

Semester 2

Learning Objectives

- Concisely describe the current technologies implemented in sound synthesis.
- Demonstrate the use of digital synthesis technologies in manipulating sound and creating music.
- Work collaboratively within a team to jointly make decision, solve problems, and create a common direction for a project.
- Work with a team member in the development and completion of a musical synthesis project.

Historical Foundations and Current Technology

- Hardware based synthesis
- Software based synthesis
- Current Varieties of Synthesis
 - Analog, FM, Digital, Sampling, Processing

Digital Synthesis

- Learn to use digital synthesis tool
 - What is it electronically? (from both the engineering and musician view points)
- Instruction in Cooperative & Collaborative processes
 - Developing a creative relationship
 - Psychological relational models of collaboration
 - Small collaborative experiences though learning the technology

Team Projects

- Create a musical environment
- Create a new musical experience for a traditional musical form (or composition)
- Create an educational tool (app) that enables a group of people (socially limited, disabled, culturally deprived populations) to communicate or experience emotion and/or feeling through music
- Create a musical composition with an audience in mind

Included in both courses:

Weekly process journal

- Current thinking

- Changes in understandings
- Current goals

Interviews

- Prior
- After

Observations

- During coursework
- Collaborations
- Think aloud during creativity

Self-report

- Learning
- Meaning of experience
- Impact of involvement
- Transfer to discipline