

MUSIC @ DKIT

Section of Music
Dundalk Institute of Technology



MA / MSc Music Technology

Code
DK962

Level
9

Duration
3 semesters

Places
16



*An interdisciplinary programme
for graduates seeking to combine
technological excellence with musical
creativity*

About this Programme

Embracing music, science, computing, and engineering, Music Technology is a discipline concerned with technology-based research and activity in sound and music. Throughout history developments in technology have always had an impact on musical activity; what is different in recent times is the extent and nature of this impact. The computer revolution in digital audio, the availability of extremely powerful machines at affordable prices and the pervasiveness of computer networks have created new possibilities and career opportunities in almost every sphere of musical activity and continuously opens up new avenues of research.

DkIT's taught Masters programme in Music Technology is designed for graduates seeking to combine technological competence with musical creativity and is a response to the increasing demand from artists, scientists, educationalists and the wider music industry and digital media sector for programmes which bridge the traditionally perceived arts-science divide to produce graduates conversant in both new technologies and their creative and educational applications.

Programme Structure

Comprising taught and research components, the programme is modular and three semesters in duration. The taught component consists of core and elective modules; core modules are mandatory, while elective modules present the student with the opportunity to specialise in areas of particular personal interest.

Following the taught component the student embarks on a major research project, the Masters Project, under the supervision of one or more supervisors. The Masters Project constitutes one of the key features of the programme, providing candidates with the opportunity to apply, in an integrated fashion, concepts and skills acquired over the entire programme. The focus of the research and the overall award designation is determined by the pathway chosen by the students: Arts (MA) or Science (MSc). Projects are normally in one of the following areas: music software development, composition portfolio, dissertation or music production.

Important features of the Masters programme in Music Technology at DkIT are the balancing of theory and practice and technological competence and musical creativity. Conceptually, the progression over the fifteen months can be broadly characterised as a move from fundamentals to creativity to independent research.

Facilities

DkIT provides a state-of-the-art teaching, learning and research environment dedicated to the musical applications of technology. It comprises fully equipped and networked computer music labs, a recording studio, a Sonic Arts Performance Space and an Interactive Systems room. Lab workstations are a combination of Windows, MacOS, and audio-optimised Linux machines. Hardware and software tools for teaching, learning, and research include the following: sound synthesis (Csound and utilities, Reaktor, SuperCollider); sound editing and manipulation (Wavelab, Sound Hack, Audiosculpt, CDP); programming, development and signal processing (Max/MSP, Pluggo, PD, C++, PHP); multi-track recording (Pro Tools, Audition, and low-latency audio interfaces); algorithmic composition (Tabula Vigilans, Koan Pro, Bol Processor); MIDI & audio sequencing (Cubase / Sonar and 5-octave keyboard controllers); technology in music education (Sibelius educational suite, Earope, TimeSketch Editor, CALMA); and gesture-tracking devices (Sound Beam). At the heart of the main recording studio is an Audient ASP 8024 24-channel inline mixing desk and high-end Pro Tools system on a Mac platform. A range of microphones and portable recording equipment is also available for location recording.

Entry Requirements

Second class honours degree in music/creative media or computing/engineering/science. In certain circumstances - e.g. where technological and/or musical competencies are particularly strong - degrees in other disciplines may also be accepted. For mature applicants (over 23) relevant industry or related experience may be considered. For applicants without a music degree formal music training to Grade 5/6, or equivalent, is highly desirable but not essential. However, where such formal training is absent, musical ability must be demonstrated - e.g. through performance or composition as it is a critical required competency. The application form can be downloaded from the Institute's website at www.dkit.ie.

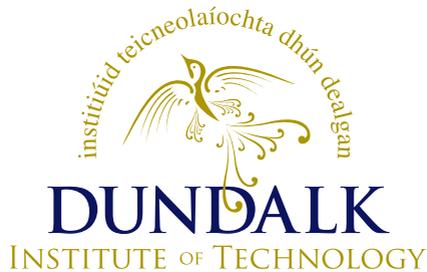
Applicants are encouraged to accompany their application with up to three examples of creative work (e.g. compositions, productions, materials demonstrating creativity in technological design). The closing date for receipt of completed application forms is May 1st. Late applications may also be considered depending on availability of places.

Acceptance for the programme is based on a combination of musical ability, technological capacity and academic record. These competencies are assessed from the completed application form (and accompanying portfolio of creative work if included) submitted by the applicant and from subsequent interview. Shortlisting of applicants for interview, based on submitted application form and portfolio, may take place.

Career Opportunities

Graduates will have career opportunities in the digital media sector, the recording industry, multimedia development, internet/web music and audio, sound design, audio R&D, music education, radio and television, composition and arranging, music production, music software design, music therapy clinics and music instrument technology.

Students can also progress to further studies and undertake research postgraduate



Further Information

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www.dkit.ie/music



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