

## Sound Environments:

Fostering Diverse Compositional Practices in an  
Undergraduate Music and New Media Program

Daniel Walzer

University of Massachusetts Lowell

IASPM Canada Conference – University of Ottawa

Ottawa, Ontario – Canada

5-29-15

# Brief Background

## Bachelor of Music in Composition and New Media

- ▶ Interdisciplinary degree with Music and Digital Media Department at University of Massachusetts Lowell.
- ▶ Planned rollout in F2016.
- ▶ Degree balances commercial and art-centered learning objectives with practical technology implementation.

# Portable Recorders and Digital Technology

## Influencing Curricular Design

Ease of use for novice recordists.



Portability inspires sound gathering in diverse environments.



Archival and transfer of files is quick and seamless.

Clean signal for uncompressed audio.



Cost-effective and rugged.



Introduces beginners to field recording techniques.

# Digital Tools and Participatory Culture

## Creation & Consumption – Millennial Composers

### Technology

### Values

Online Music  
Communities

Open-Access  
Software

Less Concern for  
Profit

Transparency in  
Information  
Access

DAW-Influenced  
Compositions

Global  
Information  
Exchange and  
Collaboration

Simple  
Attribution  
Policy is  
Favorable

Many  
Communities  
are Self-Policing

Creation and  
Reuse of  
Original Content

Remixing and  
Gaming  
Communities as  
Examples

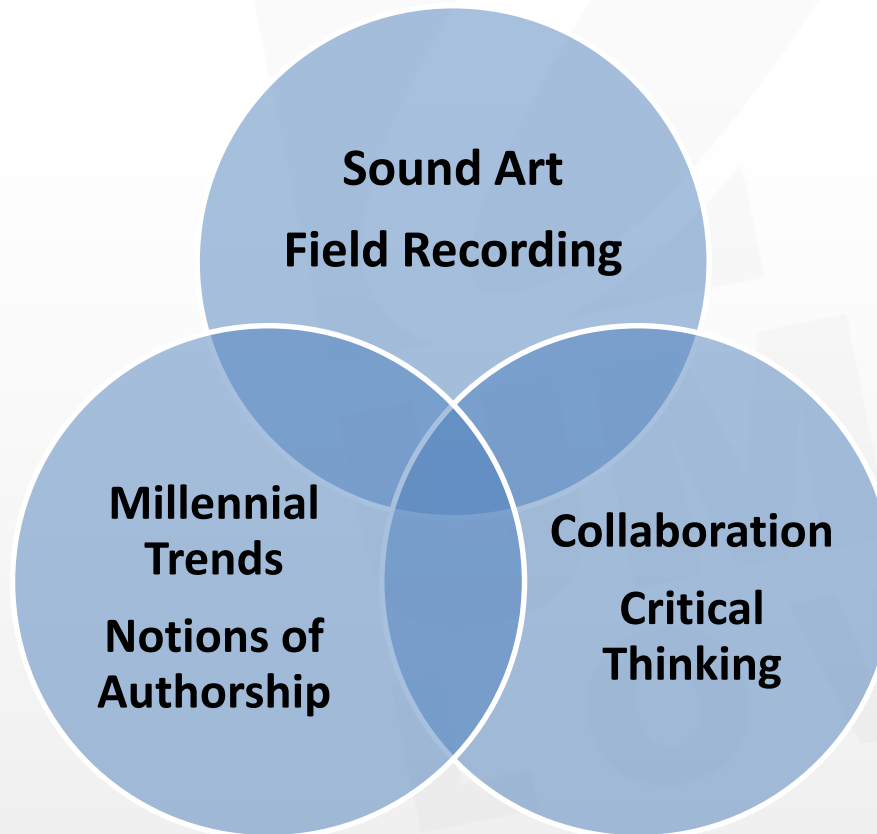
# Digital Synthesis and Remixing

## Collaborative Composition Assignment

- Students upload raw sounds to a secure internal server.
- Sounds are edited and logged for quality and length but no processing.
- Students must use only sounds from other class members to create a new piece.
- Students import sounds into standard DAW for arranging, mixing and manipulation.
- Students workshop their piece and discuss creative approaches with original sound author.
- Restrictions force the student to think critically to conceive new ideas.

# Learning Objectives

## Creative-Technological-Cultural



# Future Considerations

## Planning and Implementation

- ▶ Discussions with administration, IT, and faculty to implement the right server for file-sharing purposes.
- ▶ Supplement lab exercises with relevant music business and copyright discussions.
- ▶ Report preliminary results for future dissemination and qualitative case studies.
- ▶ Balance contemporary and traditional methodologies to enhance student learning in specific courses and the degree as a whole.

# Thank You!

Please email [Daniel\\_Walzer@uml.edu](mailto:Daniel_Walzer@uml.edu) for a PDF copy of the full paper.



# Acknowledgements

## *Leonardo Music Journal – 25<sup>th</sup> Issue*

This presentation is an adaptation of a recently accepted article called “Sound Exchange: Reframing Music Composition Educational Practice” for *Leonardo Music Journal 25 – “The Politics of Sound”* (Walzer 2015).

© MIT Press and ISAST.

Thanks to the University of Massachusetts Lowell–Department of Music, IASPM Canada, and *Leonardo Music Journal* for the opportunity to share this preliminary research.

## References

- Barbosa, A. 2003. Displaced Soundscapes: A Survey of Network Systems for Music and Sonic Art Creation. *Leonardo* 13: 5. <http://alturl.com/33mu6> Accessed: 16 May 2015.
- Beer, D. (2008). Making Friends with Jarvis Cocker: Music Culture in the Context of Web 2.0. *Cultural Sociology* 2 (2): 222–241. <http://cus.sagepub.com/content/2/2/222.short> Accessed: 17 May 2015.
- Benkler, Y. and Nissenbaum, H. 2006. Commons-Based Peer Production and Virtue\*. *Journal of Political Philosophy* 14 (4): 394. [http://www.nyu.edu/projects/nissenbaum/papers/jopp\\_235.pdf](http://www.nyu.edu/projects/nissenbaum/papers/jopp_235.pdf) Accessed 18 May 2015.
- Bernardini, N. et al. 2003. Making Sound with Numbers, Six Years Later. International Conference on Digital Audio Effects, Federico II University: *Proceedings*. Naples, 5–8 October, 2004: 350. <http://alturl.com/oupz3> Accessed: 16 May 2015.
- Butler, T. 2006. A Walk of Art: The Potential of the Sound Walk as a Practice in Cultural Geography. *Social & Cultural Geography* 7(6): 1–32. <http://alturl.com/djos2> Accessed: 18 May 2015.
- Cascone, K. 2000. The Aesthetics of Failure: "Post Digital" Tendencies in Contemporary Computer Music. *Computer Music Journal* 28(4): 1–9. <http://alturl.com/rvvr8> Accessed: 16 May 2015.

## References – Part Two

Cheliotis, G. and Yew, J. 2009. An Analysis of the Social Structure of Remix Culture. Fourth International Conference on Communities and Technologies, College of Information Sciences and Technology–Penn State University – ACM: *Proceedings*. University Park, 25–27 June 2009: 165–169.

<http://socio-informatics.net/fileadmin/IISI/upload/2009/p165.pdf>

Accessed: 18 May 2015.

Miller, P. 2004. *Rhythm Science*. Amsterdam: MIT Press. Locations 35–240 (Chapters 1–4). Kindle E-book.

Reuveni, E. 2007. Authorship in the Age of the Conductor. *Journal of the Copyright Society of the USA* 54 (218): 1801–1802. <http://alturl.com/mgptz> Accessed: 17 May 2015.

Stockdale, A. 2002. Tools for Digital Audio Recording in Qualitative Research. *Social Research Update* 38: 1–4. <http://sru.soc.surrey.ac.uk/SRU38.pdf>  
Accessed: 16 May 2015.

Truax, B. 1984. *Acoustic Communication*. Westport: Ablex. 56–57.

Walzer, D. (Forthcoming 2015). Sound Exchange: Reframing Music Composition Practice. *Leonardo Music Journal* – 25th Special Issue on *The Politics of Sound*.