BAFM02I FILM MUSIC IN CONTEXT 2

Level: 5

Credit Value: 15

Pre-Requisites: NONE

Module Description

The module is designed to build on the knowledge acquired in Film Music in Context 1 by researching the specific genre of popular music, as used in film, television and video game soundtracks. It aims to develop an awareness of cultural and artistic issues through listening, analysis and research whilst investigating a range of analytical techniques.

Learning Outcomes

On completion of this module, students will be able to:

1. Use a range of established techniques to initiate and undertake a critical evaluation of selected soundtracks for film, television and video games
2. Evaluate critically the contribution of specific musicians, performers or composers
3. Write coherently and in depth about cultural, historical, technological and performance issues related to popular music used in film and television and the film making process.
4. Effectively communicate information, arguments and analysis in a variety of forms, using a variety of research methods.

Indicative Content

- Study of developments in culture and society as reflected in successive genres of popular music from 1900 to date
- The role of specific composers and performers in artistic development in this period
- Study of the musical crossover between song and score composition
- The role of multimedia marketing regarding the media industry
- Audio/Visual concepts - Analysis of when to use score or pop tracks (or both)
- Remixes and film versions of songs - analysing the composer's palette
- Further spotting and conceptual techniques in planning a musical soundtrack
- The film making process and editing techniques used in pop videos (synchronisation with images, camera changes and cue points).
- Development of study, academic and presentational skills including
referencing, appropriate research methodology and higher level critical analysis

Learning & Teaching Strategies

This module will be delivered through lectures and music literature tutorials, and, where possible, film music society presentations to see whole works in context.

Assessment

<table>
<thead>
<tr>
<th>Hand-in</th>
<th>Aggregate (Yes/No)</th>
<th>Semester &amp; Week Due</th>
</tr>
</thead>
<tbody>
<tr>
<td>Examination, 2 hours 10 mins (40%) LO1-4</td>
<td>Yes</td>
<td>Sem 2, Week 13</td>
</tr>
<tr>
<td>Essay, 2500 words (60%) LO1-4</td>
<td>Yes</td>
<td>Sem 2, Weeks 14</td>
</tr>
</tbody>
</table>

Specific Learning Resources

Lecture Theatre or Classroom with Multimedia Facilities including Blu-Ray Surround Sound (5.1 or similar)
Large screen for projection (e.g. Lecture Theatre)
CD/DVD resources and in house compilations of examples

Reference List

Highly Recommended

Recommended

Background Reading

**Online Journals / Websites**
Broxton, J. (n.d.) *Movie Music UK.* Online (Available from moviemusicuk.us)
Cinemanotes (n.d.) *Film Score Database.* Online (Available from www.cinemanotes.com)
Cinemusic (n.d.) *Soundtrack Reviews.* Online (Available from www.cinemusic.net)
Film Music Society (n.d.) *The Film Music Society.* Online (Available from www.filmmusicsociety.org)
Film Score Monthly (n.d.) *Film Score Monthly.* Online (Available from www.filmscoremonthly.com)
Filmsound (n.d.) *Film Music links.* Online (Available from www.filmsound.org/filmmusic)
IFMCA (n.d.) *Internal Film Music Critics Association.* Online (Available from filmmusiccritics.org)
MainTitles (n.d.) *Film Music Community.* Online (Available from www.maintitles.net)
Movie Score Magazine (n.d.) *Composers and Their Films.* Online (Available from moviescoremagazine.com)
Offscreen (n.d.) *Essays and Reviews.* Online (Available from www.offscreen.com)
ScoreNotes (n.d.) *Scores, Movies, Pop Culture.* Online (Available from www.scorenotes.com)
SoundtrackNet (n.d.) *The Art of Film and Television Music.* Online (Available from www.soundtrack.net)