



Course Description

MUM2703 | Music Business 3-Computer | 3.00 Credits

This course will provide an overview, and hands-on experience, with a wide variety of computer-based music technology and cross-platform software applications used within the Music Business environment. Software studies include Microsoft Word (word-processing), Microsoft Excel (spreadsheet), Microsoft PowerPoint (presentation), and Adobe Photoshop (scanning, photo touch-up). Students will present projects in class. Prerequisite: Basic computer experience with the Macintosh and/or Windows 95 operating systems.

Course Competencies:

Competency 1: The student will develop an interactive learning platform to calculate the resources needed by:

1. Developing a web-based interactive learning platform for students to explore and practice computer-based music technology and cross-platform software applications, enabling them to gain hands-on experience.
2. Utilizing tools like Microsoft Word, Excel, PowerPoint, and Adobe Photoshop within the Music Business environment to interact with different platforms.

Learning Outcomes:

1. Communication
2. Computer / Technology Usage
3. Critical thinking

Competency 2: The student will use computer-based music technology and cross-platform software applications by:

1. Demonstrating they can effectively apply these tools to create and present projects within the Music Business environment.
2. Implementing a web-based assessment system

Learning Outcomes:

1. Communication
2. Computer / Technology Usage
3. Critical thinking

Competency 3: The student will practice and create hands-on projects to strengthen their experience with computer-based music technology and cross-platform software applications, allowing them to apply their learning to real-world Situations.

1. Developing a web-based repository of practical exercises and projects to evaluate in real-time.
2. Utilizing computer-based music technology and cross-platform software applications, ensuring their readiness to present projects in class with proficiency and creativity.

Learning Outcomes:

1. Communication
2. Computer / Technology Usage
3. Critical thinking