

Module code: MOD008389	Version: 2 Date Amended: 22/Jan/2025
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1. Module Title
Electronic Music Composition

2a. Module Leader
Sven-Amin Lembke

2b. School
Cambridge School of the Creative Industries

2c. Faculty
Faculty of Arts, Humanities, Education and Social Sciences

3a. Level
4

3b. Module Type
Standard (fine graded)

4a. Credits
30

4b. Study Hours
300

5. Restrictions			
Type	Module Code	Module Name	Condition
Pre-requisites:	None		
Co-requisites:	None		
Exclusions:	None		
Courses to which this module is restricted:	BA (Hons) Electronic Music Production; BA (Hons) Music Production;		

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

In this introductory module you'll explore electronic music making in the desktop computer environment using Digital Audio Workstations (DAWs), and focusing on these areas of creative production practice:

- MIDI sequencing – you'll examine recording, editing and the creative manipulation of MIDI information in the DAW environment using standard and experimental methods.
- Synthesis – you'll explore modes of sound synthesis and their potential for sound design in electronic music production.
- Audio – you'll examine recording, editing and the creative manipulation of audio files in the DAW environment using standard and experimental methods.
- Sampling – you'll explore modes of sampling and loop-based production.
- Effects – you'll experiment with the creative manipulation of audio signals generated in the DAW environment.
- Various historically significant developments in technology and their impact on the evolution of emerging electronic music genres and movements will be discussed, as well as the societal context in which these took place

In electronic music-making since the early twentieth century, and particularly in the era of musique concrète in the 1940s and 50s, the manipulation of recorded sound has been central to music making activities in electronic music. The sampling, manipulation and transformation of pre-existing audio has moved from areas of avant-garde practice into popular music in the 1960s, and from the 1970s onwards, the use of existing recordings have been central to innovations in electronic popular music and dance music styles and genres - whether through turntablism, mixing or sampling techniques. Contemporary production practices combine pre-recorded, sampled and resampled audio materials with live recordings.

While in module sessions you'll explore techniques and creative practices primarily through Ableton Live and Logic, you'll also be encouraged to imaginatively explore appropriate DAW or plug-in software of your choice when undertaking assessments.

6b. Outline Content

- Creative workflow in DAW environments
- Working with synthesiser and effects plugins
- Midi sequencing, editing and creative manipulation
- Fundamentals of sound
- Principles of sound synthesis (e.g. subtractive, FM, additive, wavetable)
- Midi controllers and audio interfaces
- Audio file formats
- Working with audio files
- Sequencing, editing and the creative manipulation of audio files
- Principles of sampling
- Mixing principles
- Various historically significant developments in technology and their impact on the evolution of emerging electronic music genres and movements will be discussed, as well as the societal context in which these took place

6c. Key Texts/Literature

The reading list to support this module is available at: <https://readinglists.aru.ac.uk/>

6d. Specialist Learning Resources

Music studios with suitable hardware and software.

7. Learning Outcomes (threshold standards)		
No.	Type	On successful completion of this module the student will be expected to be able to:
1	Knowledge and Understanding	Demonstrate knowledge and understanding of the key components through which electronic music is created in Digital Audio Workstations, with an emphasis on MIDI, synthesis, audio, sampling and effects processing.
2	Knowledge and Understanding	Demonstrate knowledge of the affordances of Digital Audio Workstations in the composition and production of electronic music.
3	Intellectual, practical, affective and transferrable skills	Analyse and evaluate electronic music production practices, and the structure, form and content of musical artefacts.
4	Intellectual, practical, affective and transferrable skills	Perform a number of practical and creative roles and reflect upon the processes involved in electronic music production.
5	Intellectual, practical, affective and transferrable skills	Demonstrate intellectual, analytical and problem-solving skills in adapting to the demands of practical situations.

8a. Module Occurrence to which this MDF Refers				
Year	Occurrence	Period	Location	Mode of Delivery
2026/7	ZZF	Template For Face To Face Learning Delivery		Face to Face

8b. Learning Activities for the above Module Occurrence			
Learning Activities	Hours	Learning Outcomes	Details of Duration, frequency and other comments
Lectures	0	N/A	N/A
Other teacher managed learning	48	1-5	Seminar/Workshop 2 hrs x 24 weeks
Student managed learning	252	1-5	Independent learning and assignment development
TOTAL:	300		

9. Assessment for the above Module Occurrence

The assessment for some modules includes a presentation (see below for details on how this particular module is assessed). We recognise that presenting, especially to a large group, can cause significant anxiety or distress for some students. If this may affect you, please contact your Module Leader or the Disability and Neurodiversity Service as early as possible. We will work with you to consider appropriate reasonable adjustments. Depending on your individual needs, these might include, for example, presenting to a smaller group or presenting only to a member of academic staff.

Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
010	Practical	1-5	50 (%)	Fine Grade	30 (%)

Portfolio of two contrasting MIDI-based compositions, with 1500-word equivalent video or audio commentary

Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
011	Practical	1-5	50 (%)	Fine Grade	30 (%)

Portfolio of two contrasting audio-based compositions, with 1500-word equivalent video or audio commentary

In order to pass this module, students are required to achieve an overall mark of 40% (for modules at levels 3, 4, 5 and 6) or 50% (for modules at level 7*).

In addition, students are required to:

- (a) achieve the qualifying mark for each element of fine graded assessment as specified above
- (b) pass any pass/fail elements

[* the pass mark of 50% applies for all module occurrences from the academic year 2024/25 – see Section 3a of this MDF to check the level of the module and Section 8a of this MDF to check the academic year]