Think of “digital” as computer language. Digital media afford ways of working with sound that are difficult or impossible in acoustic or analog contexts.

**Goals:**
- Understand affordances of digital media
- Leverage technology & digital media to create music in “new” ways
- Broaden types of composing/creating in music programs
- Focus on the principles and practices of digital music creation to inform how you address such engagement in music programs.
  (For “How To,” technical issues, and developing skills see the resources section of this handout)

**Key Concepts:**
- Technology affords and constrains ways of creating music
- Creating music through producing
- Creating music with digital and popular music aesthetics
- Many aspects of existing curriculum can be embedded in digital music creation
- Some aspects of the curriculum might need to be adjusted to account for unique aspects of digital music and related musical practices

**Creating music through producing**
- The recording (rather than visual representation of the music i.e. notation) is the product
- Working directly with sound
- Leveraging technology
- Recording as creative process beyond recording as “preserving”
- Mixing and editing
  - selective editing
  - corrective editing
- Constructing performances
Creating music with digital and popular music aesthetics

- Allowing students to incorporate aspects of popular soundworlds and influences of popular music
- Attaining the right sound
- Working directly with sound (performing with instruments and using instruments)
- Synthesizing sound (creating instruments)
- Sculpting sound (processing with devices and effects)
- EDM (Electronic Dance Music)
  - Considering the context - Yes, you move to it
  - Repetition is desired
  - Tension is built and released through layers, builds, and drops
  - Idiomatic timbres
  - Remember, you move to it
  - Live production/creation/improvisation/performance/composition AND composed/produced music

Consider: How might I integrate these ways of being musical throughout my program?

How do I learn how to do this?!

Be a student - Make use of existing tutorials online
Ask for help (but first read prior q & a) Use forums, web-based communities, & social networks
Stay current - make use of blogs and news sites and listen to a wide range of contemporary music
Read and research - Make use of existing print-based resources and interviews
Experiment - Give these ways of creating music a try. Procure software/applications, follow a tutorial or experiment on your own and practice to develop your own understanding and skills.
Be reflective - Keep track of what works, what does not work, what can be modified
Develop a network: Consider colleagues who might collaborate with you and develop a learning community. Leverage social media to help each other move forward.

Resources

Software & Applications: Extended list @ http://cdppcme.asu.edu/resources/software/

Look for software and applications called Digital Audio Workstations (DAWs) such as:
Entry level = Garageband (mac), Mixcraft
MidLevel = Cakewalk, Cubase, Ableton, Soundation
Advanced = Logic Pro, Cakewalk Sonar, ProTools, Ardour (free!), Soundation

Beat production: (look for sequencers) Ableton Live, FLStudio (PC & Mobile), Reason

Live tweaking: Ableton Live
Forums, Blogs, and Professional Networks
http://avp.stackexchange.com/
http://www.futureproducers.com/forums/
http://www.gearslutz.com/board/
http://bobbyowsinski.blogspot.com/
http://erikhawkins.berkleemusicblogs.com/

Tutorials
http://audio.tutsplus.com/
http://www.auddiotutorialvideos.com/
http://www.beattips.com/
http://www.youtube.com/user/TornadoTwins (click on how to make dubstep)
Search for specific topics on YouTube and Vimeo

Remix Opportunities
http://findremix.com/
http://indabamusic.com

Print-Based Resources on the Web
http://www.mixonline.com/
http://www.musicradar.com/computermusic
http://www.musicradar.com/futuremusic
http://www.soundonsound.com/
http://www.emusician.com/index