Community College of Rhode Island
Student Learning Outcomes

Course Title: MUSC1113 Audio Recording

The learning outcomes of specific courses are to foster multiple perspectives that contribute to the acquisition of desired graduate outcomes as well as to inform and deliver discipline related content.

Please delineate below the major learning outcomes for the proposed course. Learning Outcomes should be written in a format that follows the statement: "as a result of this course, a student will be able to…"

Item #	STUDENT LEARNING OUTCOMES	TECHNIQUES/METHODS USED TO ACHIEVE OUTCOMES	TYPE(S) OF ASSESSMENT USED TO DETERMINE THE DEGREE TO WHICH THE OUTCOMES ARE ACHIEVED
1.	Use a personal computer as an audio production tool	material is presented in readings and lectures, applied in studio	studio projects, recording sessions
2	Demonstrate DSP proficiency in Equalization techniques such as harmonic series, high and low pass filtering, shelving and dipping.	Step-by-step lecture, demonstration, and breaking Equalization down into its many parts	Students will use the spectrum signal processors to complete individual tasks. Topics include advanced equalization techniques, advanced filtering techniques, delay, compression, noise reduction, and spatialization.
3	Demonstrate DSP proficiency in Dynamic techniques, such as compressors, noise gates, de-easers, expansion, and noise processors.	Step-by-step lecture, demonstration, and breaking Dynamics down into its many parts	Students will use the dynamic signal processors to complete individual tasks. Topics include dynamics such as compressors, noise gates, de-easers, expansion, and noise
4	Demonstrate DSP proficiency in Time Manipulation techniques, such as delays, reverbs, pitch shifters, flanging, and chorus.	Step-by-step lecture, demonstration, and breaking Time manipulation down into its many parts.	Students use the time manipulation processors to complete individual tasks. Topics include time manipulators such as delays, reverbs, pitch shifters, flanging, and chorus
5	Apply good sound and balance, using tracks, auxes, busses, and effect sends such as delay and reverb.	The students will be producing a finished production of musical material starting with the raw recorded tracks, using all the techniques we will be covering in the course.	Students will edit the sounds, correct any timing problems, apply effects (such as EQ, compression, and reverb) mix these tracks, and master the production, applying compression and audio limiting to achieve studio quality
6	Exhibit proficiency in mixing principles and advanced monitoring techniques.	Step-by-step lecture, demonstration, and hands on work with a pre-production tracking session.	Students use the software and hardware to complete each individual assignment.
7	Develop and practice storytelling skills using production elements and selective listening	Each student will compare and contrast each other's selected productions, and discuss the point where art meets society.	Students will research and submit a written proposal for an audio mix that they feel is noteworthy and present it to the class, explaining their rationale.