

# MUS G111: LIVE SOUND REINFORCEMENT

Item	Value
Curriculum Committee Approval Date	12/03/2024
Top Code	100500 - Commercial Music
Units	3 Total Units
Hours	54 Total Hours (Lecture Hours 54)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	No
Basic Skills	Not Basic Skills (N)
Repeatable	No
Open Entry/Open Exit	No
Grading Policy	Standard Letter (S), • Pass/No Pass (B)

## Course Description

This course is an introduction to live sound for students who want to develop skills in designing and operating sound for live concerts, theatrical productions, and other venues requiring amplification. Emphasis will be placed on practical knowledge and techniques in operating sound equipment on all levels, using the technology from the recording studio and music department on campus. Transfer Credit: CSU.

## Course Level Student Learning Outcome(s)

1. Course Outcomes
2. Identify sound equipment to amplify electrical and acoustic instruments.
3. Utilize sound equipment to amplify performers in musical and theatrical productions, as well as spoken word in a public venue.
4. Identify procedures for resolving technical malfunctions.

## Course Objectives

- 1. Define common terminology used in the field of sound reinforcement.
- 2. Design sound reinforcement systems for small to large venues.
- 3. Distinguish difference in needs between a variety of music, theatrical, and public meeting productions.
- 4. Equalize a system to a specific acoustical environment.
- 5. Identify packing and transport solutions for sound equipment.
- 6. Utilize common procedures for trouble shooting issues with sound equipment, musician amplification, and venue requirements.

## Lecture Content

Microphone selection Electric instruments Acoustic instruments  
Vocalists Ensembles Public speaker Wireless mics in a theater setting  
Microphone placement Electric instruments Acoustic instruments  
Vocalists Ensembles Public speaker Head mics for theater Cabling and connectors  
Mixing console operations Signal processing Special effects devices  
Equalization Graphic equalizers Real time analyzers Power amplifiers and power ratings  
Speaker selection Speaker placement On-

stage monitors Systematic trouble shooting procedures Equipment handling and storage Terminology of lighting and stage equipment

## Method(s) of Instruction

- Lecture (02)
- DE Live Online Lecture (02S)
- DE Online Lecture (02X)

## Reading Assignments

Reading articles provided by instructor

## Writing Assignments

Design sound plans for various venue types Develop a budget for equipment purchase Create inventory list of equipment

## Out-of-class Assignments

Observation of a variety of music, theater, and public venues

## Demonstration of Critical Thinking

Trouble shoot sound and equipment malfunctions in real time.

## Required Writing, Problem Solving, Skills Demonstration

Set up sound equipment for specific performance requirement.

## Eligible Disciplines

Music: Master's degree in music OR bachelor's degree in music AND master's degree in humanities OR the equivalent. Master's degree required.

## Textbooks Resources

1. Required Wasem, James. Great Live Sound: A Practical Guide for Every Sound Tech (Classic), ed. Great Sound Institute, 2019 Rationale: Classic

## Other Resources

1. Instructor handouts 2. Equipment manuals