Minutes- Tuesday, June 25, at 7 PM at Rio Hondo College, Room M-111

Attendance: George Wheeler, Rychard Cooper, Justin Scheid, Genevieve Artadi, Chris Laxamana, Remote Attendees: Adam Gubman, Perry LaMarca, and Dave Kopplin.

Meeting Commenced at 7:25 after dinner:
I. Advisory Board Introductions

George Wheeler introduced the program to the members and then reviewed the following responsibilities of the Advisory Board.

II. Responsibilities of the Board (Guidelines)
   A. Providing up-to-date information related to emerging trends, current and future employment needs, and future directions for the subject area.
   B. Identifying the need for and/or developing new career technical programs, as well as reviewing existing programs for changes to meet the needs of the workplace.
   C. Exploring program quality indicators, including standards for graduates, to ensure successful employment in the CTE area.
   D. Recommending changes in facilities, equipment, materials, and staffing needs for effective up- to-date, and relevant instruction for the program.
   E. Advising the college of appropriate employment opportunities, including gender-equity information for recruiting men and women into non-traditional occupational training programs.
   F. Providing mentoring and job shadowing experience.
   G. Discussing opportunities for work-based learning sites.

III. Introduction and Purpose of the Program

George Wheeler gave an overview of the program, referred to the current published

courses, as well as introduced following statement the program:

> Rio Hondo College and the Division of Arts and Cultural Programs is proud to present a brand-new music and technology program. The Music and Integrated Technology Program at Rio Hondo College is designed to prepare students with the comprehensive music and technology skills needed to transfer to a four-year degree program or to enter the professional workplace. This program will offer courses that include electronic music, songwriting and arranging, studio recording, and live sound reinforcement, which focus on building a strong foundation. This program creates opportunities for students to compose, arrange and produce music and artists in a variety of contemporary classical and popular musical styles. The program offers an Associate of Science Degree in Music and Integrated Technology, as well as certificates that will create pathways for success.

George Wheeler introduced the proposed A.S. Degree in Music and Integrated Technology.

The group felt that a Music Business Course should be written in order to prepare students for how the industry works, how money flows, etc.

The group voted and passed the following three items (First-Cooper, Seconded by Scheid):

1. All the current classes written classes.

    a. MUST 101 - Introduction to Music Technology

    b. MUST 115 - Songwriting and Arranging I

    c. MUST 116 - Songwriting and Arranging II

    d. MUST 121 - Electronic Music I

    e. MUST 122 - Electronic Music II

    f. MUST 123 - Electronic Music III

    g. MUST 141 - Recording Studio I

    h. MUST 142 - Recording Studio II

    i. MUST 145 - Live Sound Reinforcement I

    j. MUST 146 - Live Sound Reinforcement II

    k. MUST 151 - History of Electronic Music

2. Music Business Class should be written.

    a. MUST 105 - Introduction to Music Business

3. The following A.S Degree was also approved.

Associate of Science Degree - Music and Integrated Technology

Music Core (9):

MUS 103 - Music Theory I (3) (C-ID MUS 120)

MUS 104 - Music Theory II (3) (C-ID MUS 130)

MUS 106 - Musicianship I (1) (C-ID MUS 125)

MUS 107 - Musicianship II (1) (C-ID MUS 135)

MUS 145 - Beginning Piano I (1)

Technology Core (18):

MUST 101 - Introduction to Music Technology (3) (C-ID CMUS X 100)

MUST 105 - Introduction to Music Business (3) (C-ID CMUS X 140)

MUST 115 - Songwriting and Arranging I (3) (C-ID CMUS X 150)

MUST 121 - Electronic Music I (3) (C-ID CMUS X 110)

MUST 141 - Recording Studio I (3) (C-ID CMUS X 130)

MUST 145 - Live Sound Reinforcement I (3) (C-ID CMUS X 120)

Contemporary Music History (3)

Select one of the following history courses:

MUST 151 - History of Electronic Music (3)

MUS 132 - History of Rock and Roll (3)

MUS 135 - Music in Film (3)

Total Units 30

IV. <u>Employers and Jobs</u>

   A. Employers

The group agreed that there are many employers in the southern California area who are employing skilled workers for entry-level positions. The group also agreed that it was useful to start with the types of employers and jobs on the market, and that will inform the skills needed and what equipment is needed to properly train students.

Some types of companies include: small and large record companies, artist royalty organizations like ASCAP, BMI, Publishers like Cobalt, BMG, music instrument company Research and Development Departments like Roland, Yamaha (very local Buena Park), Kurtsweil, television and other media outlets, production companies, sound design, artist opportunities, amusement parks Disneyland, Knotts Berry Farm, and Universal Studios, churches, etc… Streaming companies like Netflix are rapidly churning out content, and from that need are many opportunities. Video gaming companies like Universal, Activision, Blizzard, and Sony have strong recruiting composition possibilities. Companies like Apple and Google need people with music skills.

   B. Entry-Level Positions and Paid Internships- Too numerous to mention, but most every large, medium, and small company utilize interns.

V. <u>Skills Needed</u>

  The group felt that to prepare student for the diverse skills needed, 9 certificates and 6 new classes should be created. After a rigorous discussion, the group settled on the following certificates.

The group voted for the following items. (First Gubman, Second Laxamana)

 A. Certificates and Classes

   1. 9 certificate types approved: Live Sound Engineer, Recording Engineer, Music Production, Songwriting and Arranging, Sound Design, Video Games, Film Scoring, Electronic Music, and Music Production Management.

Live Sound Engineer Certificate

Introduction to Music Technology (3) (pre-req - None)

Music Business (3) (pre-req - None)

Recording Studio I (3) (pre-req - Intro to Tech)

Live Sound Reinforcement I (3) (pre-req - Intro to Tech)

Live Sound Reinforcement II (capstone) (3) (pre-req - Rec I, Live I)

Total Units 15

Recording Engineer Certificate

Introduction to Music Technology (3) (pre-req - None)

Music Business (3) (pre-req - None)

Musicianship/Theory I (4) (pre-req - None)

Recording Studio I (3) (pre-req - Intro to Tech)

Recording Studio II (3) (pre-req - Rec I)

Music and Integrated Technology Capstone (2)

Total Units 18

Music Production Certificate

Introduction to Music Technology (3) (pre-req - None)

Introduction to Music Business (3) (pre-req - None)

Theory/Musicianship I (4) (pre-req - None)

Electronic Music I (3) (pre-req - Intro to Tech)

Recording Studio I (3) (pre-req - Intro to Tech)

Recording Studio II (3) (pre-req - Rec. I)

Music and Integrated Technology Capstone (2) (pre-req - Rec. II)

Total Units 21

Songwriting and Arranging Level I Certificate

Introduction to Music Technology (3) (pre-req - None)

Introduction to Music Business (3) (pre-req - None)

Musicianship/Theory I (4) (pre-req - None)

Musicianship/Theory II (4) (pre-req - Theory/Mus I)

Piano I (1) (pre-req - None)

Songwriting and Arranging I (capstone)(3) (preq - InTech, Theo/Mus II, Piano I)

Total Units 18

Songwriting and Arranging Level II Certificate

Composition Workshop I (3) (pre-req - Theory/Mus II)

Musicianship/Theory III (4) (pre-req - Theory/Mus II)

Musicianship/Theory IV (4) (pre-req - Theory/Mus III)

Recording Studio I (3) (pre-req - Intro to Tech)

Songwriting and Arranging II (capstone) (3) (preq - Song I, Rec I, Theo/Mus IV)

Total Units 17

Sound Design Level I Certificate

Introduction to Music Technology (3) (pre-req - None)

Introduction to Music Business (3) (pre-req - None)

Electronic Music I (3) (pre-req - Intro to Tech)

Recording Studio I (3) (pre-req - Intro to Tech)

Sound Design I (capstone) (3) (pre-req - Elec Mus I, Rec I)

Total Units 15

Sound Design Level II Certificate

Musicianship/Theory I (4)

Electronic Music II (3)

Recording Studio II (3)

Sound Design II (capstone) (3) (preq - SD I, Th/Mus I, E Mus II, Rec II)

Total Units 13

Music for Video Games Level I Certificate

Introduction to Music Technology (3) (pre-req - None)

Introduction to Music Business (3) (pre-req - None)

Musicianship/Theory I (4) (pre-req - None)

Musicianship/Theory II (4) (pre-req - Theory/Mus I)

Composition Workshop I (3) (pre-req - Theory/Mus II)

Composing for Video Games 1 (capstone) (3) (preq - IntTech/Comp Workshop)

Total Units of 20

Music for Video Games Level II Certificate

Musicianship/Theory III (4) (pre-req - Theory/Mus II)

Musicianship/Theory IV (4) (pre-req - Theory/Mus III)

Electronic Music I (3) (pre-req - Intro to Tech)

Recording Studio I (3) (pre-req - Intro to Tech)

Sound Design I (capstone) (3) (pre-req - Elec Mus I, Rec I)

Composing for Video Games II (3) (pre-req - Vid Games I, SD I, Theo/Mus IV)

Total Units 20

Film Scoring Level I Certificate

Introduction to Music Technology (3) (pre-req - None)

Introduction to Music Business (3) (pre-req - None)

Musicianship/Theory I (4) (pre-req - None)

Musicianship/Theory II (4) (pre-req - Theory/Mus I)

Composition Workshop I (3) (pre-req - Theory/Mus II)

Film Scoring 1 (capstone) (3) (pre-req - Intro Tech/Comp Workshop)

Total Units of 20

Film Scoring Level II Certificate

History of Film Music (3) (pre-req - None)

Recording Studio I (3) (pre-req - Intro to Tech)

Musicianship/Theory III (4) (pre-req - Theory/Mus II)

Musicianship/Theory IV (4) (pre-req - Theory/Mus III)

Film Scoring II (capstone) (3) (pre-req - Theory/Mus IV, Film S I, Rec I)

Total Units of 17

Rio Hondo College
Music Integrated Technology Program

Electronic Music Level I Certificate

Introduction to Music Technology (3) (pre-req - None)

Introduction to Music Business (3) (pre-req - None)

Musicianship/Theory I (4) (pre-req - None)

Piano I (1) (pre-req - None)

Electronic Music I (3) (pre-req - Intro to Tech)

Electronic Music II (capstone) (3) (pre-req - EM I, Theo/Mus I, Pno I)

Total Units 17

Electronic Music Level II Certificate

Musicianship/Theory II (4) (pre-req - Theory/Mus I)

Musicianship/Theory III (4) (pre-req - Theory/Mus II)

Musicianship/Theory IV (4) (pre-req - Theory/Mus III)

Composition Workshop I (3) (pre-req - Theory/Mus II)

Electronic Music III (capstone) (3) (preq - EM II, Theo/Mus IV, Comp Work I)

Total Units 18

Music Production Management Certificate

(needs to be organized with the business department)

Introduction to Music Technology (3) (pre-req - None)

Introduction to Music Business (3) (pre-req - None)

Musicianship/Theory I (4) (pre-req - None)

Musicianship/Theory II (4) (pre-req - Theory/Mus I)

Bus Management classes (hospitality?)

Total Units (14 music - plus business)

2. 9 Classes to support the certificates approved.

    a. Composition Workshop I

    b. Composition Workshop II

    c. Composing for Video Games I

    d. Composing for Video Games II

    e. Film Scoring I

    f. Film Scoring II

        g. Sound Design I

        h. Sound Design II

        i. Music and Integrated Technology Capstone

  B. Curriculum revisions

    No revisions were needed.

VI. <u>Equipment and Software Needed</u> A cursory list of equipment was compiled knowing that regular updates would be necessary. Two lists are necessary for two spaces, a classroom computer laboratory, and a recording studio.

    <u>Music Computer Lab (25 lab/ 5 control booth/mixing stations)</u>

        30 New computers (current Macs)

        30 MIDI controllers (Akai MPK249)

        30 audio interfaces (PreSonus AudioBox USB 96)

        30 Logic Pro X (current version)

        30 Ableton Live Suite 10 and Max 8 (current versions)

        30 ProTools and Sibelius (current versions)

        Large format Moog, Buchla, and Eurorack modular synthesizers

    <u>Recording Studio and Live Sound</u>

        wide assortment of microphones for both live and studio use

        professional mixing board for live and studio use

        3 sets of monitors

        professional headphone amplifier for 16 plus musicians

        snake and mic cables for both live and studio

        Live sound system with 3 way crossover system

VII. Adjournment

    The meeting ended at 9:40pm