

<b>Module code: MOD008403</b>	<b>Version: 1 Date Amended: 27/Jul/2021</b>
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<b>1. Module Title</b>
Professional DJ Techniques

<b>2a. Module Leader</b>
Richard Edwards

<b>2b. School</b>
Cambridge School of the Creative Industries

<b>2c. Faculty</b>
Faculty of Arts, Humanities, Education and Social Sciences

<b>3a. Level</b>
5

<b>3b. Module Type</b>
Standard (fine graded)

<b>4a. Credits</b>
30

<b>4b. Study Hours</b>
300

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

## LEARNING, TEACHING AND ASSESSMENT INFORMATION

### 6a. Module Description

This module will develop your skills in DJing, introducing you to a range of techniques used by contemporary DJs across a variety of genres, and an understanding of the technologies they use.

You'll also discover more recent innovations in performance technology, including DJ software, with an emphasis is on the creative application of such technologies in a live environment.

You'll also discuss the historical and cultural aspects of DJ performance.

### 6b. Outline Content

Tools of the trade – turntables, vinyl, DJ mixers

Beat matching, cueing, drop mixing, transitions, beat juggling, equalisation

History of turntablism

CD mixers

Digital DJ tools and techniques – Traktor Final Scratch, Virtual DJ, Serato, Ableton

Scratch notation

Promotion and networking

### 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	Understand the technology used by DJs.
2	Intellectual, practical, affective and transferrable skills	Demonstrate skills and creativity in mixing techniques using hardware and software.
3	Intellectual, practical, affective and transferrable skills	Plan and perform a DJ set.

8a. Module Occurrence to which this MDF Refers				
Year	Occurrence	Period	Location	Mode of Delivery
2025/6	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	24	1-3	1-hour lecture x 24 weeks
Other teacher managed learning	24	1-3	1-hour workshop x 24 weeks
Student managed learning	252	1-3	Research and rehearsal
TOTAL:	300		

9. Assessment for the above Module Occurrence					
Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
010	Practical	1-3	30 (%)	Fine Grade	30 (%)
<b>In-class individual presentation (15 minutes, 2000 word equivalent)</b>					
Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
011	Practical	1-3	70 (%)	Fine Grade	30 (%)
<b>Performance portfolio (30 minutes, 4000 word equivalent)</b>					

**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]**