

CONSERVATORIO di BOLOGNA "Giovanni B. Martini"

Department of NEW TECHNOLOGIES AND MUSIC LANGUAGES

ELECTRONIC MUSIC School

Electronic Music DCPL34 – First Level Academic Degree (Bachelor Degree)

EDUCATIONAL GOALS

On completion of their First Level Academic Degree in Electronic Music, students will have acquired technical knowledge and specific skills to enable them to bring their own artistic ideas to practical fruition.

To this end, the course will focus on the most representative instrumental repertoire – including ensemble music – and on the related performance practices also for the purpose of developing the student's ability to interact within different kinds of musical ensembles.

Such goals will also be achieved by fostering the development of aural perception and memorization as well as by acquiring specific knowledge concerning organizational, compositional and analytical music models and their interaction.

Specific care will be devoted to learning adequate postural and emotional control techniques.

At the end of the three-year course, students will have acquired in-depth knowledge of both general and specific stylistic, historical and aesthetic aspects in relation to their own field of study.

Moreover, in regard to the specific nature of each single course, students will be required to possess appropriate skills relating to improvisation. A further educational goal is the acquisition of suitable computer music abilities as well as competence in a second EU foreign language.

EMPLOYMENT PROSPECTS

The course provides students with the opportunity to work in the following fields:

- electroacoustic music composition*
- music audio technologies profession*
- music profession related to multimedia events*

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FIRST YEAR

Type of educational activity	Subject area	Code	Artistic sector	Subject field	Teaching method	Teaching hours	Personal studying hours	Overall hours	Credits (CFA)	Teaching hours/ personal study hours	Assessment criteria	Overall credits (CFA)
BASIC ACTIVITIES	Theory – Analysis – Practice	COTP/06	THEORY, RHYTHM AND MUSICAL PERCEPTION	Music theory	LC	20	30	50	2	40%	ID	24
	Musicology	CODM/05	HISTORY OF ELECTROACOUSTIC MUSIC	History of electroacoustic music	LC	40	110	150	6	27%	E	
	Musicology	CODM/04	MUSIC HISTORY	History of forms and musical repertoires - (including the 20th century)	LC	30	95	125	5	24%	E	
	Electronic music and sound technology	COME/03	ACOUSTICS	Music acoustics	LC	30	95	125	5	24%	E	
	Electronic music and sound technology	COME/04	ELECTROACOUSTICS	Electroacoustics	LC	40	110	150	6	27%	E	
CORE ACTIVITIES	Composition	CODC/01	COMPOSITION	Composition techniques	LC	25	75	100	4	25%	E	30
	Electronic music and sound technology	COME/05	COMPUTER MUSIC	Computer music	LG	30	145	175	7	17%	E	
	Electronic music and sound technology	COME/02	ELECTROACOUSTIC MUSIC COMPOSITION	Electroacoustic music composition	LG	40	210	250	10	16%	E	
	Electronic music and sound technology	COME/02	ELECTROACOUSTIC MUSIC COMPOSITION	Integrated audiovisual composition	LG	30	195	225	9	13%	E	
SUPPLEMENTARY ACTIVITIES												0
FURTHER ACTIVITIES												0
FREE-CHOICE ACTIVITIES	****	****	****	****	****	****	****	150	6	****	****	6
FINAL EXAMINATION RELATED ACTIVITIES AND FOREIGN LANGUAGE KNOWLEDGE												0
FIRST YEAR TOTAL						290	1060	1500	60			60

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SECOND YEAR

Type of educational activity	Subject area	Code	Artistic sector	Subject field	Teaching method	Teaching hours	Personal studying hours	Overall hours	Credits (CFA)	Teaching hours/ personal study hours	Assessment criteria	Overall credits (CFA)
BASIC ACTIVITIES	Theory – Analysis – Practice	COTP/06	THEORY, RHYTHM AND MUSICAL PERCEPTION	Ear training - (for sound technique)	LC	25	25	50	2	50%	ID	12
	Musicology	CODM/04	MUSIC HISTORY	Music history applied to images - (since the 20th century)	LC	25	75	100	4	25%	ID	
	Musicology	CODM/05	HISTORY OF ELECTROACOUSTIC MUSIC	History of electroacoustic music	LC	40	110	150	6	27%	E	
CORE ACTIVITIES	Electronic music and sound technology	COME/01	ELECTROACOUSTIC MUSIC PERFORMANCE AND INTERPRETATION	Electroacoustic music performance and interpretation	LG	40	160	200	8	20%	E	35
	Electronic music and sound technology	COME/05	COMPUTER MUSIC	Sound sampling, synthesis and digital processing	LG	35	165	200	8	17%	E	
	Electronic music and sound technology	COME/02	ELECTROACOUSTIC MUSIC COMPOSITION	Electroacoustic music composition	LG	40	210	250	10	16%	E	
	Electronic music and sound technology	COME/02	ELECTROACOUSTIC MUSIC COMPOSITION	Integrated audiovisual composition	LG	30	195	225	9	13%	E	
SUPPLEMENTARY ACTIVITIES	Composition	CODC/07	POP-ROCK COMPOSITION AND ARRANGEMENT	Rock-pop forms, systems, languages	LC	30	70	100	4	30%	E	4
FURTHER ACTIVITIES	[-]	[-]					0	0				0
FREE-CHOICE ACTIVITIES	****	****	****	****	****	****	****	150	6	****	****	6
FINAL EXAMINATION RELATED ACTIVITIES AND FOREIGN LANGUAGE KNOWLEDGE	[-]	[-]		[-]			0	0				3
	Languages	CODL/02	EU FOREIGN LANGUAGE	EU foreign language	LC	20	55	75	3	27%	E	
SECOND YEAR TOTAL						285	1065	1500	60			60

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THIRD YEAR

Type of educational activity	Subject area	Code	Artistic sector	Subject field	Teaching method	Teaching hours	Personal studying hours	Overall hours	Credits (CFA)	Teaching hours/ personal study hours	Assessment criteria	Overall credits (CFA)
BASIC ACTIVITIES	[-]	[-]					0	0				0
CORE ACTIVITIES	Electronic music and sound technology	COME/02	ELECTROACOUSTIC MUSIC COMPOSITION	Integrated audiovisual composition	LG	30	195	225	9	13%	E	34
	Electronic music and sound technology	COME/02	ELECTROACOUSTIC MUSIC COMPOSITION	Electroacoustic music composition	LG	45	230	275	11	16%	E	
	Electronic music and sound technology	COME/05	COMPUTER MUSIC	Programming systems and languages for audio and music applications	LG	35	165	200	8	17%	E	
	Electronic music and sound technology	COME/02	ELECTROACOUSTIC MUSIC COMPOSITION	Electroacoustic music analysis	LC	40	110	150	6	27%	E	
SUPPLEMENTARY ACTIVITIES	Electronic music and sound technology	COME/06	MULTIMEDIA	Multimedia systems, technologies and programming languages	LG	30	70	100	4	30%	E	10
	Ensemble performance	COMI/08	ELECTROACOUSTIC MUSIC PERFORMANCE AND INTERPRETATION	Music improvisation techniques (electronics and solo instruments)	LG	25	75	100	4	25%	ID	
	Music entertainment organization and communication	COCM/01	MUSIC ENTERTAINMENT LAW AND LEGISLATION	Live music entertainment law and legislation	LC	20	30	50	2	40%	E	
FURTHER ACTIVITIES	[-]	[-]					0	0				0
FREE-CHOICE ACTIVITIES	****	****	****	****	****	****	****	150	6	****	****	6
FINAL EXAMINATION RELATED ACTIVITIES AND FOREIGN LANGUAGE KNOWLEDGE	[-]	[-]					0	0				0
	FINAL EXAMINATION				[-]	[-]	[-]	250	10	[-]	E	10
THIRD YEAR TOTAL						215	885	1500	60			60