



Programme syllabus

Faculty of Arts and Humanities

Musik- och ljuddesignprogrammet, 120 högskolepoäng

Design of Music and Sound Programme, 120 credits

Level

First Level

Date of Ratification

Approved 2009-06-17

Revised 2017-05-29 by the Faculty Board within the Faculty of Arts and Humanities

The programme syllabus is valid from spring semester 2018

Prerequisites

General entry requirements.

Description of Programme

The Design of Music and Sound Programme aims to provide students with good knowledge of the music scene and prepare them for administrative and practical positions within both the public and private music industry. The programme also aims to provide students with good practical and theoretical knowledge in five profile areas within the subjects Electrical Engineering, Musicology, Sound Production, Information Technology and Business Administration. Students should develop their abilities to carry out independent analyses and critical discussions. After completing their studies, each student should be able to lead a project from a concept to a finished music production. The programme focuses on popular music but also includes introductions to classical music genres.

Objectives

Central qualitative targets according to the Higher Education Ordinance

Knowledge and understanding

For a Higher Education Diploma the student shall

- demonstrate knowledge and understanding in the principal field (main field of study) of the study programme, including awareness of the disciplinary foundation of the field and knowledge of some applicable methodologies in the field.

Competence and skills

For a Higher Education Diploma the student shall

- demonstrate the ability to search for, gather and critically interpret the relevant information in order to formulate answers to well defined issues in the main field of study,
- demonstrate the ability to present and discuss his or her knowledge with different audiences and

- demonstrate the skills required to work autonomously with specific tasks in the main field of study.

Judgement and approach

For a Higher Education Diploma the student shall

- demonstrate knowledge about and be equipped to deal with ethical issues in the main field of study.

Programme-specific objectives

After completing the programme, the students should be able to:

- account for basic musicology perspectives on recording and audio techniques,
- apply knowledge of the physical properties of sound and the functions of listening in creating, realising and presenting audio and music productions for specified target groups, and describe and analyse audio and music productions,
- demonstrate the ability to deal with current changes in the production conditions of the media business, especially concerning to the influence that audio technology has had on these,
- in speech and writing account for the ways in which specific equipment can be used in a recording session by describing possibilities, limitations as well as appropriate working methods,
- evaluate their own knowledge within the field of sound design, and identify the need for knowledge for further learning,
- in speech and writing communicate sound and music design to others within the business, in both national and international arenas,
- independently initiate, plan, manage, conduct, demonstrate and document audio and music productions within several fields of application,
- describe and independently evaluate audio and music productions technologically, aesthetically and contextually.

Content

This programme is carried out in cooperation between Dalarna University (DU), Mid Sweden University (MIUN) and Linnaeus University (LNU) and is mainly run as a distance programme with online teaching. Joint gatherings may occur. Campus-based teaching may also be offered for students in their chosen specialisation.

Students are encouraged to follow and participate in the learning and development of the design of music and sound by participating in different kinds of cultural events.

The programme has a coordinator responsible for quality assurance, development and coordination. The Programme Advisory Board is responsible for the long-term, strategic development of the programme. The Design of Music and Sound Programme is carried out at the Department of Music and Art. The programme is based on collaboration with researchers, music pedagogues, practising artists and teachers with practical experience of the music business. The programme has a management group consisting of teachers responsible for the courses in the programme. There is also a Programme Advisory Board with teachers, a student representative for each year in the programme, and a representative from the music business. The department management and representatives from the music business may be co-opted. The programme has a coordinator with the overall responsibility for the programme.

Programme Overview

The programme consists of 120 credits, including 60 credits within the main field of study, musicology.

Courses in the programme

The programme runs at both half-time and full-time speed, with different order of courses.

Half-time studies

Semester 1

Introduction to Music and Sound Design, 7.5 credits – (MIUN)

This course includes a broad introduction to music and sound design, including historical aspects. The course includes samples of all areas included in the programme.

G1N

Audio Technology I, 7.5 credits – (MIUN)

This course discusses basic electronic learning and analogue and digital inputs and outputs in various types of audio and peripheral equipment. The course includes a comprehensive introduction to signals and the way they are handled from microphones to speakers in a typical studio, focusing on the functions of incoming components.

G1N

Semester 2

Audio Technology II, 7.5 credits – (LNU)

This course discusses microphone techniques in professional studios and sound editing, and includes an introduction to mixing and mastering.

G1F

The Music of the Present Day, 7.5 credits – (LNU)

This course provides a broad picture of modern music, both in terms of diversity of genres and the arenas where they are performed. It aims at providing basic insights into the historical, social, aesthetic and communicative dimensions of music.

G1N

Semester 3

Theory of Acoustics, 7.5 credits – (MIUN)

This course describes the origin and propagation of sound in acoustic environments, especially focusing on the influence of room acoustics on recording results.

G1N

Analysing Music Productions, 7.5 credits – (DU)

After introductions to a number of analytical methods, students analyse and mould an existing music production ("sound-alike"). The course includes listening exercises.

G1N

Semester 4

Encounters with Different Music Genres, 7.5 credits – (DU)

After an introduction to the concept of genre, students are introduced to music and musicians from various environments and cultures, first in literature and existing recordings, and later in field work and through their own recording productions.

G1N

Sound Creation and Sound Synthesis, 7.5 credits – (MIUN)

This course discusses how sound is created, how it is synthesised and how MIDI can be used to create sound in various contexts.

G1N

Semester 5

Creating Music, 7.5 credits – (LNU)

This course discusses the creative process and analyses lyrics, melodies and the structure and form of genre-specific songs.

G1F

Business Economics in the Music Business, 7.5 credits – (LNU)

This course discusses estimations, budgeting and marketing on the basis of contemporary requirements on cultural workers. The course also discusses organisational theory and corporate forms.

G1N

Semester 6

The Music Business, 7.5 credits – (LNU)

This course discusses copyright from the perspectives of arrangers, composers and musicians, as well as contract situations between corporations, publishers, composers and musicians. The course also presents various professions and organisations within the business, and discusses PR and record releases.

G1N

Sound Editing For Moving Images, 7.5 credits – (DU)

This course discusses theoretical and practical perspectives on sound editing for moving images. Students record their own sound to use in a production assignment on sound editing of a specified sound sequence.

G1N

Semester 7

Studio Recording, 7.5 credits – (DU)

This course discusses the conditions and procedures of studio recording. Central to the course is multi-channel recording of music, especially with acoustic instruments. Students plan, conduct and present a production up until the mastering stage.

G1N

Music Production in Practice 7.5 credits – (LNU, DU, MIUN)

In this course, students conduct a production project strongly connected to working life, at a company (or the equivalent) or by themselves in the form of an independent project. While carrying out their projects, students should strive towards an understanding of the problems and solutions associated with the profession. A report is written in connection to the work placement. Studies may be carried out abroad. It is the student's own responsibility to find a work placement within the music and sound business, if they decide not to carry out their project independently.

G1F

Semester 8

Degree Project 15 credits – (LNU, DU, MIUN)

This course includes an independent academic project in the field of music and sound design.

G1E

All courses provided by Linnaeus University are included in the main field of study, musicology.

Full-time studies

Semester 1

Introduction to Music and Sound Design, 7.5 credits – (MIUN)

This course aims at providing a broad introduction to music and sound design, including historical aspects. The course includes samples of all areas included in the programme.

G1N

Theory of Acoustics, 7.5 credits – (MIUN)

This course describes the origin and propagation of sound in acoustic environments, especially focusing on the influence of room acoustics on recording results.

G1N

Audio Technology I, 7.5 credits – (MIUN)

This course discusses basic electronic learning, analogue and digital inputs and outputs in various types of audio and peripheral equipment. The course includes a comprehensive introduction to signals and the way they are handled from microphones to speakers in a typical studio, focusing on the functions of incoming components.

G1N

Analysing Music Productions, 7.5 credits – (DU)

After introductions to a number of analytical methods, students analyse and mould an existing music production (“sound-alike”). The course includes listening exercises.

G1N

Semester 2

Audio Technology II, 7.5 credits – (LNU)

This course discusses microphone techniques in professional studios and sound editing, and includes an introduction to mixing and mastering.

G1F

Encounters with Different Music Genres, 7.5 credits – (DU)

After an introduction to the concept of genre, students are introduced to music and musicians from various environments and cultures, first in literature and existing recordings, and later in field work and through their own record productions.

G1N

The Music of the Present Day, 7.5 credits – (LNU)

This course provides a broad picture of modern music, both in terms of diversity of genres and the arenas where they are performed. It aims at providing basic insights into the historical, social, aesthetic and communicative dimensions of music.

G1N

Sound Creation and Sound Synthesis, 7.5 credits – (MIUN)

This course discusses how sound is created, how it is synthesised and how MIDI can be used to create sound in various contexts.

G1N

Semester 3

Creating Music, 7.5 credits – (LNU)

This course discusses the creative process, and analyses lyrics, melodies and the structure and form of genre-specific songs.

G1F

Business Economics in the Music Business, 7.5 credits – (LNU)

This course discusses estimations, budgeting and marketing on the basis of contemporary requirements on cultural workers. The course also discusses organisational theory and corporate forms.

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Studio Recording, 7.5 credits – (DU)

This course discusses the conditions and procedures of studio recording. Central to the course is multi-channel recording of music, especially with acoustic instruments. Students plan, conduct and present a production up until the mastering stage.
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Music Production in Practice 7.5 credits – (LNU, DU, MIUN)

In this course, students conduct a production project strongly connected to working life, at a company (or the equivalent) or by themselves in the form of an independent project. While carrying out their projects, students should strive towards an understanding of the problems and solutions associated with the profession. A report is written in connection to the work placement. Studies may be carried out abroad. It is the student's own responsibility to find a work placement within the music and sound business, if they decide not to carry out their project independently.
G1F

Semester 4

The Music Business, 7.5 credits – (LNU)

This course discusses copyright from the perspectives of arrangers, composers and musicians, as well as contract situations between the corporations, publishers, composers and musicians. The course also presents various professions and organisations within the business, and discusses PR and record releases.
G1N

Sound Editing For Moving Images, 7.5 credits – (DU)

This course discusses theoretical and practical perspectives on sound editing for moving images. Students record their own sound to use in a production assignment on sound editing a specified sound sequence.
G1N

Degree Project 15 credits – (LNU, DU, MIUN)

This course includes an independent academic project in the field of music and sound design.
G1E

All courses provided by Linnaeus University are included in the main field of study, musicology.

All courses in the Design of Music and Sound Programme are based on democracy, diversity and equality.

Societal relevance

The programme includes a 10-week, half-time internship (7.5 credits), which entails close contacts with the workplace for both the student and the university. During this internship, students develop independent skills and understanding of various aspects of the field of music and sound design. Students should also develop the ability to reflect on practical experiences in relation to theoretical studies.

The programme aims to provide students with a good start in their working life and in society. Courses such as The Music Business and Business Economics in the Music Business provide students with a good start in their working life, by offering tools for future entrepreneurs. The Programme Advisory Board, meeting twice a year, includes a representative from the music business. Some courses also include guest lectures with business representatives.

Internationalisation

During the third semester of the programme, students have the opportunity to conduct a five-week internship abroad, equivalent to 7.5 credits. Studies abroad are decided upon in consultation with the programme coordinator. Music and sound design is an international business, and therefore the programme uses international literature and software.

Programme perspectives

Sustainable development is one of the fundamental perspectives and values in the Design of Music and Sound Programme. The programme emphasises students' knowledge of sustainable development from ecological, economic and social perspectives in a global context.

Software and music can be downloaded online, and marketing is mainly carried out online in various social media. Much co-operation, for example co-writing, is carried out online so that students do not need to travel to see their study partners.

Several of the courses discuss gender issues related to the male-dominated music business. The programme aims to develop students' knowledge of other people's living conditions related to aspects of diversity, such as ethnicity, religion or other views of life, disabilities or sexuality.

The Design of Music and Sound Programme has its professional basis in the profession the students encounter in subject-studies, their internship and musicology studies. Students gradually develop their understanding of the dimensions of the profession and their abilities to plan, conduct and evaluate various projects. Students develop communicative competence necessary in the profession and skills in using information and communication technology and using and evaluating information from the Internet.

Students have the opportunity to reflect on entrepreneurial learning, including for example the development of generic competences such as taking initiatives and responsibility, communicating and cooperating. The programme prepares students to adapt an entrepreneurial approach in their future careers. Several of our courses focus on students' futures as entrepreneurs and the literature and teaching in the programme provide students with a good start in this respect.

The integration and examination of these perspectives in the programme are specified in the syllabus for each course.

Quality Development

The Faculty of Arts and Humanities has a quality system for the follow-up and development of our programmes. An education council prepares programme syllabi and other aspects concerning quality, such as the right to award degrees and the range of programmes offered, before the Faculty Board makes the final decisions. Revised and new syllabi are prepared in Syllabus Committees before the Head of Department or the Dean makes the final decision about approval.

Every year the range of courses and programmes offered is evaluated in accordance with the Faculty's plan for systematic quality work.

Degree Certificate

After completing their studies, in accordance with the requirements stated in the Qualification Ordinance in the Higher Education Ordinance and in Linnaeus University's local Qualification Ordinance, the student may apply for a degree.

Students who have completed the Design of Music and Sound Programme may obtain the following degree:

Högskoleexamen med inriktning mot musik och ljuddesign
Huvudområde: Musikvetenskap
University Diploma with specialization in Design of Music and Sound
Main field of study: Musicology

The degree certificate is issued in two languages (Swedish and English). A Diploma Supplement in English is enclosed with the degree certificate.

Other Information

In order to complete their studies, students need access to a computer with broadband, sound card and sequences software. Students also need access to mobile recording equipment, including microphones with cables and a laptop.