



El Camino College
COURSE OUTLINE OF RECORD – Official

Course Acronym:	MUSI
Course Number:	181B
Descriptive Title:	Electronic Music Studio
Division:	Fine Arts
Department:	Music
Course Disciplines:	Music
Catalog Description:	This course is a continuation of Music 181A. It further explores the use of audio recording processes, synthesizers, computer hardware and software, and recording equipment.
Prerequisite:	Music 181A with a minimum grade of C or equivalent
Co-requisite:	
Recommended Preparation:	
Enrollment Limitation:	
Hours Lecture (per week):	1
Hours Laboratory (per week):	3
Outside Study Hours:	2
Total Course Hours:	72
Course Units:	2
Grading Method:	Letter Grade only
Credit Status:	Credit, degree applicable
Transfer CSU:	Yes
Effective Date:	Prior to 07/1992
Transfer UC:	No
Effective Date:	
General Education: ECC	
Term:	
Other:	
CSU GE:	
Term:	
Other:	
IGETC:	
Term:	
Other:	
Student Learning Outcomes:	SLO #1: By the end of the 5th week, Students will engineer a studio recording session using

	advanced microphone techniques incorporating vocals and live instruments. SLO #2: Students will demonstrate the ability to record multiple tracks of a piece of music simultaneously using the digital console interface and the computer. SLO #3: Students will demonstrate the ability to work in various audio studio environments as an Engineer and demonstrate how to create proposals and budgets for engineering jobs.
Course Objectives:	1. Demonstrate intermediate-level proficiency in the setup, placement, and use of microphones and recording equipment in various environments. 2. Analyze and discuss current multimedia trends in music and recording production. 3. Demonstrate intermediate-level proficiency in music production techniques. 4. Demonstrate intermediate-level proficiency in the use of computers and software for music, printing, and production.
Major Topics:	I. Review of production equipment A. Synthesizers B. Sound mixers C. Amplifiers D. Speakers E. Effects processors II. Additional techniques of synthesis and programming A. Introduction to LFO B. ADSR programming techniques C. Introduction to game audio III. Additional functions of sound mixers A. Analog to digital conversion processes B. Audio interface and controllers IV. Additional functions of effects processors A. Effects using virtual software plug-ins and third party applications B. Audio sound design using third-party applications V. Recording Live instrumental ensembles and vocals, using computer software applications VI. Film and TV synchronization and cueing; audio for the Internet and new media VII. Evaluating professional and student production projects
Total Lecture Hours:	18

Total Laboratory Hours:	54
Total Hours:	72
Primary Method of Evaluation:	3) Skills demonstration
Typical Assignment Using Primary Method of Evaluation:	Record a 3-5 minute piece of music using only digital samples from an outside source (e.g., WAV, AIFF, MP3 or live recording). Mix the audio to a digital stereo file and present it to the class for analysis and evaluation.
Critical Thinking Assignment 1:	Synchronize 2-3 soundtracks to a video track using the appropriate computer software application. Mix the work to a digital stereo file and present it to the class for analysis and evaluation.
Critical Thinking Assignment 2:	Create a microphone placement map for recording a music ensemble. Justify the types of microphones selected and their placement.
Other Evaluation Methods:	Class Performance, Completion, Essay Exams, Homework Problems, Laboratory Reports, Matching Items, Multiple Choice, Objective Exam, Oral Exams, Other Exams, Performance Exams, Presentation, Quizzes, Reading Reports, Term or Other Papers, True/False
Instructional Methods:	Demonstration, Discussion, Field trips, Group Activities, Guest Speakers, Lab, Lecture, Multimedia presentations
If other:	
Work Outside of Class:	Journal (done on a continuing basis throughout the semester), Observation of or participation in an activity related to course content (such as theatre event, museum, concert, debate, meeting), Required reading, Skill practice, Study, Written work (such as essay/composition/report/analysis/research)
If Other:	
Up-To-Date Representative Texts:	Dave Hampton. <u>The Business of Audio Engineering</u> . 2nd ed. Hal Leonard, 2013. (discipline standard) Barllett. <u>PRACTICAL RECORDING TECHNIQUES</u> . 7th ed. Focal PR/Butterworth Heinman, 2016. (discipline standard)
Alternative Texts:	
Required Supplementary Readings:	
Other Required Materials:	
Requisite:	Prerequisite
Category:	sequential
Requisite course(s): List both prerequisites and corequisites in this box.	Music 181A
Requisite and Matching skill(s):Bold the requisite skill. List the corresponding course objective under each skill(s).	Use basic recording equipment. MUSI 181A - Demonstrate the operation of audio recorders, mixers, signal processors, MIDI, synthesizers, computers and software used for the production of audio recordings and live sound reinforcement. Use computers and music software in sound production.

	MUSI 181A - Define and demonstrate concepts and techniques related to effective audio recording and live sound reinforcement. MUSI 181A - Apply acoustic principles to audio recording and live sound reinforcement. MUSI 181A - Compare microphones and microphone placement techniques for effective audio recording and live sound reinforcement. Apply basic acoustic principles in recording and studio environments. MUSI 181A - Appraise current audio recording and sound reinforcement equipment. MUSI 181A - Identify principles and terms related to room acoustics. MUSI 181A - Compare microphones and microphone placement techniques for effective audio recording and live sound reinforcement. MUSI 181A - Evaluate reference monitors and monitor placement for quality performances.
Requisite Skill:	Non-Course Prerequisite
Requisite Skill and Matching Skill(s): Bold the requisite skill(s). If applicable	
Requisite course:	
Requisite and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s).	A student that does not meet the prerequisite of a course such as 181A will be lacking the basic fundamentals of Audio that is required to succeed in 81B. However, upon evaluation of the student's transcripts from another institution, the prerequisite requirement may and should be satisfied only if their transcripts and Catalog Description of the course they previously took meets the Course Objectives/SLO's of 181A.
Requisite Skill:	
Requisite Skill and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s). If applicable	
Enrollment Limitations and Category:	
Enrollment Limitations Impact:	
Course Created by:	Burt Goldstein
Date:	04/01/1986
Original Board Approval Date:	
Last Reviewed and/or Revised by:	Polli Chambers-Salazar
Date:	10/25/2024
Last Board Approval Date:	11/18/2025
Effective Term:	FA 2026