussion of musical genres, and principles of sound synthesis, sampling, sequencing and music production. Students will become confident in composing instrumental tracks and creating remixes, using professional MIDI sequencer programs, hardware and software synthesizers and samplers, the application of production techniques and publication of finished mixes on CD and in online formats.

Sound Practice

This module is a practical continuation of the audio theory module and it covers all aspects of the recording studio and the recording process. The module will extend the ear-training techniques and examine each component of the studio in detail. In addition, it will address the techniques of recording coupled to the technology, providing each student with a backbone of knowledge designed to help the recording demands of the second year. The module is primarily concerned with the gaining of skills necessary for the practical use of contemporary studio recording systems. Students will work in groups to perform and record a complete project in the studio.

Studio Recording 2

This module develops the creative engineering skills gained from the Studio Recording 1 module. It includes session planning skills, production/mixing skills and modern recording techniques. Students

will be encouraged to take responsibility for complete productions in a professional standard studio, and they will experience the pressures of working and performing in a near commercial environment within set time constraints. The module teaches appreciation of transferable skills such as programming and critical analysis, skills vital to the completion of set projects. This module requires students to take these skills and start thinking like a professional by learning to plan sessions efficiently, and their assignment work will be assessed on their artistic production decisions as well as their technical proficiency. Additionally lectures will include discussion and debate, requiring a high level of critical reflection and analysis.

Role of Music Management

The module is designed to develop an understanding of the mechanics of music production and marketing and give students a clear idea of their employment opportunities within the industry. Students will gain an appreciation and knowledge of the development of the role of the manager in today's global music and entertainment industry. They will gain a grounding of key skills and knowledge appropriate to managing and developing an artist across all genres. Students will also receive grounding in key figures within the industry and support organizations available to them to develop their professional careers.

Composition and Arranging

This module focuses on the analysis and composition of popular music in various generic styles and it examines compositional techniques used by contemporary songwriters. It further develops the arranging skills developed up to this point and enables students to use theoretical and analytical skills in composition in a variety of popular music styles using a small ensemble in the popular music idiom. The module also expands the students' skills in music processing and programming technology.

Composing and Arranging Workshop

The module will equip students with the ability to compose and arrange songs for a diverse range of instrumentation in a number of contemporary music styles. The module will facilitate students with extensive practical composition and arrangement techniques using sequencing and traditional scoring where appropriate.

LCM Music Factory

This module requires each student to complete an individual set portfolio of three recorded tracks to a professional standard. This will be based upon the students' individual areas of musical interest using relevant skills. This will expose each student to a 'real life' environment where a set task must be completed to professional standards and to a deadline. The module will require students to perform on the three tracks, as well as organising and directing musicians for all the required parts. This module is a preparation for the final music technology showcase project in the next year.

Touring Logistics and Planning

This module will look at the practical, technical and legal aspects of live events. It will also include practical methods of promotion and marketing. This is a vibrant and expanding area of the music industry, where there are many opportunities for performing musicians.

Music Management

The module is designed to further develop an understanding of the mechanics of music production and marketing and give students a clear idea of their employment opportunities within the industry. Students will also be able to enhance their business skills.

Showcase Studies

This module helps students understand the key concepts of design, image and saleability. It deals with issues that have traditionally resided in the hands of management, record companies and publishers such as publishing, marketing through a website and mailing lists and distribution through publications and retail outlets. Students will have technical insights into a future musical career enhanced by the added independence gained from the experience of producing and marketing their own work.

Performance Project

This option provides students with proven expertise in musical performance to instigate, plan, rehearse and perform a short programme of popular music. Students are expected not only to perform their chosen programme to a suitable level, but also to investigate the background of the music performed, and demonstrate knowledge and understanding of context and content.

Music Technology Showcase Project

This module offers students an opportunity to work independently and produce a self-managed piece of work in an area of particular interest. The project will involve the research, design and creation of a self-selected or commissioned artefact relevant to the course. This module will work alongside Showcase Studios and the Performance Project and will be a CD with recordings of the original music composed for those live performances.

Composing for Moving Image

The module puts the student into the role of a 'Sound Designer/Composer' – an increasingly important profession that is responsible for providing film in particular with its acoustic identity. Part of the module will include investigating the creative aspects of sonic art and also the relationship of sound to moving image. Students will compose original and imaginative audio to support and manipulate the meaning of moving image sequences.

Music Education Workshop (Optional Module)

Students will work on a music project that will take place in local schools. This module is an ideal first step into music teaching. It will involve devising practical learning activities and assessing their effectiveness.

Experimental Sound (Optional Module)

This is a module that explores the world of sonic art. Students will be able to conceive an idea, research and produce a piece of sound/audio art, which can take many forms from a CD to a public installation.

Live Sound Practice (Optional Module)

This is a long thin module that runs all year. Places are limited and will be allocated based on a formal application, covering letter and supporting CV. Students working as a team record all live events and concerts for SRMC. This will involve setting up and running PA systems, negotiating with organisers and performers as well as using a wide range of recording methods.