

Name:	Dr. Hilary Baker
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Course title:	Berlin and the Digital Music Era
Track:	B-Track
Language of instruction:	English
Contact hours:	72 (6 per day)
ECTS-Credits:	6

Course description

Over the past twenty years Berlin has become a thriving crossroads at the intersection of music and technology. It serves as the hub of techno/electronic music and dance culture, and as the home of leading music software developers such as Ableton. Berlin sets the trends in the fast-changing technological world. This course will examine significant developments in music and technology, such as Virtual Studio Technology (VST), Digital Audio Workstations (DAWs), and digital distribution. In particular, we will focus on the growth of these technologies within Germany, specifically Berlin.

Our first goal will be to understand how technology influences the production and performance of new music, primarily within the realm of popular music. In particular, we will consider the development and applications of salient music technologies (both analog and digital) such as the microphone, electric guitar, synthesizer, and DAWs (Digital Audio Workstations). We will discuss the history of electronic dance music and visit the impressive local venues constructed for the reception of this music. We will also explore Berlin's global role in the music production industry, by learning about the companies that supply the sounds of contemporary music (such as Native Instruments).

Our second goal will be to explore how technology facilitates new modes of experiencing and acquiring music. For this portion of the course, we will discuss how technology is being used to reinvigorate an interest in classical music, by innovative establishments such as the Berlin Philharmonic. We will also look at the hot-button issue of digital music distribution, and how Berlin-based companies such as SoundCloud are finding ways of digitally distributing music in a manner that empowers, rather than overrides musicians. In addition, we will explore how international conglomerates such as the Universal Music Group (with headquarters in Berlin) have adapted to the post-Napster conditions of music distribution and marketing.

Finally, our third goal will be to explore how developments in music technology impact other artistic media, such as film, television, video games, and contemporary art. In addition to examining the interaction between music and film/tv technologies, we will also visit a gallery in Berlin specifically devoted to contemporary sound art. The semester will end with a discussion of the current state of music technology and collective theorization and speculation of where the industry might be headed next.

Student profile

This course is open to all students. No previous experience studying music or technology is necessary. Please note that while the topic of technology is integral to the course, we will primarily examine it through the lens of music and cultural history, rather than learning how to program or engineer music technology.

Prerequisites

Students should be able to speak and read English at the C1 level or higher.

Course requirements

1. Active Participation
Participation in class discussion and group work is a vital component of this course. Every session will feature collaborative exercises (with both written and discussion components) to foster active engagement with the materials.
2. Class Meetings and Excursions
This course meets on Tuesdays and Fridays, and will include local excursions off campus.
3. Written Responses
In response to our discussions, excursions, and readings, students will craft short written answers to specific questions. An average of one response (with two to three questions) will be assigned for each class session. These responses will be our way to thoughtfully reflect on the course materials.
4. In-Class Presentation
During the last week of the course students will collaborate in pairs and present on a topic of their own choice related to the theme of music and technology in Berlin. In addition to an in-class presentation, students will submit a written summary and response to this project.

Grading

Participation Assignments:	30%
Written Assignments:	50%
Final Presentation and Written Summary/Response:	20%

Reading

Readings will be drawn from scholarly and journalistic sources. A reader containing these excerpts will be provided at orientation.

Course schedule

Date	Program*
Tuesday, June 7, 2016	Introduction: What are the intersections between music and technology in our contemporary global culture? What specific role does Berlin have in exploring and cultivating these intersections?
Friday, June 10, 2016	Where does all of this recent music technology come from? What were some of the most influential and trend-setting examples of electronic instruments and digital audio technology?
Tuesday, June 14, 2016	How has technology influenced the creation of musical style and the performance of music in public spaces? Excursion to Tresor - Local Electronic Music Venue
Friday, June 17, 2016	What is the current state of music technology and production and what specific advancements have derived from Berlin? What do companies such as Native Instruments and Ableton represent in the Berlin music and tech business scene?
Tuesday, June 21, 2016	What are some ways in which technologies employed for the production and dissemination of music are also used for the creation of other forms of contemporary entertainment, such as tv and film?
Friday, June 24, 2016	What role does music and digital music technology play in the largest segment of the entertainment industry – video games? In what way are composers and game designers exploring the creative potential of this new artistic field? What do we make of video games that incorporate musical performance or those that are intended for music education?
Tuesday, June 28, 2016	How has technology been used to promote an interest in and to create new ways of encountering classical music? In what ways is the Berlin Philharmonic exploring this new frontier?
Friday, July 1, 2016	What is “sound art” and how much of it is technological? Excursion to Sound Art Gallery
Tuesday, July 5, 2016	Fair sharing or illegal piracy? What are the issues inherent to music distribution today?
Friday, July 8, 2016	Understanding the Mainstream – How have transatlantic conglomerates, such as Universal (which has a large base of operations in Berlin), adapted to the challenges of the digital era? Are these efforts working to repair the damage of the post-Napster effect?
Tuesday, July 12, 2016	Where do we go from here? Projections of the future of digital technology and music.
Friday, July 15, 2016	Course Wrap-Up Student Presentations

*Other class excursions may occur depending on the summer's live music offerings.