New Course Request

Check Appropriate Boxes: Undergraduate credit ☑️ Graduate credit ☐ Professional credit ☐

1. School/Division: Visual and Performing Arts
2. Academic Subject Code: MUS

3. Course Number: A208 (must be cleared with University Enrollment Services)
4. Instructor: Fisher

5. Course Title: Sampling

Recommended Abbreviation (Optional) (Limited to 32 Characters including spaces)

6. First time this course is to be offered (Semester/Year): Spring 2012

7. Credit Hours: Fixed at 3, or Variable from _______ to _______

8. Is this course to be graded S-F (only)? Yes ☑️ No ☐

9. Is variable title approval being requested? Yes ☐ No ☑️

10. Course description (not to exceed 50 words) for Bulletin publication: Cr:3 P:MUS T213, MUS A203 or permission of instructor.
C: MUS 214. Topics include each of the major sampler sections and parameters; historical uses and future uses in sound creation; the history of and programming fundamentals of music sampling, exploration of the components of both hardware and virtual samplers with an emphasis on creation of desired sounds; hands-on programming of both hardware and virtual instruments.

11. Lecture Contact Hours: Fixed at 3, or Variable from _______ to _______

12. Non-Lecture Contact Hours: Fixed at _______ or Variable from _______ to _______

13. Estimated enrollment: _______ of which _______ percent are expected to be graduate students.

14. Frequency of scheduling: Every Spring Will this course be required for majors? Yes ☑️ No ☐ See below *

15. Justification for new course: To support Music and Outside Field Technology Required of these majors only

16. Are the necessary reading materials currently available in the appropriate library? Yes ☑️

17. Please append a complete outline of the proposed course, and indicate instructor (if known), textbooks, and other materials.

18. If this course overlaps with existing courses, please explain with which courses it overlaps and whether this overlap is necessary, desirable, or unimportant

19. A copy of every new course proposal must be submitted to departments, schools, or divisions in which there may be overlap of the new course with existing courses or areas of strong concern, with instructions that they send comments directly to the originating Curriculum Committee. Please append a list of departments, schools, or divisions thus consulted.

Submitted by:

Date Department Chairman/Division Director

Date Dean

Date Chancellor/Vice-President

Date University Enrollment Services

After School/Division approval, forward the last copy (without attachments) to University Enrollment Services for initial processing, and the remaining four copies and attachments to the Campus Chancellor or Vice-President.

University Enrollment Services Final-White; Chancellor/Vice-President-Blue; School/Division-Yellow;
Department/Division-Pink; University Enrollment Services Advance--White
OVERVIEW: Focus on hands-on programming to prepare the student for real-world situations which require that an existing sound be modified, or entirely new sounds be created according to a project's needs. This course will include reading assignments from the text and selected handouts, lectures, discussions and in-class demonstrations and quizzes, as well as study of audio examples, and hands-on programming of both hardware and virtual instruments.

Prerequisites are Music Theory III (MUS T213) and Audio Recording II (MUS A203) or permission of the instructor. Co-requisites are Music Theory IV (MUS T214).

COURSE DESCRIPTION

Cr. 3. P: MUS T213, MUS A203 or Permission of Instructor. C: MUS T214. Topics include each of the major sampler sections and parameters; historical uses and future uses in sound creation; the history of and programming fundamentals of music sampling, exploration of the components of both hardware and virtual samplers with an emphasis on creation of desired sounds; hands-on programming of both hardware and virtual instruments.

LEARNING OUTCOMES:
- Students will demonstrate factual knowledge (terminology) of music sampling.
- Students will be able to demonstrate fundamental principles, techniques, and applications of music sampling.
- Students will demonstrate a broader understanding and appreciation of careers in the music sampling industry.
- Students will demonstrate the ability to analyze and recognize basics of music sampling through musical examples and hands-on demonstration.
- Students will demonstrate the ability to explain the process of music sampling programming.

REQUIRED MATERIALS:
- External bus-powered Firewire hard-drive (minimum 320GB)

EVALUATION:
- Students will be evaluated through written tests including a mid-term and a final exam as well as periodic small sampling projects and the final sampling project which will include written descriptions of the parameters and controls.