

Towson University – Department of Music

Proficiency Levels for Applied Lessons

Discipline: MUSIC TECHNOLOGY

General Information:

- The stated proficiencies below apply to all students taking lessons in the particular discipline.
 - Level of difficulty for specific repertoire will be adjusted based upon the student's degree program.
 - These proficiencies are the minimums for a passing grade in the discipline.
 - Any student wishing to take 300-level applied lessons must successfully pass an upper division jury demonstrating the proficiencies as articulated below.
-

Proficiencies for a 1-credit lesson

Freshman Level

- Treatment of basic techniques for creative work with music technology and the completion of readings, exercises, and short creative projects
- Beginning development of system design and skill with Digital Audio Workstation and sound synthesis
- Students will complete one or more original creative projects and share them publicly during each year

Sophomore Level

- Treatment of intermediate techniques for creative work with music technology and the completion of readings, exercises, and short creative projects
- Continued development of system design and skill with Digital Audio Workstation and sound synthesis with an emphasis on signal flow and audio theory

- Students will complete one or more original creative projects and share them publicly during each semester
- Beginning at the 200-level, students are expected to build a portfolio of their work during each semester. These portfolios will be part of the assessment during the upper division jury at the end of two semesters of lessons at the 200 level.

Upper Division Jury (end of 2nd semester sophomore lessons)

- Proficiency in all material assigned in the first two years

Junior Level

- Treatment of advanced techniques for creative work with music technology and the completion of readings, exercises, and advanced creative projects
- Continued development of system design and skill with Digital Audio Workstation and sound synthesis with an emphasis on creative software programming
- Students will complete one or more original creative projects and share them publicly during each year
- During the junior year, students begin to plan for their senior music technology capstone project.

Senior Level

- Treatment of advanced techniques for creative work with music technology and the completion of readings, exercises, and advanced creative projects
- Continued development of system design and skill with software programming, live performance applications, and/or advanced recording and editing and techniques
- Students will complete one or more original creative projects and share them publicly during each year
- During the two semesters at the 400-level, the student will have completed the required portfolio of approximately four original projects and will successfully propose and present a demonstration of his or her portfolio to faculty
- Senior Recital (*required based upon degree program*)
- Music Technology portfolio

Proficiencies for a 2-credit lesson

Freshman Level

- Treatment of basic techniques for creative work with music technology and the completion of readings, exercises, and short creative projects
- Beginning development of system design and skill with Digital Audio Workstation and sound synthesis
- Students will complete one or more original creative projects and share them publicly during each semester

Sophomore Level

- Treatment of intermediate techniques for creative work with music technology and the completion of readings, exercises, and short creative projects
- Continued development of system design and skill with Digital Audio Workstation and sound synthesis with an emphasis on signal flow and audio theory
- Students will complete one or more original creative projects and share them publicly during each semester
- Beginning at the 200-level, students are expected to build a portfolio of their work during each semester. These portfolios will be part of the assessment during the upper division jury at the end of two semesters of lessons at the 200 level.

Upper Division Jury (end of 2nd semester sophomore lessons)

- Proficiency in all material assigned in the first two years

Junior Level

- Treatment of advanced techniques for creative work with music technology and the completion of readings, exercises, and advanced creative projects
- Continued development of system design and skill with Digital Audio Workstation and sound synthesis with an emphasis on creative software programming
- Students will complete one or more original creative projects and share them publicly during each semester

- During the junior year, students begin to plan for their senior music technology capstone project

Senior Level

- Treatment of advanced techniques for creative work with music technology and the completion of readings, exercises, and advanced creative projects
- Continued development of system design and skill with software programming, live performance applications, and/or advanced recording and editing and techniques
- Students will complete one or more original creative projects and share them publicly during each semester
- During the two semesters at the 400 level, the student will have completed the required portfolio of approximately six original projects and will successfully propose and present a demonstration of his or her portfolio to faculty
- Senior Recital (*required based upon degree program*)
- Music Technology portfolio