Introduction to Music Technology explores various music technology applications through hands-on study and creative projects. This course is an introduction to the origins, terminology, and fundamental concepts of music technology.

Prerequisites or Necessary Entry Skills/Knowledge:
Basic computer skills

FULFILLS MN TRANSFER CURRICULUM AREA(S) (Leave blank if not applicable)
☒ Goal 6: The Humanities and Fine Arts: By meeting the following competencies:
  • Demonstrate awareness of the scope and variety of works in the arts and humanities.
  • Understand those works as expressions of individual and human values within a historical and social context.
  • Respond critically to works in the arts and humanities.
  • Engage in the creative process or interpretive performance.
  • Articulate an informed personal reaction to works in the arts and humanities.

☐ Goal 8: Global Perspective: By meeting the following competencies:
  • Demonstrate knowledge of cultural, social, religious, and linguistic differences.

Topics to be Covered
MIDI
Sequencing
Computer-based, web-based software
Recording, mixing, mastering
EQ, FX, plug-ins
Studio gear, live gear
Current innovations
Student Learning Outcomes

| Define and explain common terms and concepts used in music and music technology. |
| Create quality recordings/files that, at minimum, showcase the basic skills covered by the course. |
| Identify and describe the major music technologies and understand their significance. |
| Recognize the artistic contributions of major artists that utilize the technologies covered by the course. |
| Recognize professionals in the field of music technology from diverse cultures. |
| Recognize music technology's ability and potential as an artistic and/or political voice within cultural groups. |

Is this course part of a transfer pathway:  Yes ☐  No ☒

*If yes, please list the competencies below

Revised Date: 1/31/2022