

**CONSERVATORIO di BOLOGNA "Giovan 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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Electronic Music - DCPL34

FIRST YEAR

Type of educational activity	Subject area	Code	Artistic sector	Subject field	Teaching method	Teaching hours	Personal studying hours	Overall hours	Credits (CFA)	Hour/Credit ratio	Assessment criteria	Overall Credits (CFA)
<b>BASIC ACTIVITIES</b>	Theory – Analysis – Practice	COTP/06	THEORY, RHYTHM AND MUSICAL PERCEPTION	Music theory	LC	20	30	50	2	40%	ID	<b>25</b>
	Musicology	CODM/05	HISTORY OF ELECTROACOUSTIC MUSIC	History of electroacoustic music	LC	45	130	175	7	26%	E	
	Musicology	CODM/04	MUSIC HISTORY	History of forms and musical repertoires	LC	30	95	125	5	24%	E	
	Electronic music and sound technology	COME/03	ACOUSTICS	Acoustics	LC	30	95	125	5	24%	E	
	Electronic music and sound technology	COME/04	ELECTROACOUSTICS	Electroacoustics	LC	40	110	150	6	27%	E	
<b>CORE ACTIVITIES</b>	Composition	CODC/01	COMPOSITION	Composition techniques	LC	25	75	100	4	25%	E	<b>29</b>
	Electronic music and sound technology	COME/05	COMPUTER MUSIC	Computer music	LG	30	120	150	6	20%	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	
<b>SUPPLEMENTARY ACTIVITIES</b>											<b>0</b>	
<b>FURTHER ACTIVITIES</b>											<b>0</b>	
<b>FREE-CHOICE ACTIVITIES</b>	****	****	****	****	****	****	****	150	6	****	****	<b>6</b>
<b>FINAL EXAMINATION RELATED ACTIVITIES AND FOREIGN LANGUAGE KNOWLEDGE</b>												<b>0</b>
<b>FIRST YEAR TOTAL</b>							290	1060	1500	60		<b>60</b>

OVERALL CREDITS (CFA) first year

60

OVERALL TEACHING HOURS first year

290

OVERALL EXAMS first year

8

AB	AC	AIAU	ASS
25	29	0	6

Captions:

AB = Basic activities

AC = Core activities

AIAU = Supplementary and further activities

ASS = Free-choice activities

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Electronic Music - DCPL34

SECOND YEAR

Type of educational activity	Subject area	Code	Artistic sector	Subject field	Teaching method	Teaching hours	Personal studying hours	Overall hours	Credits (CFA)	Hour/Credit ratio	Assessment criteria	Overall Credits (CFA)
<b>BASIC ACTIVITIES</b>	Theory – Analysis – Practice	COTP/06	THEORY, RHYTHM AND MUSICAL PERCEPTION	Music semiography	LC	25	25	50	2	50%	ID	13
	Musicology	CODM/04	MUSIC HISTORY	Music history applied to images	LC	25	75	100	4	25%	ID	
	Musicology	CODM/05	HISTORY OF ELECTROACOUSTIC MUSIC	History of electroacoustic music	LG	40	135	175	7	23%	E	
<b>CORE ACTIVITIES</b>	Electronic music and sound technology	COME/01	ELECTROACOUSTIC MUSIC PERFORMANCE AND INTERPRETATION	Electroacoustic music performance and interpretation	LG	40	160	200	8	20%	E	33
	Electronic music and sound technology	COME/05	COMPUTER MUSIC	Sound sampling, synthesis and digital processing	LG	30	120	150	6	20%	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	
<b>SUPPLEMENTARY ACTIVITIES</b>	Composition	CODC/07	POP-ROCK COMPOSITION AND ARRANGEMENT	Rock-pop forms, systems, languages	LC	30	70	100	4	30%	E	8
	Ensemble performance	COMI/08	ELECTROACOUSTIC MUSIC PERFORMANCE AND INTERPRETATION	Music improvisation techniques	LG	25	75	100	4	25%	E	
<b>FURTHER ACTIVITIES</b>	[-]	[-]					0	0				0
<b>FREE-CHOICE ACTIVITIES</b>	****	****	****	****	****	****	****	150	6	****	****	6
<b>FINAL EXAMINATION RELATED ACTIVITIES AND FOREIGN LANGUAGE KNOWLEDGE</b>	[-]	[-]		[-]			0	0				0
<b>SECOND YEAR TOTAL</b>							285	1065	1500	60		60

OVERALL CREDITS (CFA) second year

60
285
7

OVERALL TEACHING HOURS second year

AB	AC	AIAU	ASS
13	33	8	6

OVERALL EXAMS second year

<b>Captions:</b>
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ASS = Free-choice activities

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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)	Hour/Credit ratio	Assessment criteria	Overall Credits (CFA)
<b>BASIC ACTIVITIES</b>	[-]	[-]					0	0				<b>0</b>
<b>CORE ACTIVITIES</b>	Electronic music and sound technology	COME/02	ELECTROACOUSTIC MUSIC COMPOSITION	Integrated audiovisual composition	LG	30,0	220	250	10,0	12%	E	<b>33</b>
	Electronic music and sound technology	COME/02	ELECTROACOUSTIC MUSIC COMPOSITION	Electroacoustic music composition	LG	45,0	230	275	11,0	16%	E	
	Electronic music and sound technology	COME/05	COMPUTER MUSIC	Programming systems and languages for audio and music applications	LG	30,0	120	150	6,0	20%	E	
	Electronic music and sound technology	COME/02	ELECTROACOUSTIC MUSIC COMPOSITION	Electroacoustic music analysis	LC	40,0	110	150	6,0	27%	E	
<b>SUPPLEMENTARY ACTIVITIES</b>	Electronic music and sound technology	COME/06	MULTIMEDIA	Multimedia systems, technologies and programming languages	LG	30,0	70	100	4,0	30%	E	<b>8</b>
	Music entertainment organization and communication	COCM/01	MUSIC ENTERTAINMENT LAW AND LEGISLATION	Live music entertainment law and legislation	LC	20,0	80	100	4,0	20%	E	
<b>FURTHER ACTIVITIES</b>	[-]	[-]					0	0				<b>0</b>
<b>FREE-CHOICE ACTIVITIES</b>	****	****	****	****	****	****	****	150	6,0	****	****	<b>6</b>
<b>FINAL EXAMINATION RELATED ACTIVITIES AND FOREIGN LANGUAGE KNOWLEDGE</b>	Languages	CODL/02	EU FOREIGN LANGUAGE	EU foreign language	LC	20,0	55	75	3,0	27%	E	<b>3</b>
	<b>FINAL EXAMINATION</b>					[-]	[-]	[-]	250	10	[-]	E
<b>THIRD YEAR TOTAL</b>							215	885	1500	60		<b>60</b>

<b>OVERALL CREDITS (CFA) in basic activities</b>	<b>38</b>
<b>OVERALL CREDITS (CFA) in core activities</b>	<b>95</b>
<b>OVERALL CREDITS (CFA) in free-choice activities</b>	<b>18</b>

OVERALL CREDITS (CFA) third year	60
OVERALL TEACHING HOURS third year	215
OVERALL EXAMS third year	8

AB	AC	AIAU	ASS
0	33	8	6

<b>OVERALL CREDITS (CFA) [=180]</b>	<b>180</b>
<b>OVERALL TEACHING HOURS</b>	<b>790</b>
<b>OVERALL EXAMS [&lt;20]</b>	<b>23</b>

Captions:
AB = Basic activities
AC = Core activities
AIAU = Supplementary and further activities
ASS = Free-choice activities