

MUS 517, Introduction to Computer Music
Instructor: Margaret Schedel

MUS 517 is a hands-on introduction to the use of computers in the creation and performance of music. Topics include hard-disk recording and mixing, computer manipulation of natural sound, a bit of MIDI, software synthesis, and computer-interactive music. In addition, there will be a "literature" component to the course — we will listen to important works of computer music, and discuss aesthetic issues and production techniques.

This is a graduate-level course. There are lab assignments each week, as well as reading and listening assignments, usually with a short précis or chart in response. There is also a final project, which may be a short piece, a program or a paper (or anything else that you and I think is interesting). Weekly, you should expect to spend 3-9 hours on projects (some work may only be possible in the Studio), and 1-3 hours listening/reading in the library.

The course is open to and appropriate for all Music Department Graduate students (others with prior permission). For composers, you need to have taken 515 first. I do not assume extensive computer knowledge; I do assume basic computer literacy. I also assume musical training and background. We usually get a lively mix of people with a broad range of expertise and interests: the more the merrier!

MUS 517 is counted as a non-studio Theory course for MM students — many performers have taken the course and have enjoyed it. It is not considered a course from which one can develop a DMA paper, but DMA students are also welcome, and have also enjoyed the course.

This counts as a theory course only for performers in the MM program.

3 credits